



Hello,

Here are my short answers to the questions, as member of the <https://matrix.to/#/#thirdroom-dev:matrix.org> community.

Kind regards,
Hugo

1) What entry barriers or obstacles to growth do you observe or expect to materialise in Virtual World markets? Do they differ based on the maturity of the various markets?

Costs in infrastructure and device, to allow distribution and display of content from "virtual worlds".

As the market matures, standards and technology patterns emerge, allowing the communities to develop and refine tools, service the use case of "virtual worlds".

2) What are the main drivers of competition for Virtual World platforms, enabling technologies of Virtual Worlds and/or services based on Virtual Worlds (e.g. access to data, own hardware or infrastructure, IP rights, control over connectivity, vertical integration, platform and payment fees)? Do you expect that to change and, if so, how?

- device: a "terminal" to use, in order to connect to the "virtual world" (can a phone, computer, VR/AR-headset etc.)
- infrastructure: servers, cables, centralized databases for the content and users
- content: a representation of the data, that a device can display, and the infrastructure can store and transport
- community: users to create content and use infrastructure and device to display content
- ecosystem: integrations of the above within various connected platforms, other vectors of influence

3) What are the current key players for Virtual World platforms, enabling technologies of Virtual Worlds and/or services based on Virtual Worlds, which you consider or expect to have significant influence on the competitive dynamics of these markets?

- facebook: headset, community, infrastructure, ecosystem
- apple: headset, community, infrastructure, ecosystem
- valve: headset, community, infrastructure,
- amazon: infrastructure, producing tv-shows with the Metaverse, ecosystem
- google: headset, community, infrastructure, ecosystem
- microsoft: headset, community, infrastructure, ecosystem
- neuralink: intrusive headset, community, infrastructures, ecosystems
- nvidia: infrastructure, ecosystem
- many others, providers of keywords above

4) Do you expect existing market power to be translated into market power in Virtual World markets?

Yes. Leaders in implementing the ecosystem will see their power translated or increased. Device, infrastructure and community are keys to adoption, and maintaining a service layer operational.

5) Do you expect potential new entrants in any Virtual World platforms, enabling technologies of Virtual Worlds and/or services based on Virtual Worlds in the next five to ten years and if yes, what products and services do you expect to be launched?

Emerging ground roots peer-to-peer decentralized, or none (or black swan).

6) Do you expect the technology incorporated into Virtual World platforms, enabling technologies of Virtual Worlds and services based on Virtual Worlds to be based mostly on open standards and/or protocols agreed through standard-setting organisations, industry associations or groups of companies, or rather the use of proprietary technology?

Libre and open, are long term enablers, by design allow social advancement, that can be shared by all equally. Proprietary softwares, can only sometimes create a first wow effect, but always slows down progress, and are always replaced by open standards and protocol, when the projects existence make sense naturally.

For a real adoption the technology has to be libre, or it cannot work, because not discussed nor agreed by the communities.

7) Which data monetisation models do you expect to be most relevant for the development of Virtual World markets in the next five to ten years?

Similar to non-virtual worlds and contemporary FOSS monetization.

Monetization could be made more relevant, but this aspect is unrelated to virtual worlds, or technology.

8) What potential competition issues are most likely to emerge in Virtual World markets?

Proprietary technologies, adopted by corporations or governmental organizations, creating captive market and legacy technologies and networks, without capabilities for the community to investigate or contribute.

Loss of information, virtual world islands that cannot communicate with each other, and use different closed specifications and tools, creating closed boxes of knowledge and technology.

9) Do you expect the emergence of new business models and technologies to trigger the need to adapt certain EU legal antitrust concepts?

Yes. The emergence of virtual worlds, create alternative ways for people to express their needs and creativity. We should expect a lot of outputs that do not fit any exact definition in the existing legal systems.

10) Do you expect the emergence of new business models and technologies to trigger the need to adapt EU antitrust investigation tools and practices?

Yes. The emergence of virtual worlds, will isolate users into island of interactivity and information, which might lead to events happening outside of capabilities of any investigation tools or practices.