

The multiple facets of the metaverse

Category	Name	Since	Users currently active per month	Description
3D socialising	Second Life	2003	1 million	Virtual 3D world
	IMVU	2004	7 million	Users can appear as an avatar, inhabit personal rooms, meet others, interact and communicate
	RecRoom	2016	5 million	
	Decentraland	2018	500,000	There are events, tasks and goals
	Zepeto	2018	13 million	You can take part with VR or on your PC/mobile
	Active Worlds	1995	Not known	Companies can run and market their own presence and content
	There.com	2003	Not known	
	Open Simulator	2007	Not known	
	Altspace VR [Microsoft]	2013	x1000 per event	
	Meta Horizon [venues and worlds]	2021	300,000	
Social media	Facebook	2004	2.9 billion	Social platform
	LinkedIn	2003	310 million	Users appear under their account and can find and communicate with friends, acquaintances and people with similar interests Users can share their content Companies can do targeted marketing by directly addressing people who are potentially interested
Spatial	Apple Maps	2012	>1 billion	Digital maps are used for navigation and searches - Local offerings - Located - Companies: can be searched for locally - Spatial anchors: points of interest anchored on places or objects
	Google Maps	2005	>1 billion	
	TomTom	2004	800 million	
	Microsoft AzureAnchors	2019	Not known	
	Google WorldAnchors	2019	Not known	
Communication	MS Teams Mesh	2022	Beta phase	Chats, events, conferences, hybrid team meetings
	Virbela	2012	10,000 per event	3D events - for training/conferences - very closely related to social VR
Gaming: MMORPG [massive multiplayer online role playing games]	World Of Warcraft	2004	26 million	Online role playing for many users
	Rust	2013	12 million	Users get a role and an avatar enabling them to inhabit personal rooms, meet others, interact and communicate
	Eve Online	2003	400,000	
	Entropia Universe	2003	50,000	There are events, tasks and goals In most cases you can take part on your PC/mobile Companies can run and market their own presence and content
Gaming: Sandbox	Minecraft	2011	160 million	Players become content creators and create their own places, objects, levels and concepts Can be shared with other players or friends
	Roblox	2006	210 million	
Gaming - location-based	Pokémon Go	2016	80 million	Location based gaming with AR Users act in the real world, can meet others, interact and communicate There are events, tasks and goals You can take part on your mobile Companies can run and market their own presence and content

_THIS TABLE IS NOT EXHAUSTIVE AND IS BASED IN SOME CASES ON UNOFFICIAL DATA; AS OF APRIL 2022