

Report: Across The Metaverse

Overview:

The IEEE CIS MJCET recently hosted the "Across the Metaverse" event, which aimed to provide valuable insights into the rapidly growing field of the metaverse. This free event was attended by over 60 individuals, including students, professionals, and enthusiasts, who were eager to delve deeper into the concept of the metaverse and its potential implications. The event featured a keynote presentation by Karthik Guduru, an esteemed alumnus of MJCET and a Metaverse Architect currently employed at TCS XR Labs. With his extensive knowledge and experience, Karthik shed light on the current job market in the metaverse, captivating the audience's attention. Attendees were also engaged in an AR/VR startup game and were given an opportunity to present their ideas on stage.



Event Details:

The event lasted for a total of three hours, with the first hour dedicated to Karthik Guduru's presentation. Karthik, who is a Metaverse Architect, began by defining the metaverse, elaborating on its history, and showcasing its potential applications. He emphasized that the metaverse is not just a virtual world but rather an interconnected network of virtual and physical reality, where individuals can seamlessly transition between the two. Karthik also discussed the various technologies used in the metaverse, including virtual and augmented reality, which are expected to have a profound impact on the future of work.

Karthik highlighted the metaverse's potential to revolutionize traditional approaches to work, enabling remote collaboration, immersive training experiences, and virtual meetings. He also explored the current job market and the skills and expertise sought by employers in this field. He emphasized the increasing demand for professionals with a strong foundation in virtual and augmented reality, as well as skills in 3D modeling, user experience design, and software

development. Karthik also emphasized the importance of staying updated with the latest technologies and trends in the metaverse to remain competitive in the job market.

The second hour of the event featured an AR/VR startup game, where attendees were educated about AR/VR startups and ideas. The attendees were divided into teams and were given a challenge to come up with a unique AR/VR startup idea. The teams were required to present their ideas on stage, just like in the popular TV show Shark Tank. This activity allowed the attendees to apply their knowledge about the metaverse and come up with creative solutions.

About the Speaker:

Karthik Guduru is an alumnus of MJCET and a Metaverse Architect currently employed at TCS XR Labs. With his extensive knowledge and experience in the field of metaverse architecture, he was the perfect speaker to provide insights into the current job market within this emerging field. Drawing from his own experiences working in the industry, he shared valuable information about the opportunities available for individuals interested in pursuing a career in the metaverse. Karthik's expertise and deep understanding of the subject matter resonated with the audience, who were eager to learn from a professional actively involved in shaping the metaverse landscape.



Feedback and Conclusion:

The "Across the Metaverse" event was highly praised by the attendees, who found Karthik Guduru's insights and experiences highly informative and engaging. They appreciated his ability to break down complex concepts into easily understandable terms. Attendees also expressed their appreciation for the opportunity to learn from a seasoned professional in the metaverse industry.

The event organizers were commended for their meticulous planning and seamless execution. Attendees appreciated the effort put into curating a diverse range of topics and ensuring the content was relevant and up-to-date. The informative and well-structured presentations kept the

audience engaged throughout the event, fostering an environment of active participation and learning.

The impact of the event extended beyond the immediate knowledge gained. Attendees left with a renewed sense of excitement and curiosity about the metaverse and its potential applications. Many expressed their desire to further explore this field and pursue opportunities within it. The event served as a catalyst for individuals to actively seek out resources and educational opportunities to enhance their understanding of the metaverse.

The AR/VR startup game added an interactive and collaborative element to the event. By challenging the attendees to come up with their own AR/VR startup ideas, the organizers encouraged creative thinking and problem-solving within the metaverse industry. The teams had the opportunity to present their ideas on stage, allowing them to showcase their entrepreneurial spirit and receive valuable feedback from both the speaker and their peers. This activity not only engaged the attendees but also provided them with a practical application of the knowledge gained from Karthik's presentation.



The event was not only informative but also provided networking opportunities for the attendees. The diverse range of participants, including students, professionals, and enthusiasts, created a vibrant and dynamic atmosphere. Attendees had the chance to connect with like-minded individuals who share a passion for the metaverse, fostering new collaborations and potential partnerships. The event facilitated the exchange of ideas and experiences, further enriching the overall learning experience.



In conclusion, the "Across the Metaverse" event exceeded expectations in terms of providing valuable insights into the metaverse and its potential impact on various industries. Karthik Guduru's presentation offered a comprehensive understanding of the metaverse, its technologies, and its future job market. The AR/VR startup game added an interactive and practical element, allowing attendees to apply their knowledge and creativity.

The event organizers should be commended for their meticulous planning and execution. The event was well-structured, engaging, and relevant, ensuring that attendees had a meaningful and enriching experience. The positive feedback from the attendees highlights the success of the event in achieving its goals of educating, inspiring, and providing networking opportunities within the metaverse industry.

As attendees left the event, they carried with them a sense of excitement and curiosity about the metaverse. The event sparked a desire for further exploration and learning, as well as a motivation to pursue careers and entrepreneurial endeavors within this emerging field. The "Across the Metaverse" event successfully created a platform for intellectual exchange, networking, and fostering a community of individuals passionate about the metaverse.

Overall, the event provided valuable insights into the metaverse, empowered attendees to embrace the possibilities of this emerging technology, and inspired them to become active participants in shaping the future of the metaverse. With the knowledge gained and the connections made at the event, attendees are well-equipped to embark on their own metaverse journeys and contribute to the growth and development of this exciting field.