**Panel November 17 – Digital Arts Nation Conference - Links referenced by Art Proctor**

Crypto Kitties <https://www.cryptokitties.co/>

Meet Up <https://www.meetup.com/>

Eventbrite <https://www.eventbrite.com/>

Twitch <https://www.twitch.tv/>

Discord <https://discord.com/>

Vimeo <https://vimeo.com/>

The Public Place Network <https://www.thepublicplace.online/en/>

Digital Theatre +  <https://www.digitaltheatreplus.com/>

 LiveMusic.camera <https://livemusic.camera/>

Me WE democratized social media platform <https://mewe.com/>

Telegram <https://telegram.org/>

Public Place Network with Restream (2018) <https://www.thepublicplace.online/en/>

Side Door (2017) <https://sidedooraccess.com/>

Tapereal (Ali Shah) in Beta (2020) <https://web.tapereal.com/>

Resounding Live (Blair Russel) <https://www.resounding.live/>

LIVVE  (Chris Elmitt) <https://www.livve.app/>

AR Walls – Led Screens (Rene Alamador) <https://arwall.co/>

Unreal Engine <https://www.unrealengine.com/>

Cinetracer <https://www.cinetracer.com/>

Opensea <https://opensea.io/>

Axie Marketplace <https://marketplace.axieinfinity.com/>

Lava Labs <https://larvalabs.com/>

Oneof <https://www.oneof.com/>

Calaxy <https://www.calaxy.com/>

Vuele <https://vuele.io/>

What Is the Metaverse?

Based on term coined from the novel *Snow Crash*  by [Neal Stephenson](https://en.wikipedia.org/wiki/Neal_Stephenson), published in 1992 and further explored in Ready Player One Ernest Cline 2011

Meta verse is Web 3.0 – future of the internet and info-tainment

The metaverse is a digital reality that combines aspects of social media, online gaming, [augmented reality (AR)](https://www.investopedia.com/terms/a/augmented-reality.asp), virtual reality (VR), and cryptocurrencies to allow users to interact virtually. Augmented reality overlays visual elements, sound, and other sensory input onto real-world settings to enhance the user experience. In contrast, virtual reality is entirely virtual and enhances fictional realities.