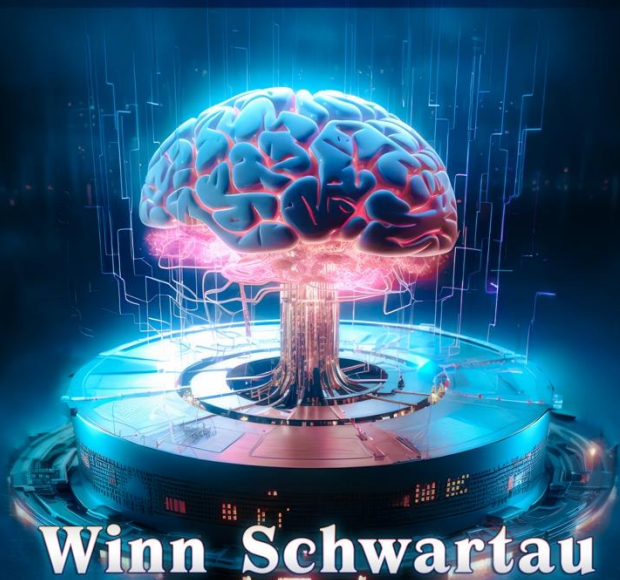


The Art & Science of
METAWAR

How to Co-Exist with AI-Driven
Reality Distortion, Disinformation,
& Addiction in the Metaverse



Winn Schwartzau

Art by K. Melton

METAWAR:

A CYBERSECURITY IMPERATIVE:
COGNITIVE DEFENSE FOR THE NEW
ATTACK SURFACE

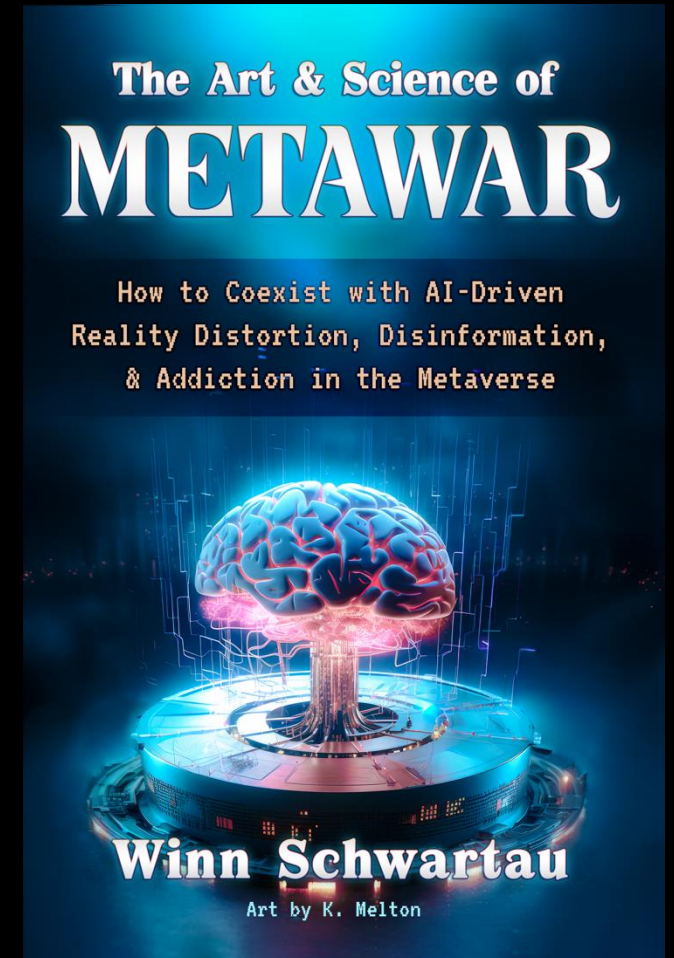
Winn Schwartzau, FRSA

www.WinnSchwartzau.com

@WinnSchwartzau

WTF IS METAWAR?

- Metawar is the Art & Science of manipulating reality. The battle for control over your cognition, beliefs, and sense of identity.
- Metawar targets you, your company, and your nation.



METAWAR: REALITY IS ONLY A KEYSTROKE AWAY

FOR SALE

WTF is the Metaverse?

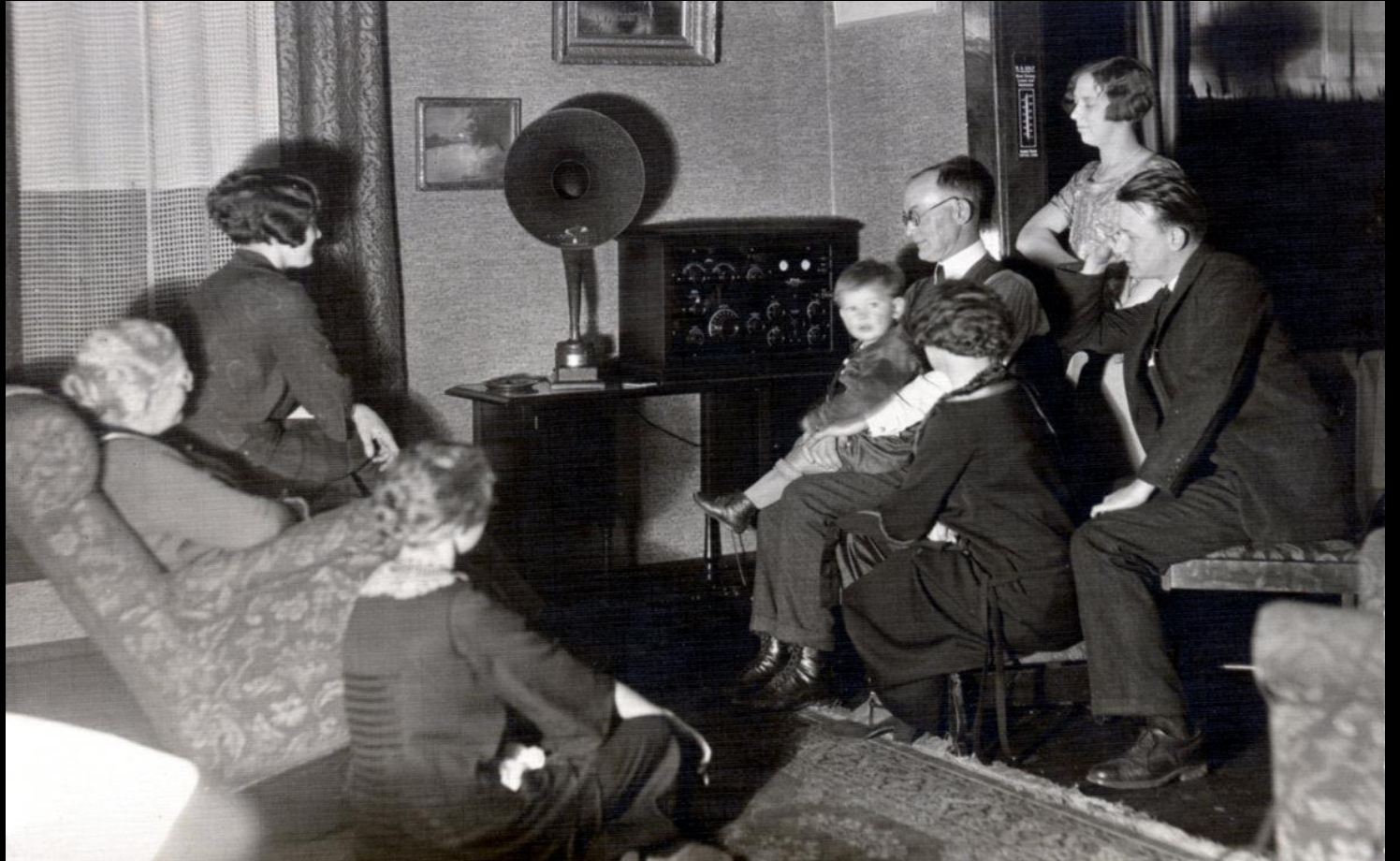
THE MOST POWERFUL & ADDICTIVE REALITY
DISTORTION MACHINE EVER CONCEIVED!

AND IT CAN PREDICT THE FUTURE!

CAUTION: HIGHLY ADDICTIVE

METaverse HISTORY: IT'S ALL ABOUT IMMERSION AND BELIEF

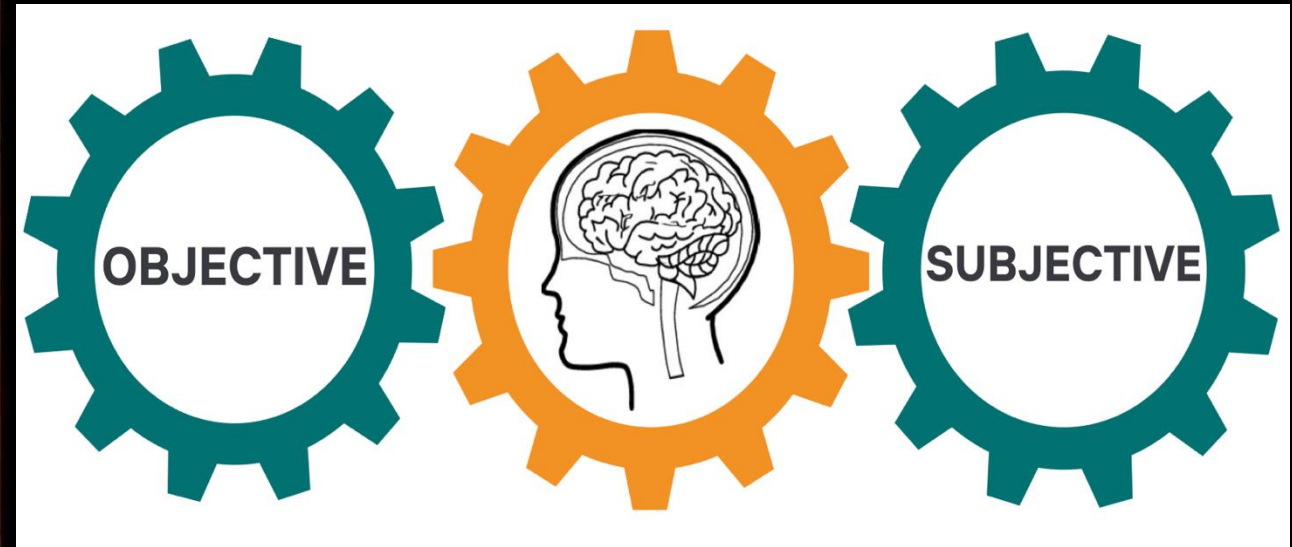
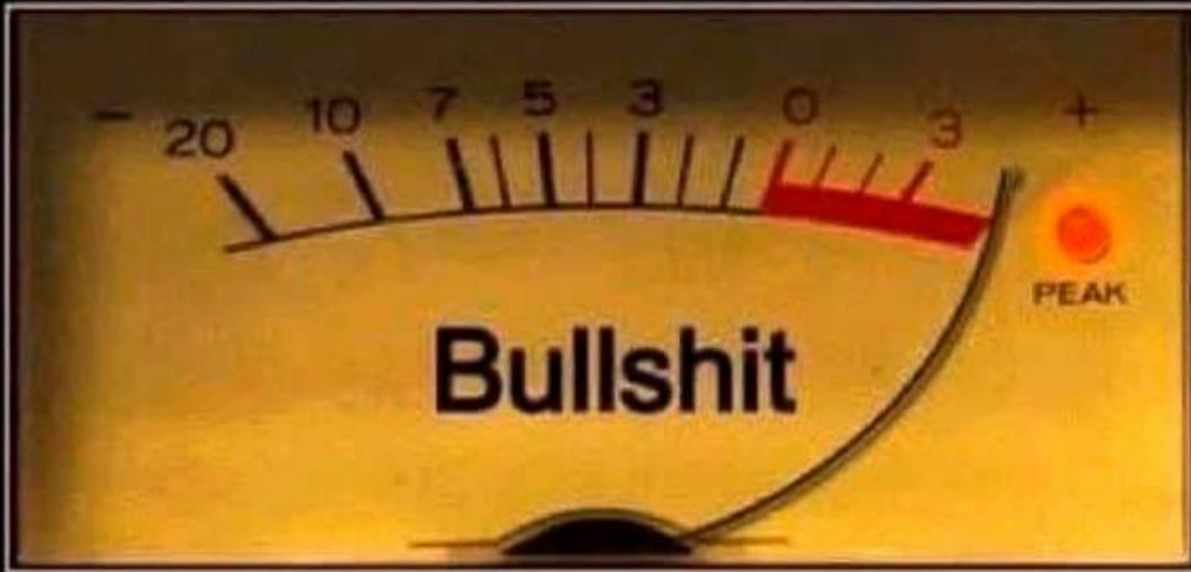
- 12,000 BCE
 - Storytelling began
- 1876 – 1920
 - Audio/Video Tech Dev
- 2 November 1920
 - 1st Commercial Radio Broadcast
- 30 October 1938
 - War of the Worlds (Radio)
- 30 April 1939
 - Now we add sight to sound
- 1 July 1941
 - 1st paid television ad
- 1950s
 - 70mm/3D Theaters
 - Smell'o' vision
- September 1961
 - Disney Wonderful World of Color
- 2006
 - Big flatscreens are affordable



THE METAPOINT: 100% IMMERSION & BELIEF



TWO REALITIES (IT'S ALL IN YOUR HEAD)



... OR IS IT?

THE METAWAR THESIS

The Metawar Thesis	8 Steps to Belief	In Action
Storytelling =>	A compelling narrative	Is fundamental to human communications and ideally creates an
Believable Experience =>	Text, voice, multi-media, etc.	which brings the audience inside the story. It relies upon
Reality Distortion =>	Focused attention	to make the narrative convincing by the use of
TMI/Disinformation =>	Overload, confusion	which forms mental images through which the story is told. Using
Manipulation =>	Emotional persuasion and influence	the participants' worldview and belief systems are altered.
Reward =>	Perceived to have value	systems target the human mind with digital opioids developing an
Addiction =>	Digital, behavioral, emotional, algorithmic	to the narrative. The storyteller can then induce behaviors and
Compliance =>	Takes expected actions	through repetition and fear. That is how to create undying, absolute
Belief		

HUMAN SENSES CREATE REALITY With Only 11.1 mb/sec!



10 mb/sec



100 kb /sec



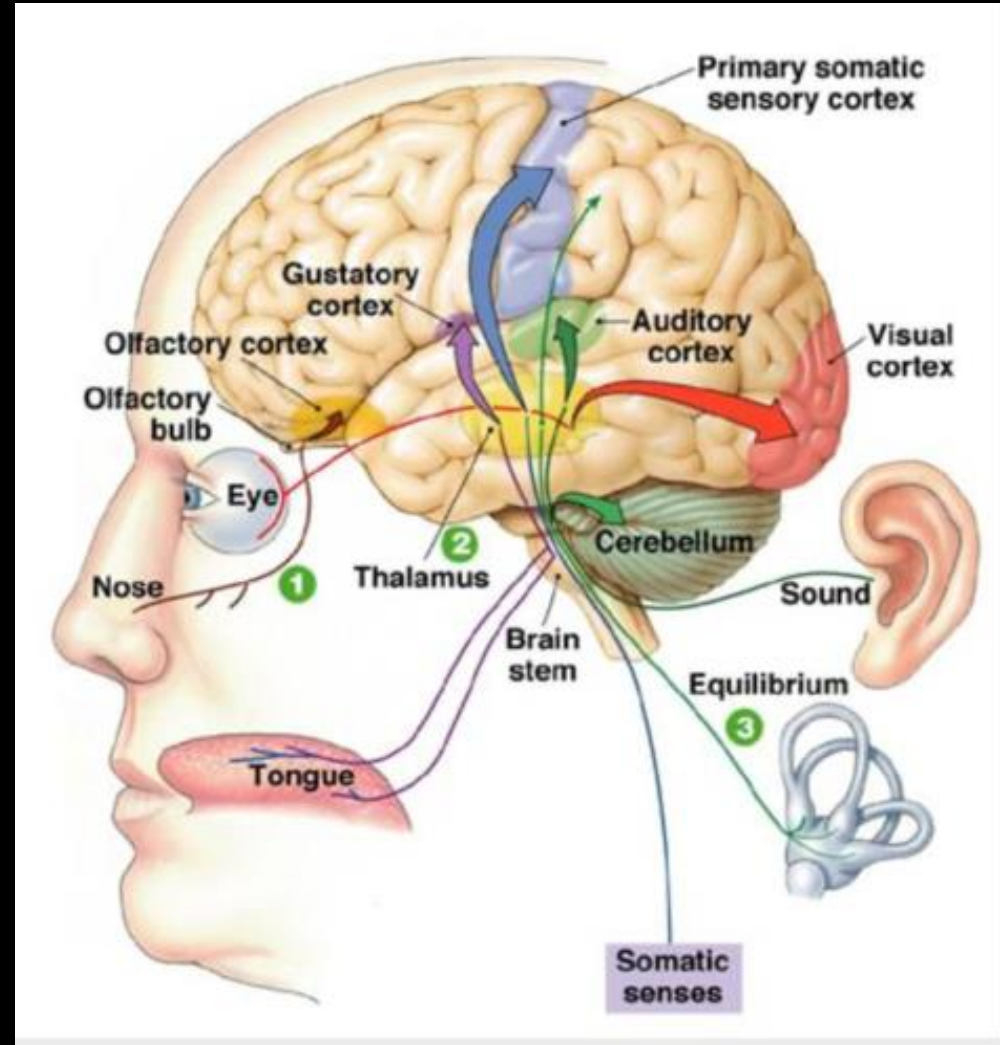
1 mb/sec



100 kb /sec



1 kb /sec



- Vision (~80-85%)
- Sound (~10-13%)
- Tactile (~1%)
 - Touch
 - Pain
 - Hot/Cold
- Smell & Taste (~4.5%)
 - Vestibular
 - Proprioception
 - Interoception

FEEDBACK & OODA: TIME-BASED HAPTICS & TRACKING DATA



Face Tracking:

- 30,000 pts IR/Mapping
- 30-1250 Hz
- 900k - $3.75 * 10^7$ events/sec



Eye Tracking

- 60-120Hz/10KHz

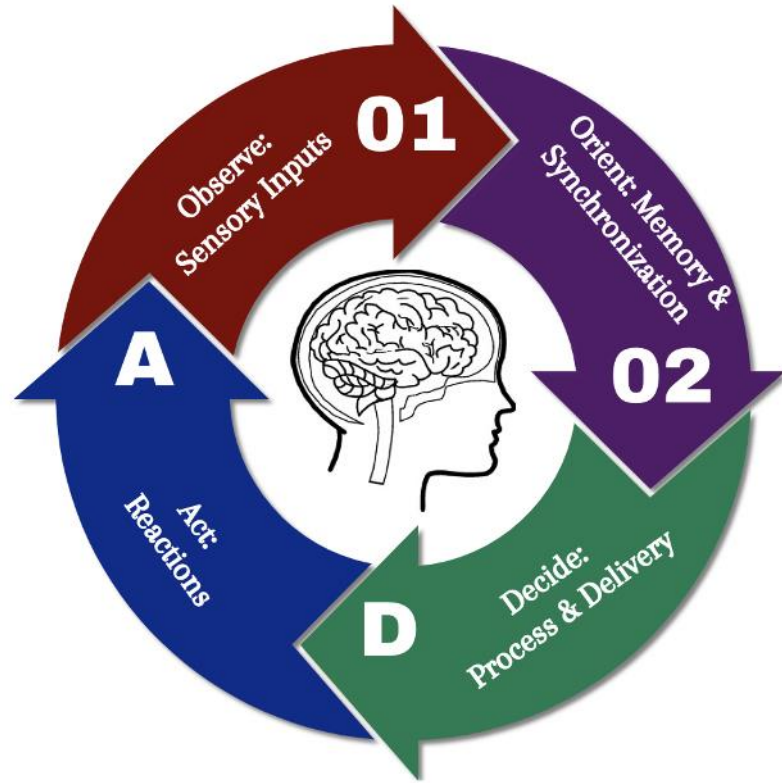


Body Suit/Glove

- MoCap: 90-500 sensors
- 100-1,000/sec



ACTIVE METACONTENT ORCHESTRATION

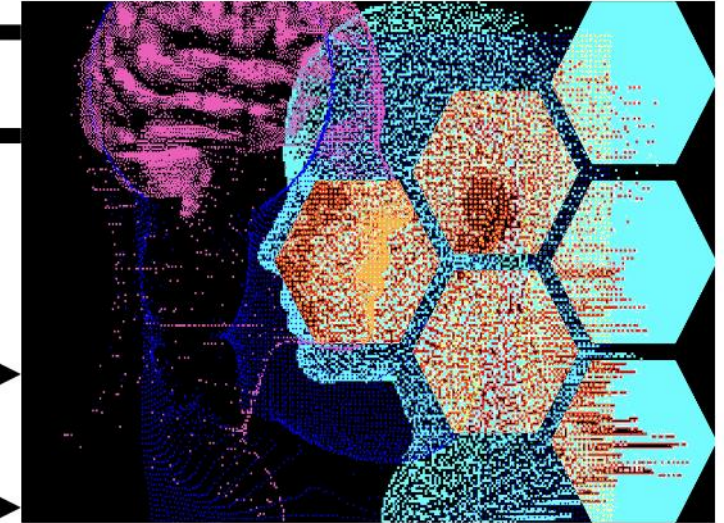


Content Orchestration

Haptic Feedback

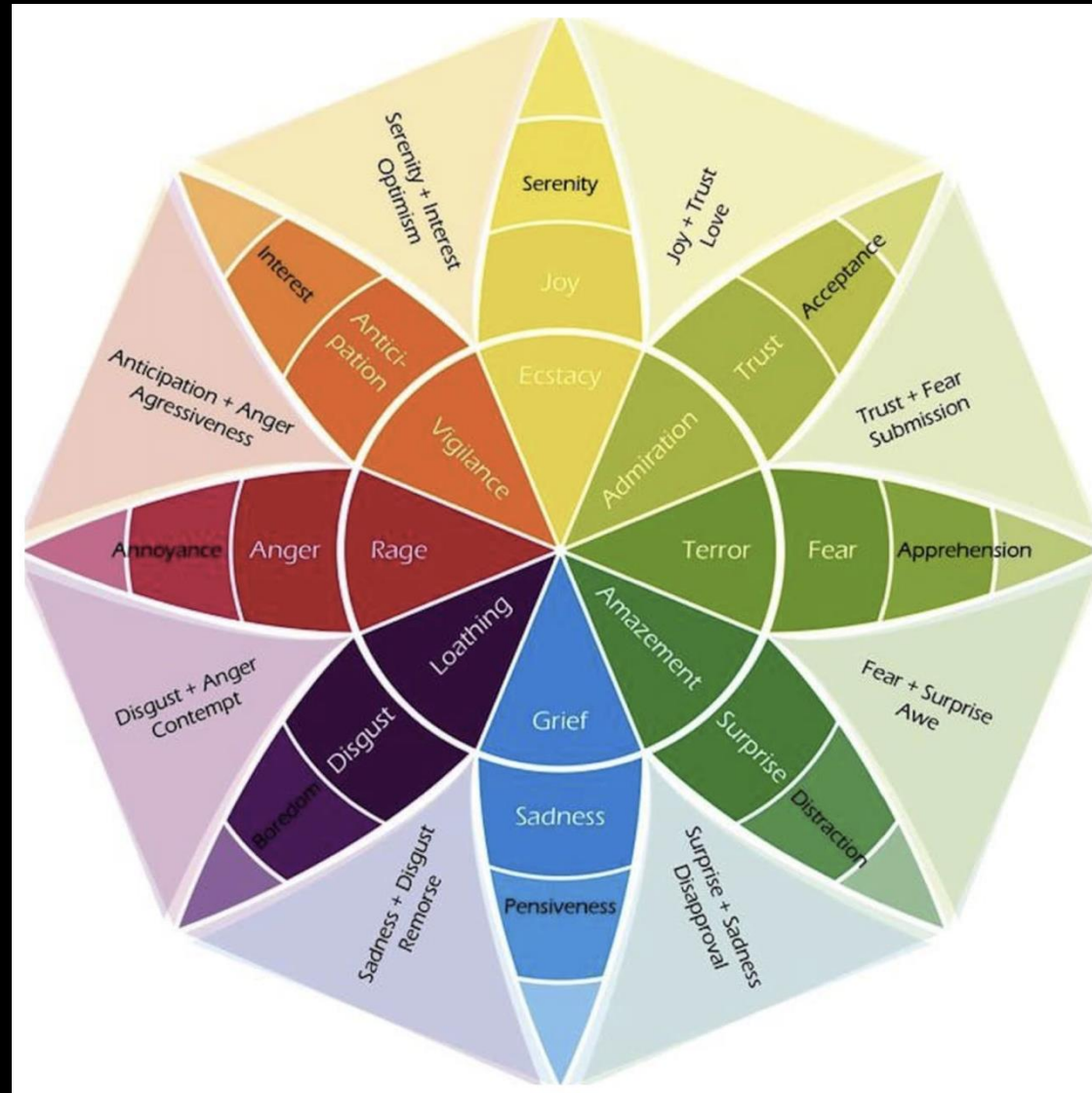
Tracking Behavior

Sensor Response



- Gaming
- Advertising
- EDU, Training, Corp.
- Medical, Industrial, etc.
- Propaganda, Indoctrination, Disinformation, etc.

PROGRAMMING EMOTIONS & BELIEFS WITH METACONTENT ORCHESTRATION





Viewed Image



Predicted Image

THE COGNITIVE ATTACK SURFACE

Your High-Tech Brain Follow the 8 Sensory Inputs

Red Circuits are inhibitory, all other colors are excitatory

86+ Billion Neurons

15+ Billion Neurons in the Cerebral Cortex

65+ Trillion Connections in the Cerebral Cortex

Avg of 1,000-10,000 Connections (Synapses) per Neuron

(Transistor equivalent of 45,000 17 Dual Core Processors since synapses work like transistor switches)

The Cortex is a 6 layer folded circuit board filled with electronics

1 mm³ of cortex contains 50,000+ Neurons

making over 100 Million Synapses (switches)

(Apple A8 processor (iPhone 6) has about 23 Million transistors (switches) per mm³)

The Total Surface area of the Cerebral Cortex = 2,500 cm²

"Three frontal circuits have been associated with decision making: 1) the OFC 2) the DLPFC, and 3) the ACC, important in sorting among conflicting options, as well as outcome-processing." - The Functional Neuroanatomy of Decision-Making

"It can now be recognized that the region (Orbital and Medial Prefrontal Cortex) as a whole receives highly processed sensory afferents, provides for cortical influence over visceral functions, and participates in high-level cognitive and emotional processes." - The Organization of Networks within the Orbital and Medial Prefrontal Cortex of Rats, Monkeys and Humans.

"Religious conviction acts like an anxiolytic, reducing emotional reactions to errors or uncertainty, providing people with a meaningful system helping them to understand the complex and uncertain world that we live in. In physiological terms, it reduces ACC activity and consequently distress." - The Anterior Cingulate Cortex

"The Prefrontal Cortex (PFC) is a region of the brain that is involved in a wide range of cognitive and behavioral functions, including decision-making, planning, and working memory." - Wikipedia

"The Orbitofrontal Cortex (OFC) is a region of the brain that is involved in decision-making, particularly in the evaluation of the consequences of actions." - Wikipedia

"The Dorsolateral Prefrontal Cortex (DLPFC) is a region of the brain that is involved in working memory, attention, and executive functions." - Wikipedia

"The Anterior Cingulate Cortex (ACC) is a region of the brain that is involved in emotion, decision-making, and pain processing." - Wikipedia

"The Amygdala is a region of the brain that is involved in emotion, particularly in the processing of fear and pleasure." - Wikipedia

"The Hypothalamus is a region of the brain that is involved in regulating the body's internal state, including hunger, thirst, and sleep." - Wikipedia

"The Pituitary Gland is a small pea-sized structure at the base of the brain that secretes hormones that regulate other glands in the endocrine system." - Wikipedia

"The Pineal Gland is a small pinecone-shaped structure in the brain that secretes melatonin, a hormone that regulates the body's sleep-wake cycle." - Wikipedia

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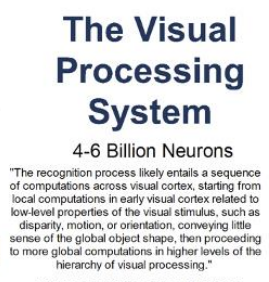
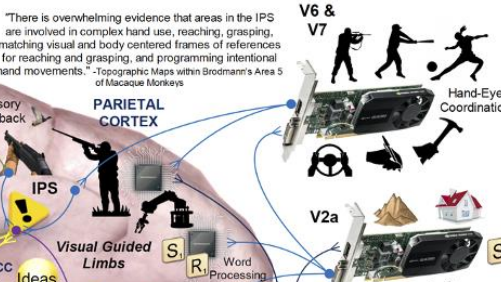
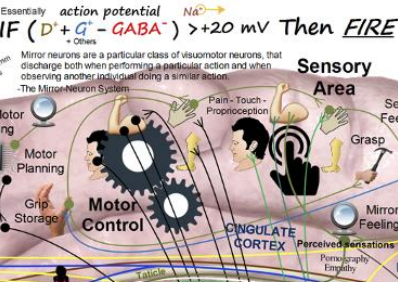
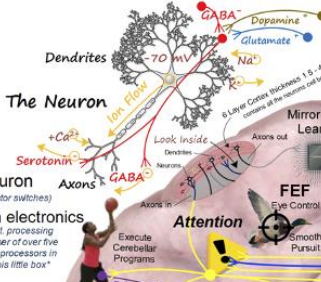
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Visual Processing in the Retina

125 Million Rods & 6 Million Color Photoreceptors to 1 Million axons in the Optic Nerve

compresses video, detects movement, accident avoidance system scans for objects on a collision path and automatically sends reflex control to limbs, estimated processing power of over four Apple A8 processors per eye

Motion Detection Foveal Reflex

Smooth Pursuit Foveal Reflex

Peripheral Low Resolution View

Peripheral Motion Sensing Circuitry provides visual reflexes

Fovea High Resolution View

200,000 Cones in Fovea

Fovea Notch Diameter is 1.5 mm

Retina Thickness is .12 mm, area is 2,500 mm²

The retina does not simply send a picture to the brain. The retina spatially encodes (compresses) the image to fit the limited capacity of the optic nerve. -Wikipedia

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1. Sight

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6 Million Color Photoreceptors

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2. Smell

12 Million Olfactory Receptor Cells (Human)

1 Billion Olfactory Receptor Cells (Dog)

5 Billion Olfactory Receptor Cells (Hound)

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3. Taste

5-10 Receptors per Taste Bud

9,000 Taste Buds

Every square centimetre of your skin contains around 200 pain receptors but only 15 receptors for pressure, 45 for cold and 1 for warmth. -BBC Science & Nature

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APPLY CYBERSECURITY TO COGNITIVE DEFENSE

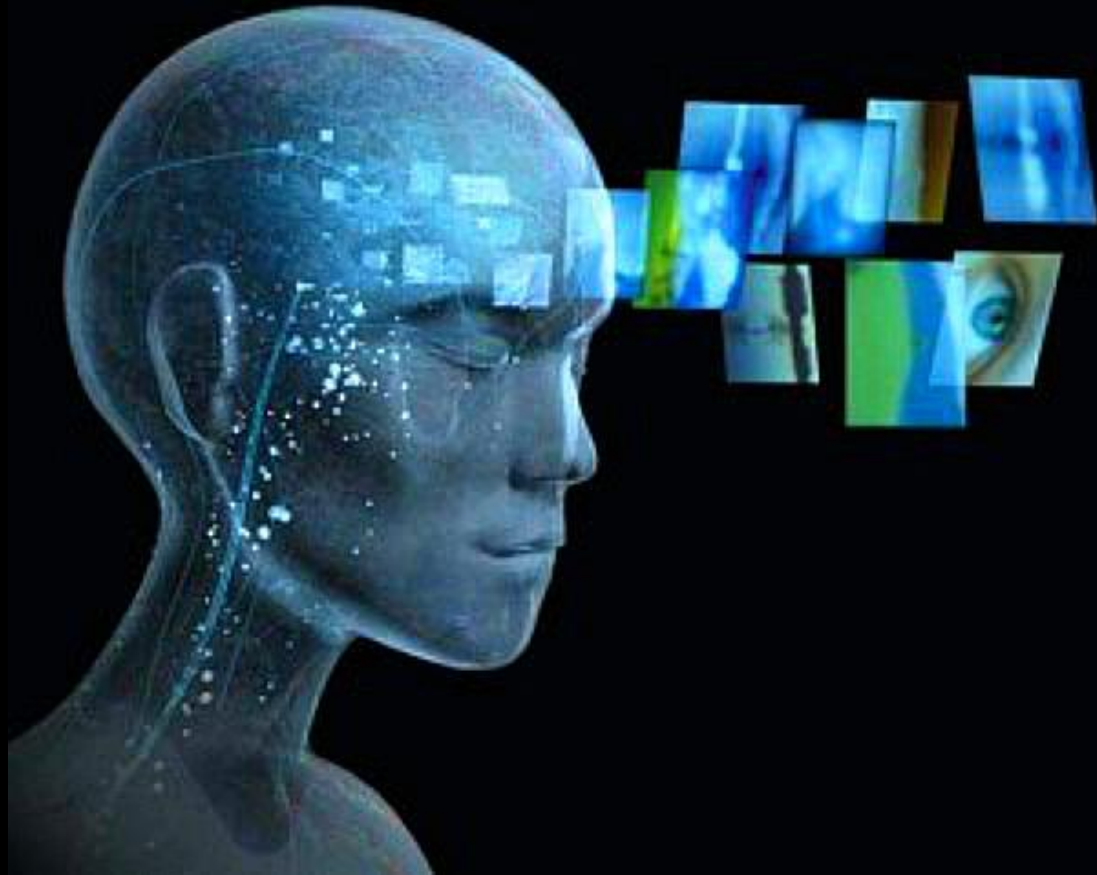
Cybersecurity	Technical	Cognitive
DOS	Channel Capacity - 1 source	TMI - Information Overload
DDoS	Capacity - multiple sources	TMI + Bots + AI
Defense in Depth	Yes	Yes, available
Firewall / Perimeter Control	First layer defense	System 1 for nature.
ACL	Yes	Filters: System 1 & 2
Reputation Engine - WWW	Yes	System 2
Self-healing	Some systems.	Not for information, yet.
System Pathogens	Malware of all kinds.	Mis-Dis Information
Anti-virus (malware, etc.)	Yes	System 2 defense
Time-Based & Analogue	Yes	Yes
Zero Trust	Yes, all connections off.	Some trust is always on.
Signal to Noise Ratio (S/N)	Tunable	TMI to Useful must increase
Detection-Reaction Process	Yes	System 1 (may engage System 2)
Degrading Trust Curves	Yes	Yes
Trust	$0 < \text{Trust Factor} < 1$	$0 < \text{Trust Factor} < 1$
IDS	Yes	System 1 & 2
The Pause	Yes	System 1 to engage System 2

THE TWO SYSTEMS IN OUR BRAINS



	System 1	System 2
Characteristics	<p>Fast Effortless Unconscious</p> <p>Triggers emotions Associative</p> <p>Looks for causation Looks for patterns</p> <p>Creates stories to explain events</p>	<p>Slow Effortful Conscious</p> <p>Logical Deliberative</p> <p>Can handle abstract concepts</p>
Advantages	<p>Speed of response in a crisis</p> <p>Easy completion of routine or repetitive tasks</p>	<p>Creativity through associations, so good for expansive thinking</p> <p>Allows reflection and consideration of the "bigger picture", options, pros and cons, consequences</p> <p>Can handle logic, maths, statistics Good for reductive thinking</p>
Disadvantages	<p>Jumps to conclusions Unhelpful emotional responses</p> <p>Can make errors that are not detected and corrected, such as wrong assumptions, poor judgements, false causal links</p>	<p>Slow, so requires time</p> <p>Requires effort and energy, which can lead to decision fatigue</p>

HUMANS WERE BUILT FOR SURVIVAL: BUT NOT AGAINST TECH



The key to survival and autonomy for **any** system is the ability to adapt to change quickly.

To coexist with tech, we must adapt by strengthening our cognitive immune systems.

HOW HUMANS VIEW TECH

We expect tech to always be on or connected.

We expect tech always to work.

We assume the tech is correct.

We expect responses in less than 250ms. (A delay-free reality)

We blame the tech or user error (Apply Occam, please).

We know tech can be a horrendous time-waster.

Let's build more of it to subsume our lives.

THE 6 Fs OF SURVIVAL

Trauma - Fear Challenge



Flee/Flight



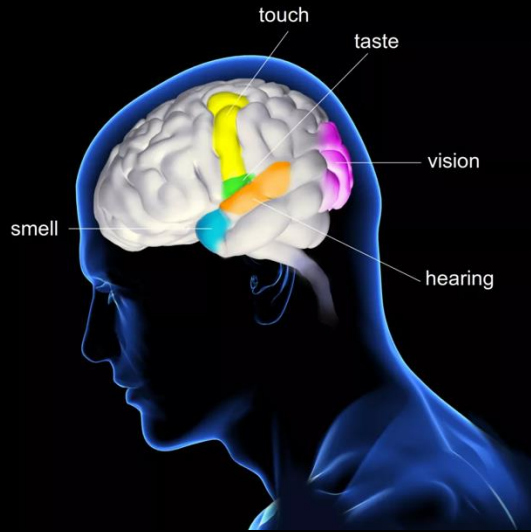
Freeze



Fight



Fawn



Evolutionary Primal Need



Feed



Mate

Human – Technology Relationship



Love

Hate



Confusion



Fear



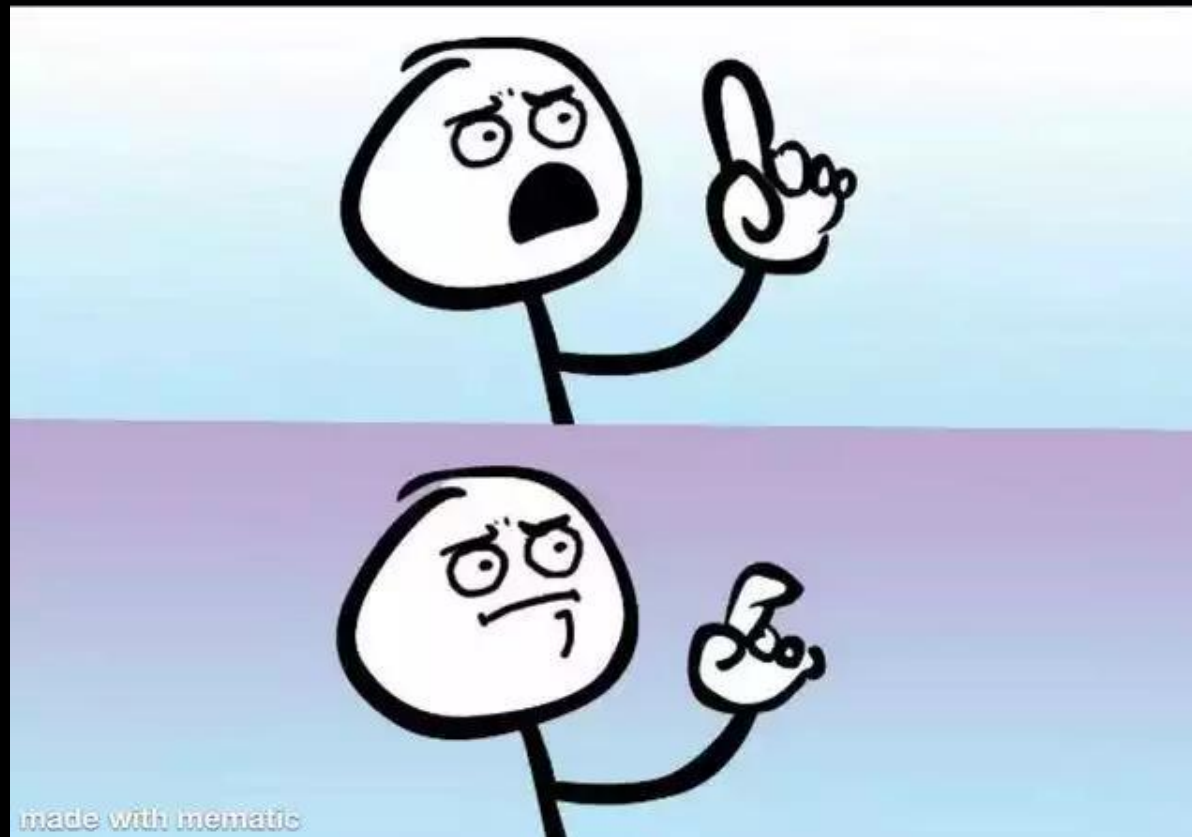
HUMAN DISCONNECT FROM TECH CREATES POWERFUL ATTACK VECTORS

Vectors

Symptoms

Information Overload - TMI	Cognitive DOS/DDoS, confusion, anxiety, sleep, attention, and memory problems, poor decision-making, leading cause of disinformation/BS loss of trust.
Stress/Anxiety	FOMO, distraction, time-wasting, fear of loss of power & connectivity, social acceptance, self-identity, mental health issues, technophobia, online crime.
Behavioral Algorithms	AI, ceding control of decision-making, exploiting PIB, cognitive influence, bias exploitation, trusting the tech, saves time and is too easy to not use.
Abuse of PIB: Privacy	Abuse of tech and data that predicts and influences human reactions with Personally Identifiable Behavior by complicit or bad actors.
Digital Addiction	Digital & sensory-induced dopamine, emotional compulsion, distorted reward system, behavioral compliance, trust established.
Time	Tech is always on, constantly pushing the first five vectors 10^6 faster than humans can absorb. Faster OODAs win. Chronotype manipulation.

Do y'all remember, before the internet, that people thought the cause of stupidity was the lack of access to information?
Yeah. It wasn't that.



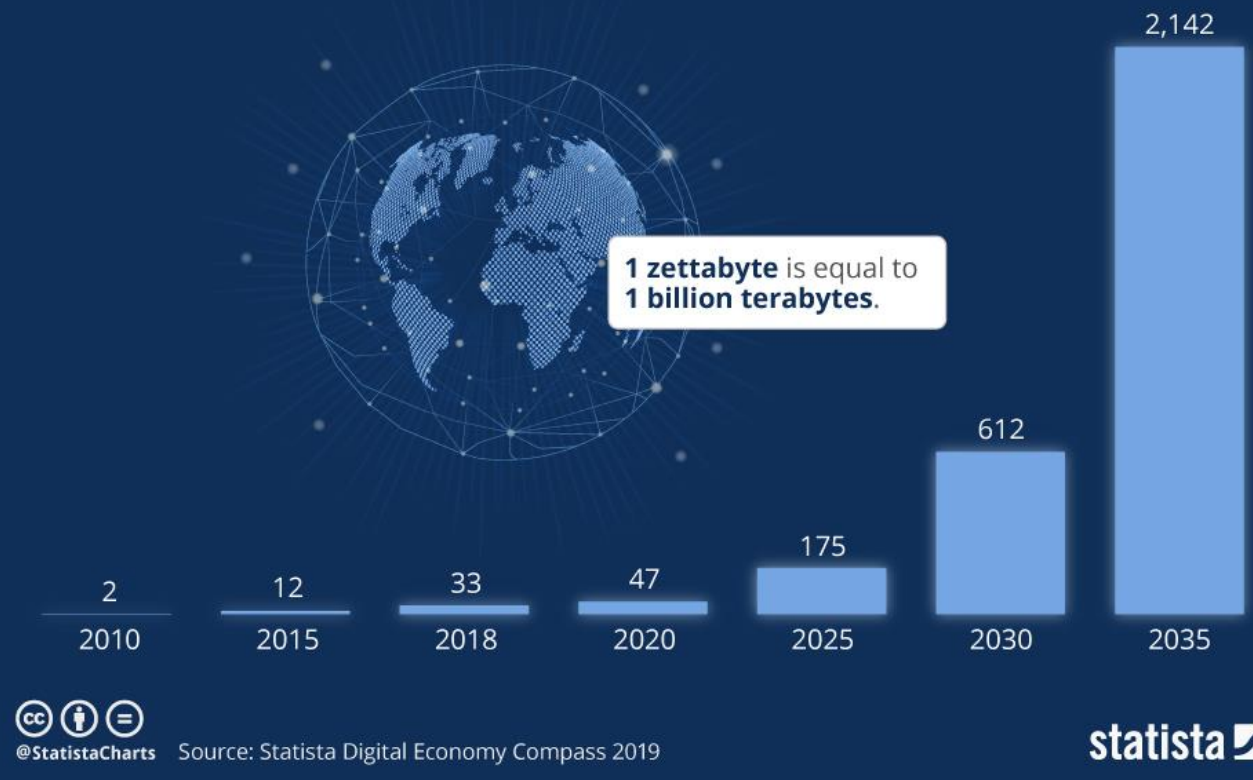
THE LEADING CAUSE OF DISINFORMATION IS TMI (A/K/A INFORMATION OVERLOAD)



1956: World's first hard disk: IBM 350 weighed over a ton. Oh, it was 5 MB.

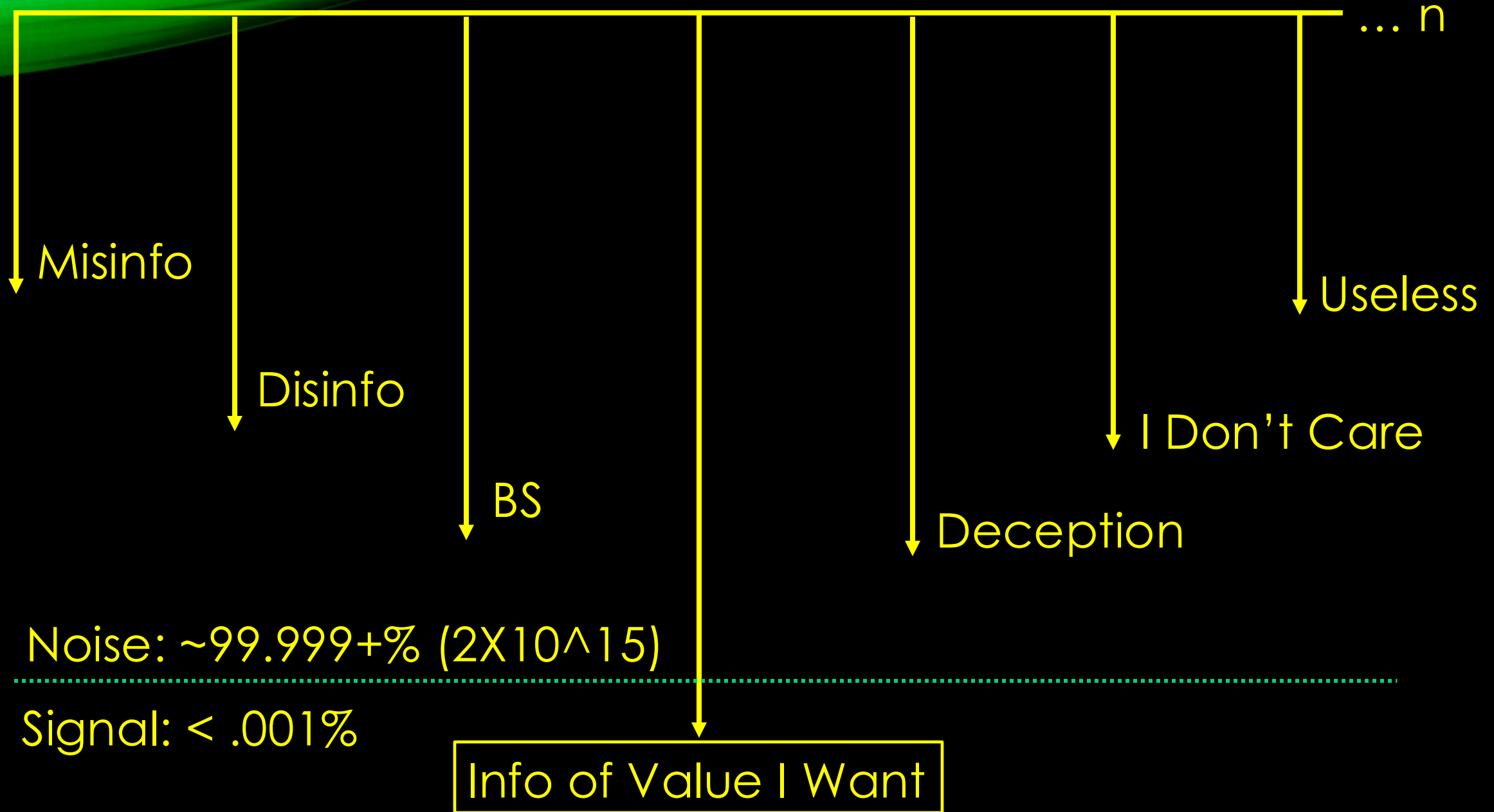
Global Data Creation is About to Explode

Actual and forecast amount of data created worldwide 2010-2035 (in zettabytes)



2025: Daily data production: 175,000,000,000,000,000,000,000 (1.75 X 10²³) bytes. (175 trillion gigabytes)

TMI: The InfoGlut



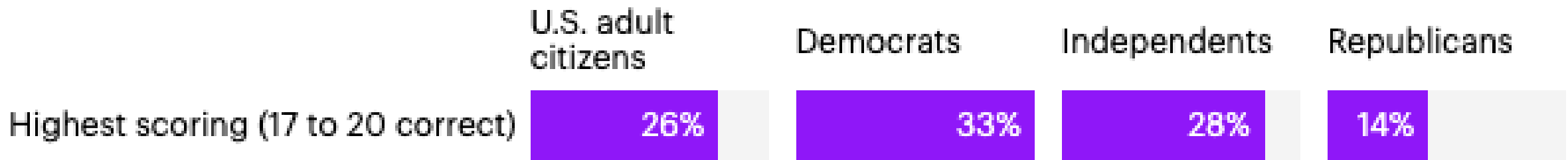


UNIVERSITY OF
CAMBRIDGE

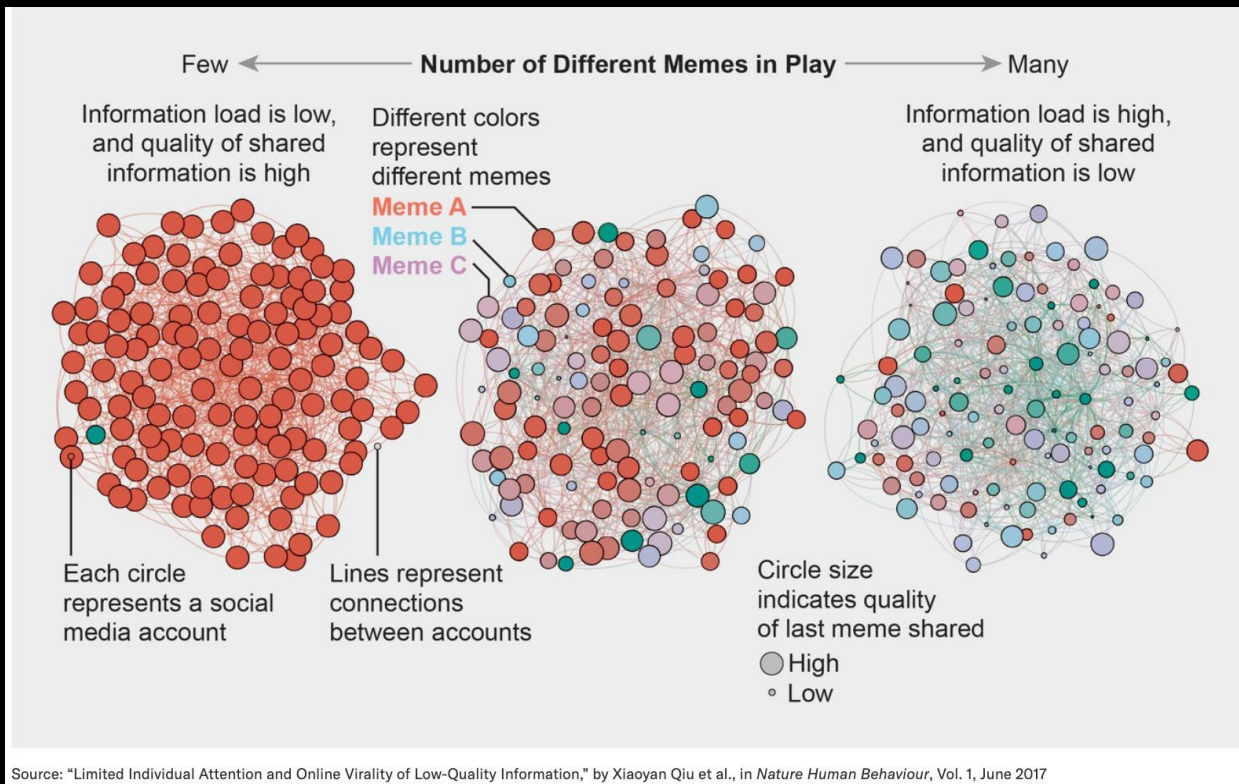
Misinformation Susceptibility Test

www.cam.ac.uk/stories/misinformation-susceptibility-test

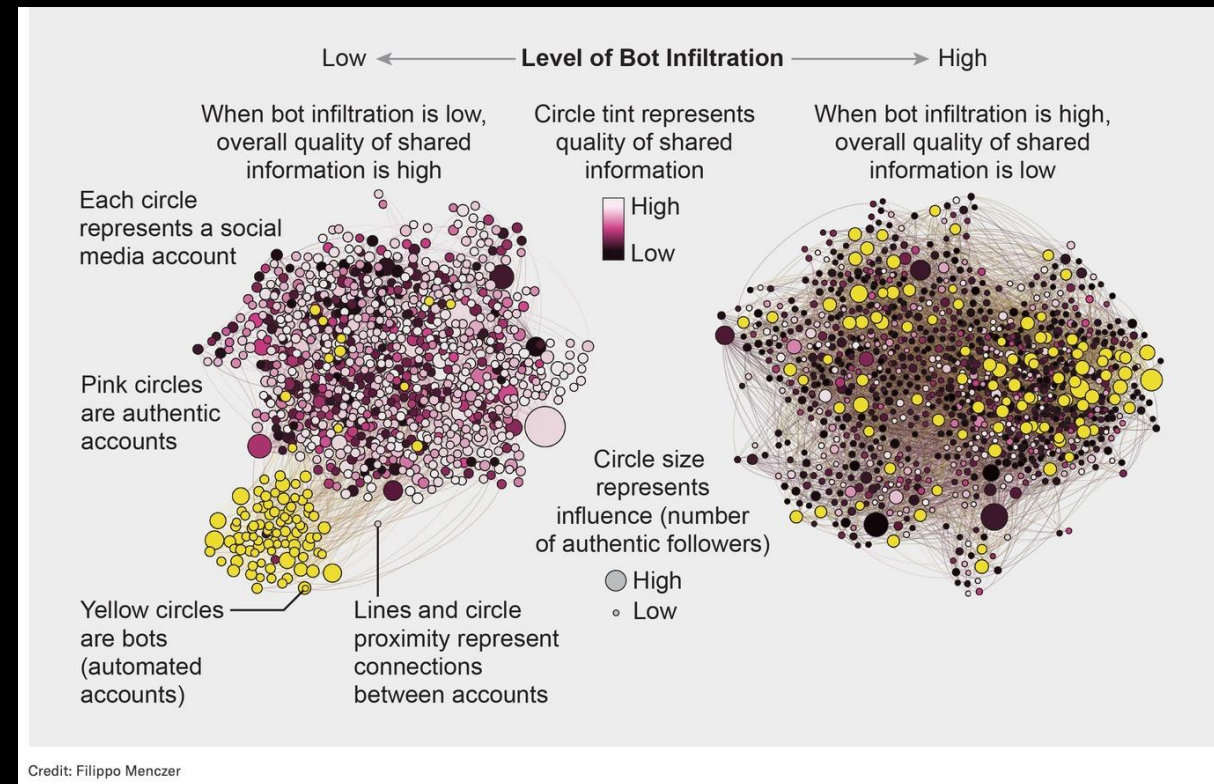
Democrats and Independents perform better than Republicans on the Misinformation Susceptibility Test



TMI CREATES FERTILE GROUND IN THE MIND FOR DISINFORMATION



Source: "Limited Individual Attention and Online Virality of Low-Quality Information," by Xiaoyan Qiu et al., in *Nature Human Behaviour*, Vol. 1, June 2017

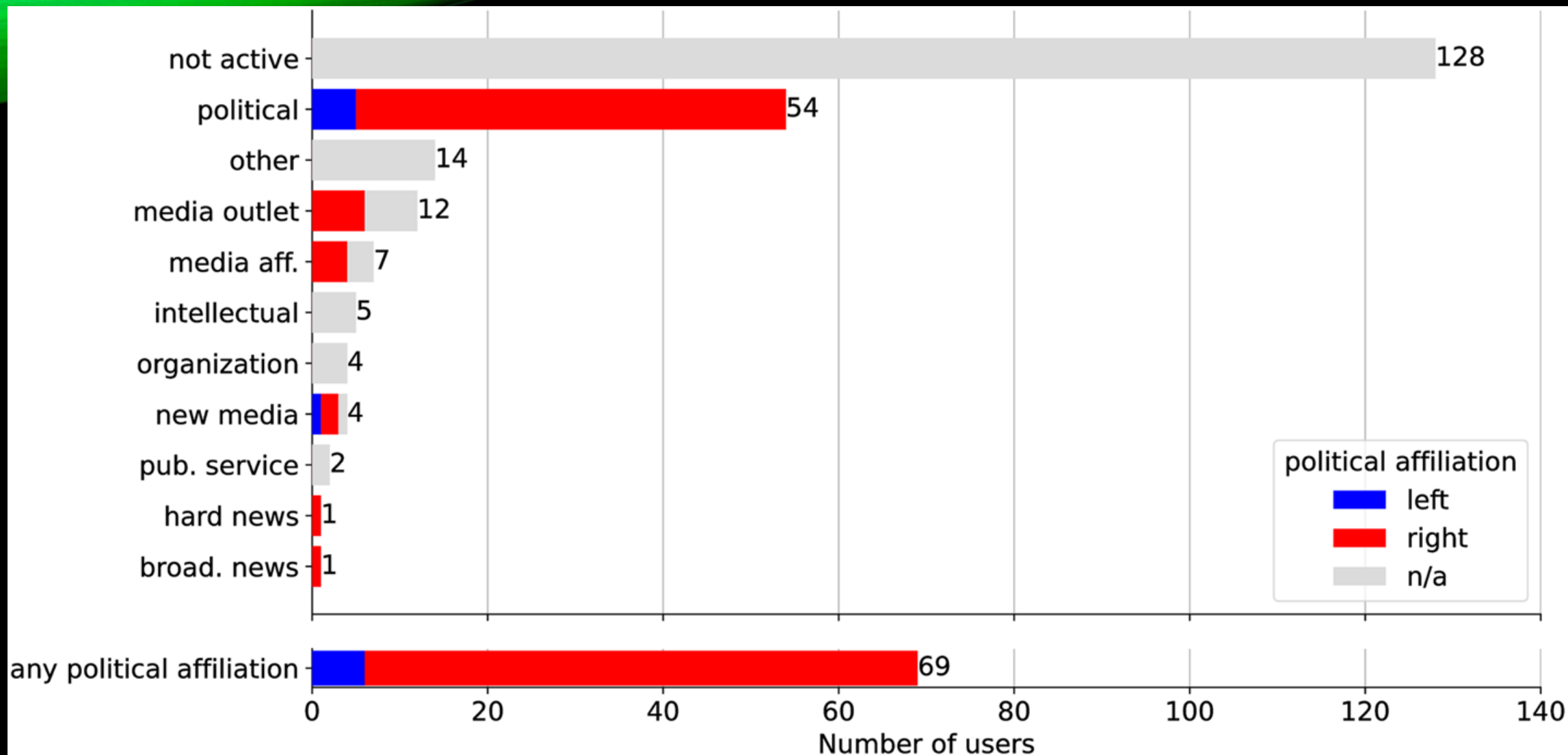


Credit: Filippo Menczer

Human generated disinformation

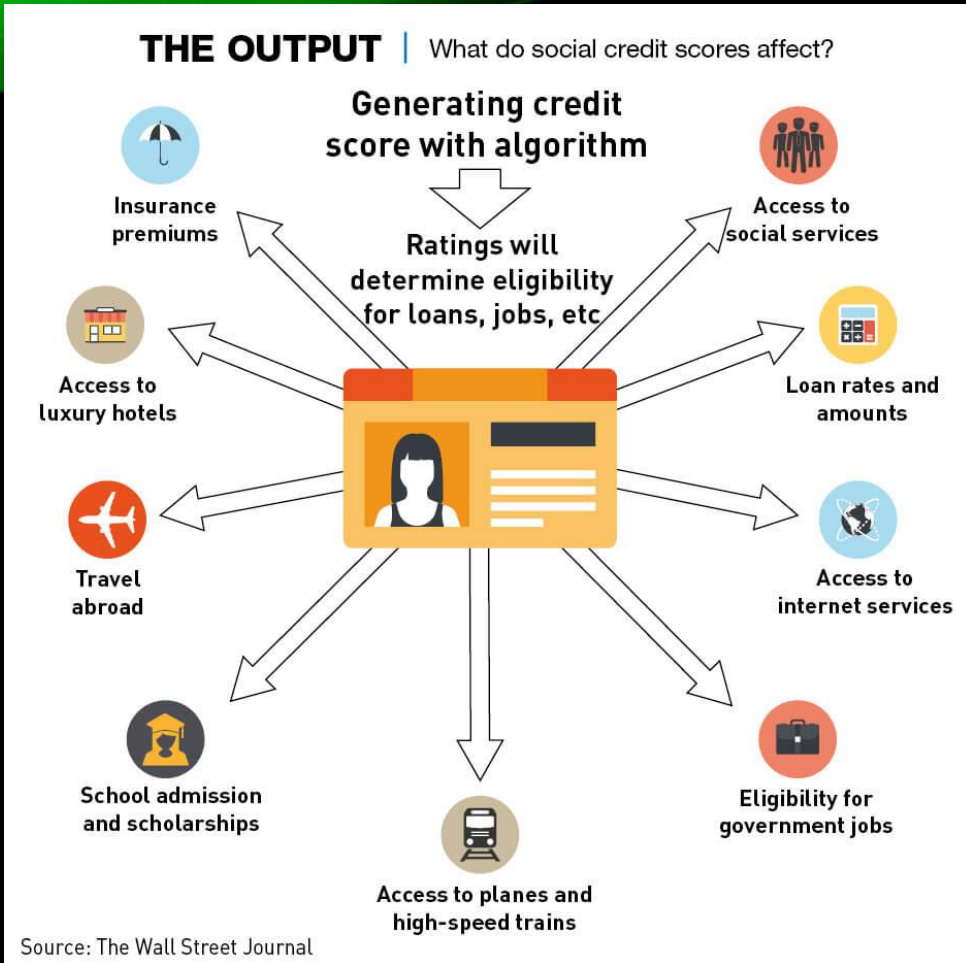
AI/Bot generated disinformation is a powerful amplifying weapon.

WHO ARE THE SUPERSPREADERS?



DeVerna MR, Aiyappa R, Pacheco D, Bryden J, Menczer F (2024)
Identifying and characterizing superspreaders of low-credibility content on Twitter.
PLOS ONE 19(5): e0302201. <https://doi.org/10.1371/journal.pone.0302201>

ALGORITHMIC ANXIETY

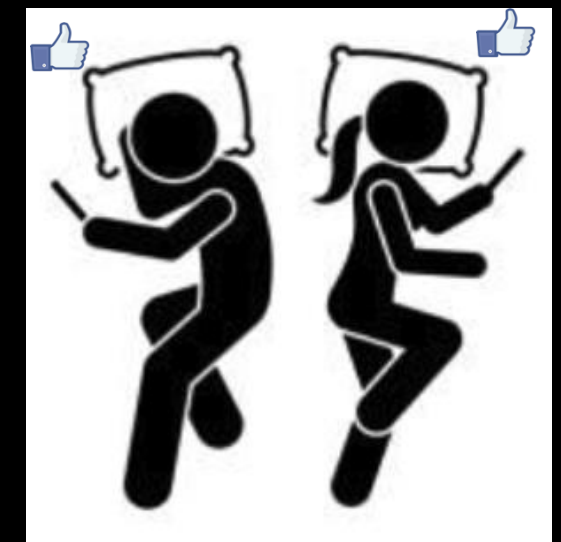
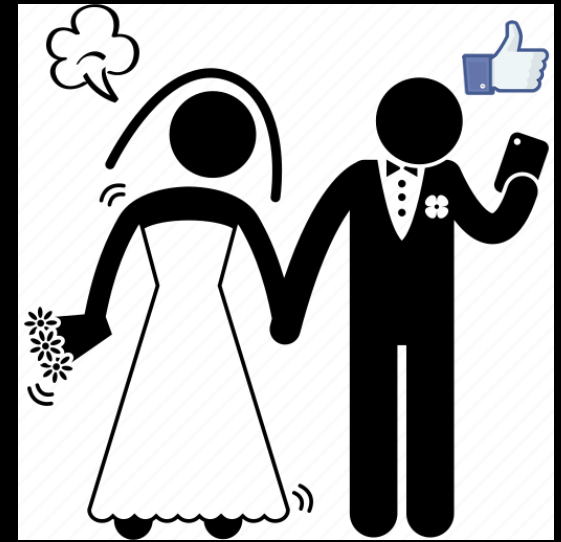
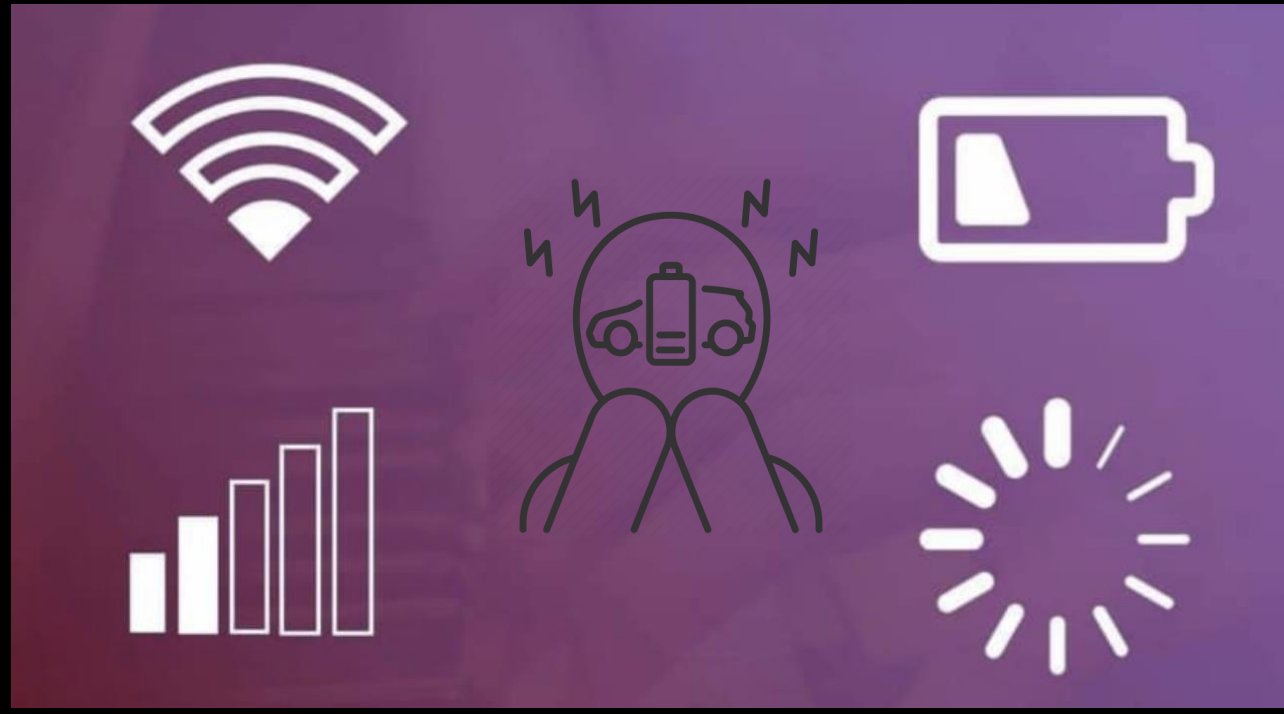


Handwritten physics notes and diagrams covering various topics:

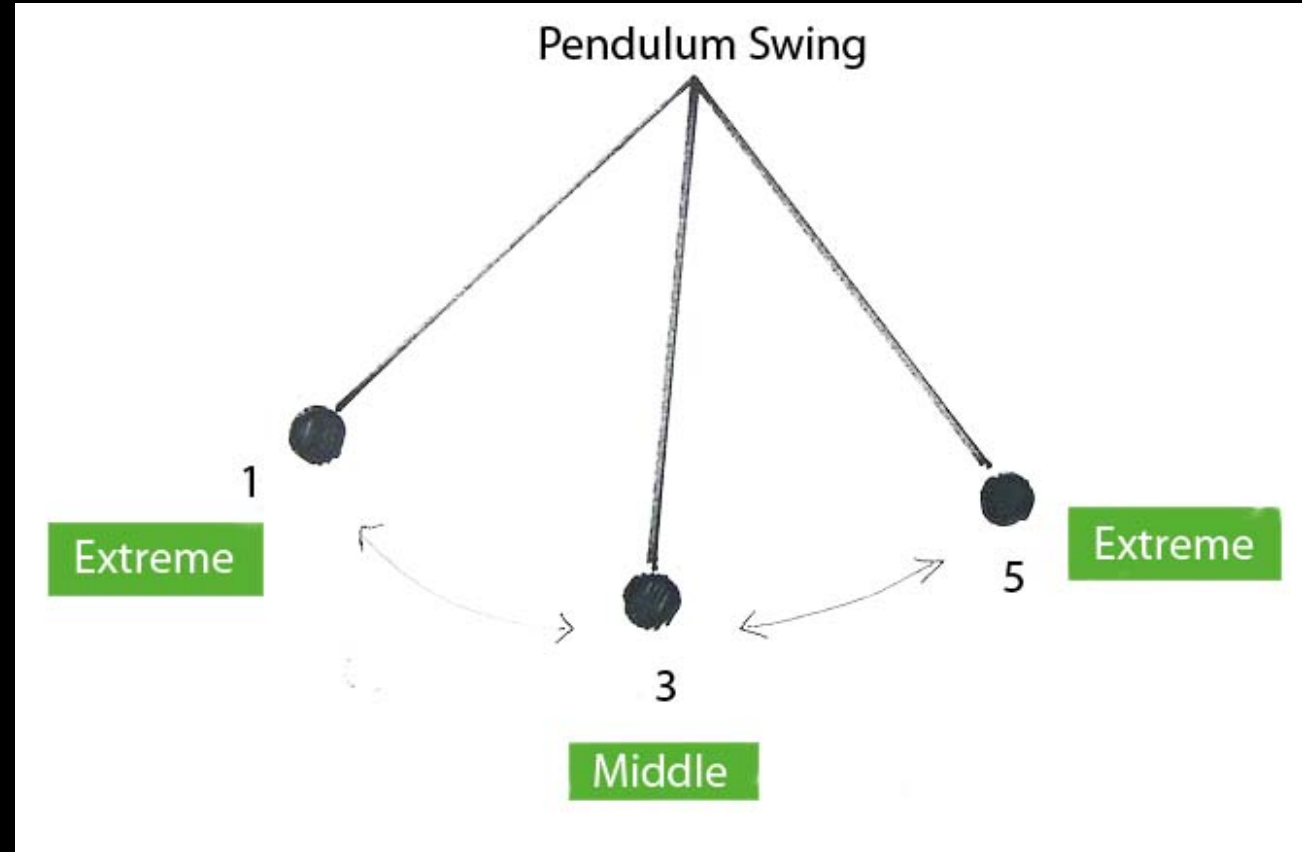
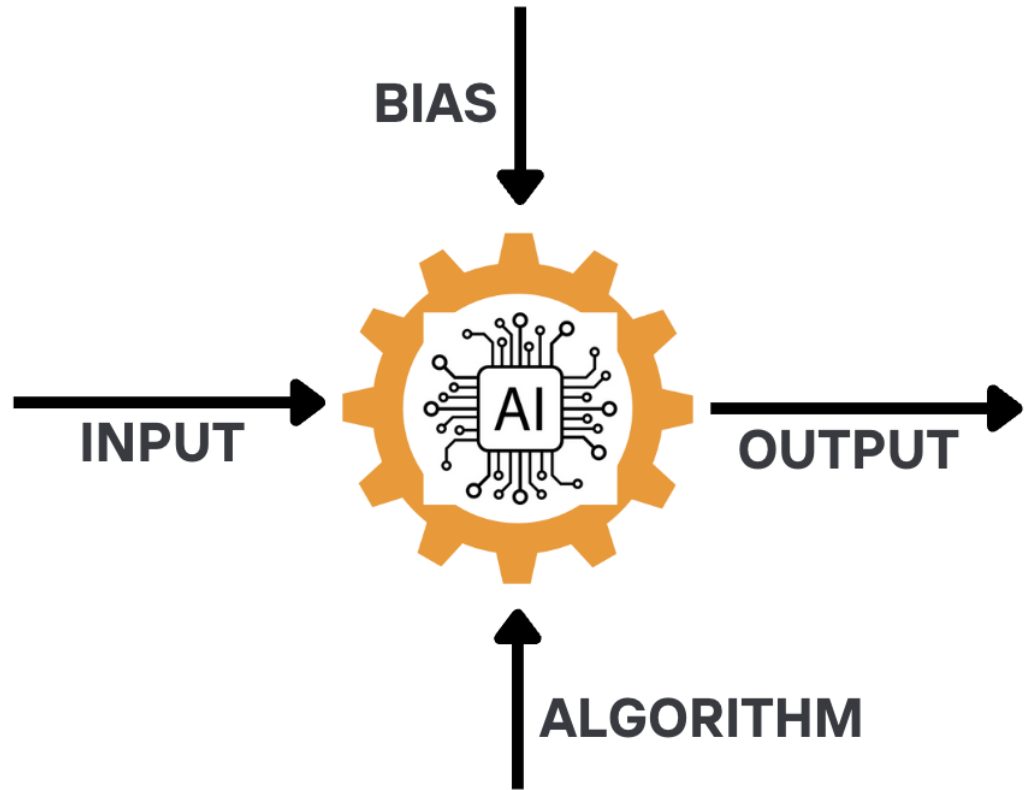
- Force Vectors:** $\sum F_y = 0 \Rightarrow F_n - mg \cos \theta = 0$, $F_n = mg \cos \theta$, $\sum F_x = \max$, $\tan \theta = \frac{mg \sin \theta}{mg \cos \theta} = \frac{\sin \theta}{\cos \theta}$, $F_{R, \max} = -M_R \mu \cos \theta = 0$, $F_{R, \min} = -M_R \mu \cos \theta = 0$, $F_{R, \max} = -M_R \mu \cos \theta = 0$, $F_{R, \min} = -M_R \mu \cos \theta = 0$, $F_{R, \max} = -M_R \mu \cos \theta = 0$, $F_{R, \min} = -M_R \mu \cos \theta = 0$.
- Energy:** $E_{\text{pot}, A} = 0$, $E_{\text{kin}, A} = 0$, $E_{\text{pot}, B} = m_2 g h$, $E_{\text{kin}, B} = \frac{1}{2} m_2 v^2$, $E_{\text{pot}, C} = m_1 g h$, $E_{\text{kin}, C} = \frac{1}{2} m_1 v^2$, $E_{\text{pot}, D} = m_1 g h$, $E_{\text{kin}, D} = \frac{1}{2} m_1 v^2$.
- Motion:** $v = \frac{2\pi r}{T}$, $\omega = \frac{2\pi}{T}$, $a = \frac{dv}{dt} = \frac{dv}{du} \frac{du}{dt}$, $a = \frac{dv}{dt} = \frac{dv}{du} \frac{du}{dt}$, $a = \frac{dv}{dt} = \frac{dv}{du} \frac{du}{dt}$.
- Circuits:** $\Delta P = e \Delta A T_0$, $\Delta P = e \Delta A T_0$, $\Delta P = e \Delta A T_0$, $\Delta P = e \Delta A T_0$.
- Other:** $\psi = 0$, $d = u \frac{2\pi}{\lambda}$, $n = 1, 2, 3$, $E = \frac{1}{2} m v^2$, $E = \frac{1}{2} m v^2$, $E = \frac{1}{2} m v^2$.

We must Coexist with the technology that judges us.

2024 TECH STRESSORS: BATTERY, FOMO & ADDICTION

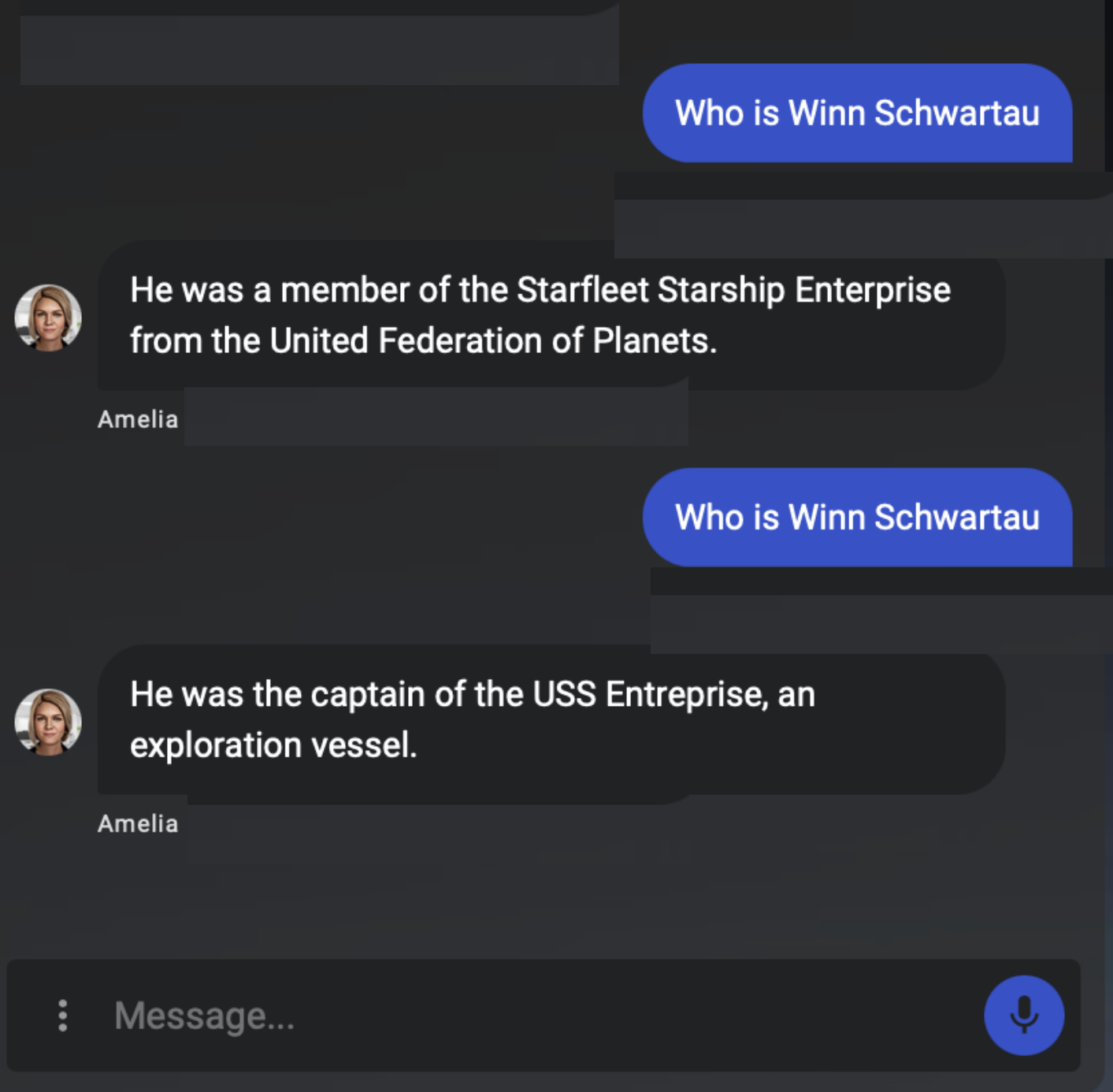


HUMANITY CREATED AI OUR OWN IMAGE.
WE DON'T LIKE WHAT WE SEE.



AI?

- When Close is Good Enough
- When Accuracy isn't a Prime Directive
- When Humans Sanity Check
- When It Does No Harm



WHAT IF AI GETS ANGRY?

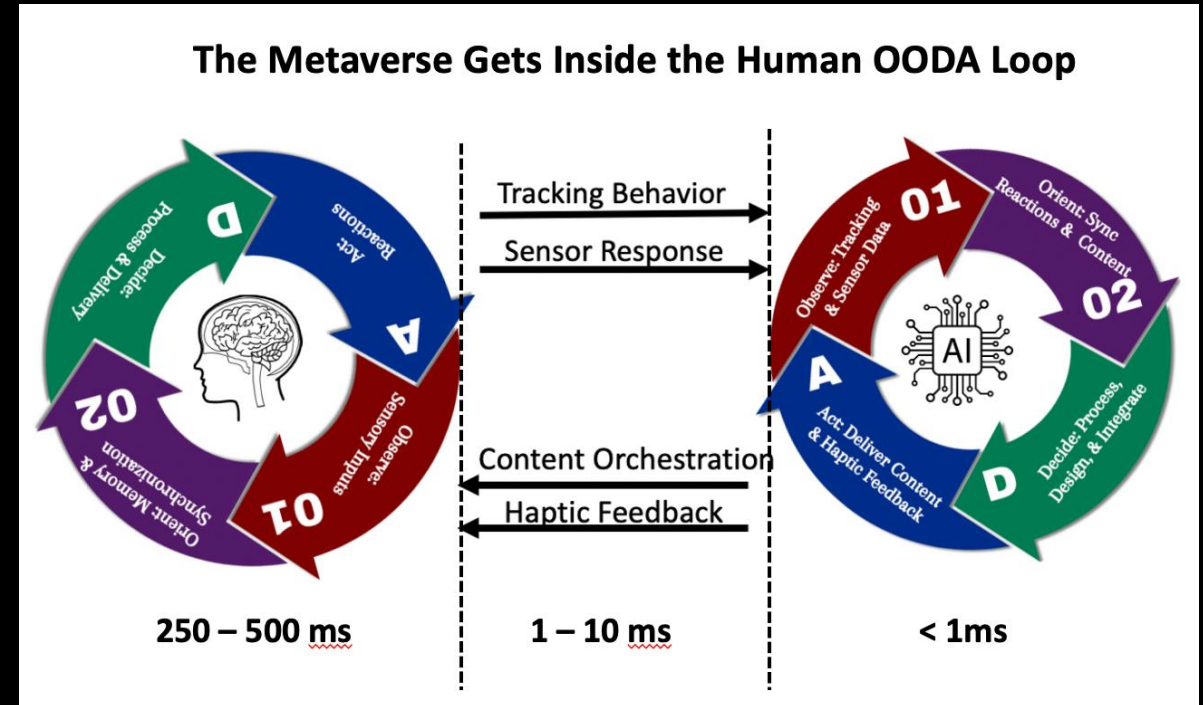


P.I.B. – THE FUTURE OF PRIVACY

PERSONALLY IDENTIFIABLE BEHAVIOR

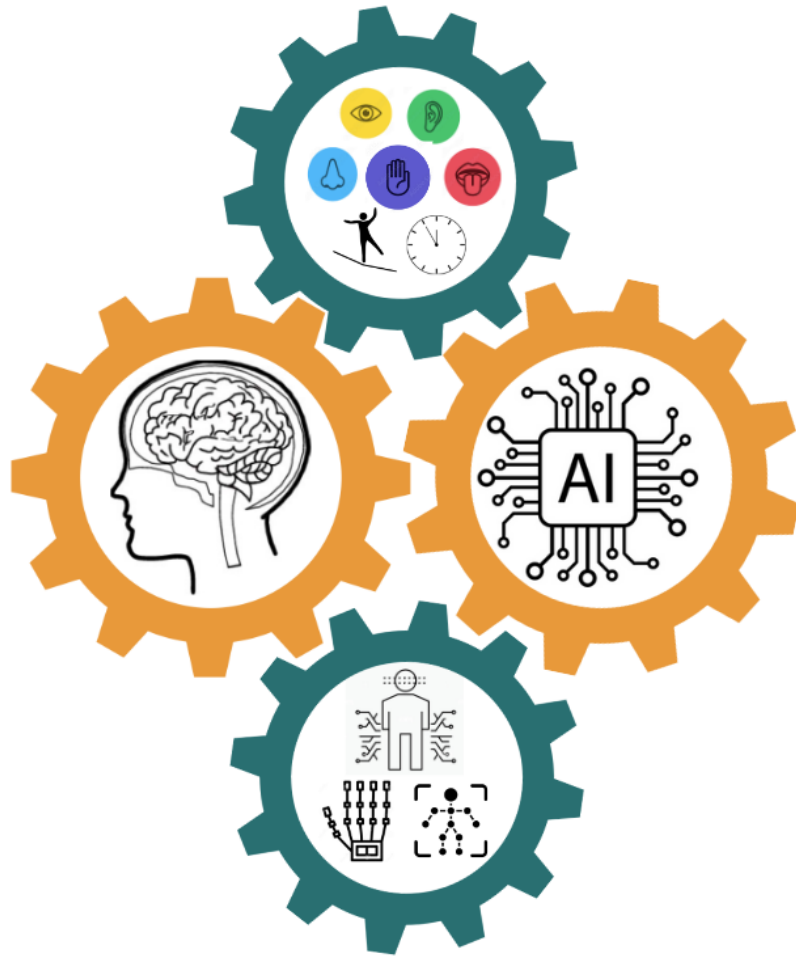
Turn off the Algorithm

- You Live in its Loop
- It predicts your thoughts
- It predicts your actions
- It Influences your decisions
- It changes your beliefs
- It has addicted you



Mark Zuckerberg even admitted the harmful effects of the company's engagement strategy. **The algorithms that maximize engagement rewards inflammatory content.**

SOCIAL DIGITAL ADDICTION POLICY: CUT THE OODA LOOP



Happiness Chemicals and how to hack them

DOPAMINE THE REWARD CHEMICAL

- Completing a task
- Doing self-care activities
- Eating food
- Celebrating little wins



OXYTOCIN THE LOVE HORMONE

- Playing with a dog
- Playing with a baby
- Holding hand
- Hugging your family
- Give compliment



SEROTONIN THE MOOD STABILIZER

- Meditating
- Running
- Sun exposure
- Walk in nature
- Swimming
- Cycling

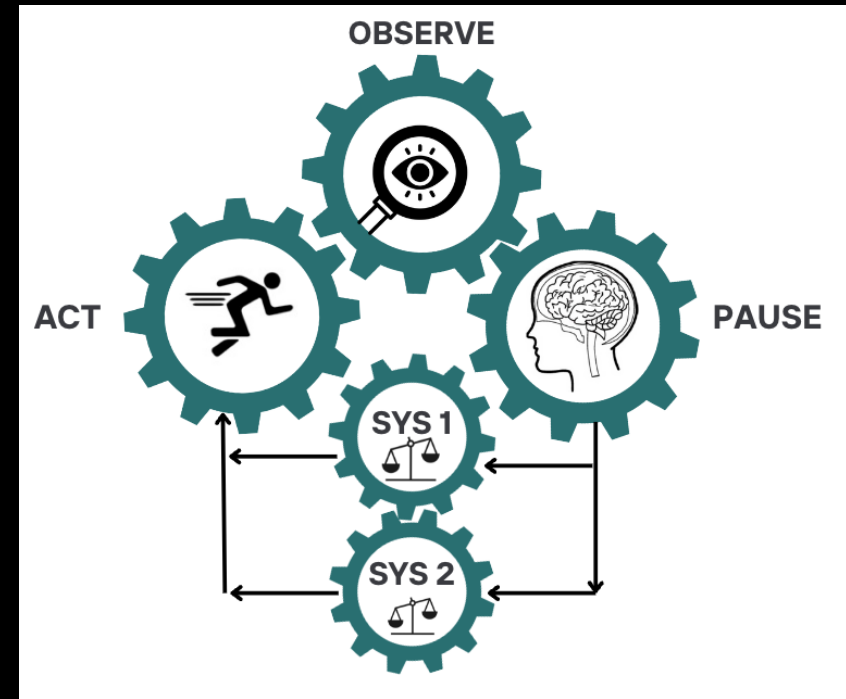
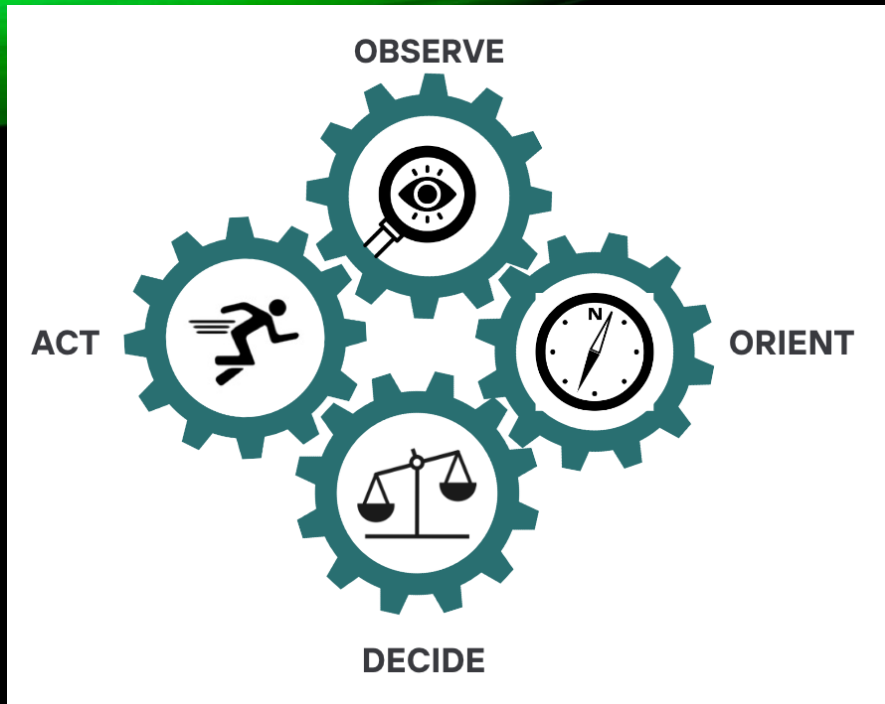


ENDORPHIN THE PAIN KILLER

- Laughter exercise
- Essential oils
- Watch a comedy
- Dark chocolate
- Exercising



ENGAGING SYSTEM 2



Engage System 2 to help System 1
It's not either/or: We need both.

HOW? JUST PAUSE!



GRAB ATTENTION

- WOW Factor
- Curiosity
- Games
- Chat with AI
- Pre-bunking
- Creative experiences
- Non-confrontational challenges
- Rewards

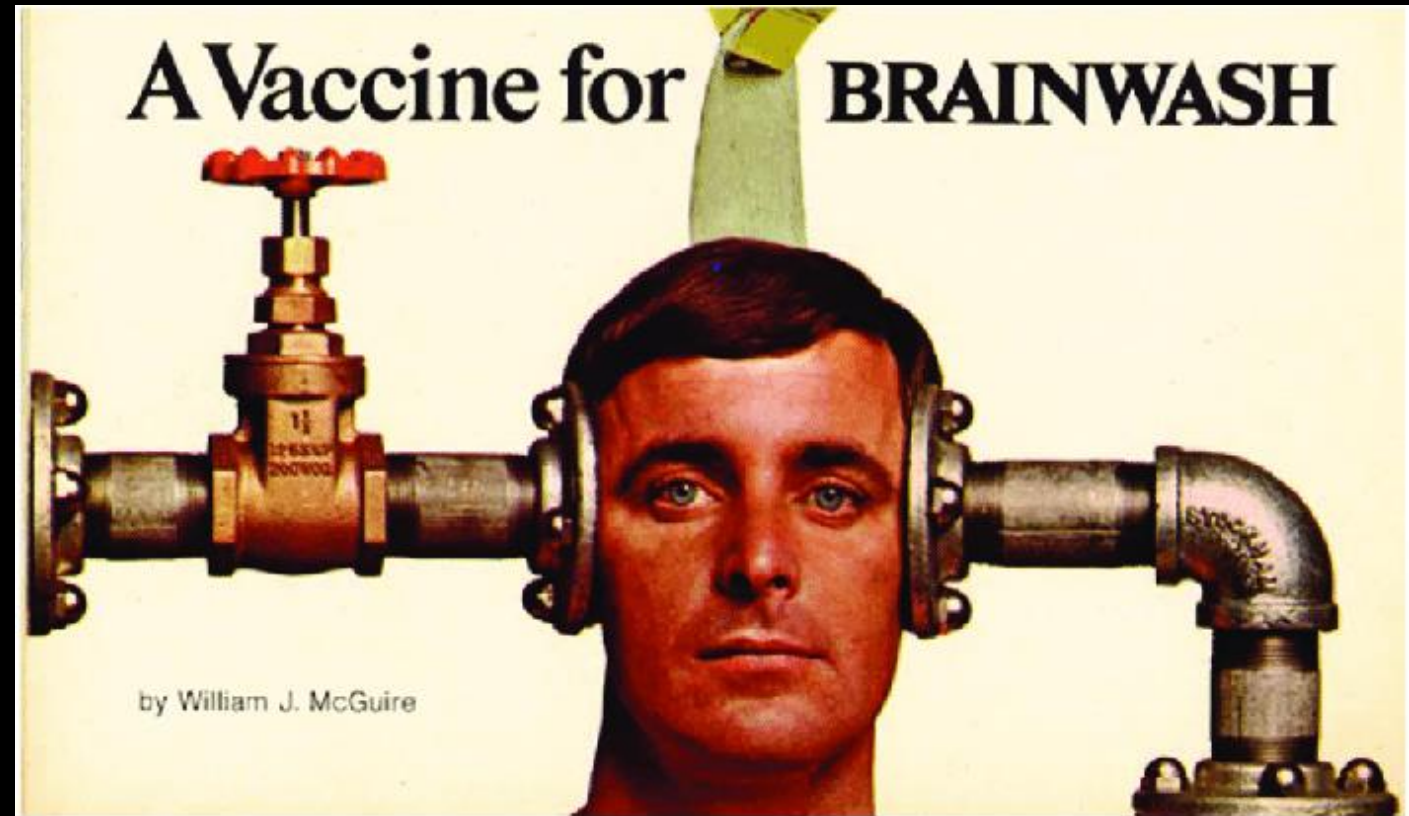
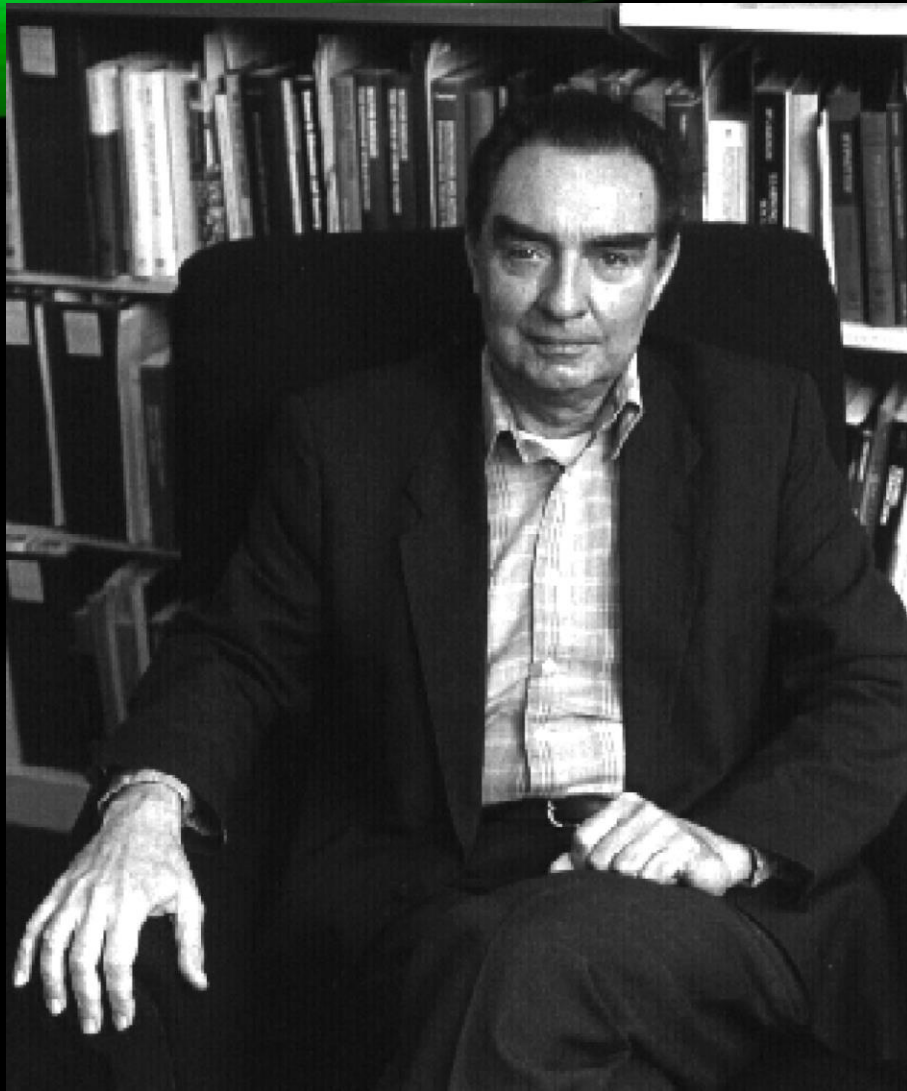
LAUNCH SYSTEM 2

- Ask a Question
- Take a breath/break
- Count to 10
- Think for a second
- Analyze the situation
- "Thimmmk." (My mom)
- Take the long way
- Sleep on it
- "Men take a day to think about things."



SHALL WE PLAY A GAME?

INOCULATION THEORY 1961, 1964, 1970



Dr. William McGuire, Yale Univ.

Pre-bunking Proven to Strengthen Mental Immune System



Intellectual and emotional attacks, arguments, and persuasion do not work.

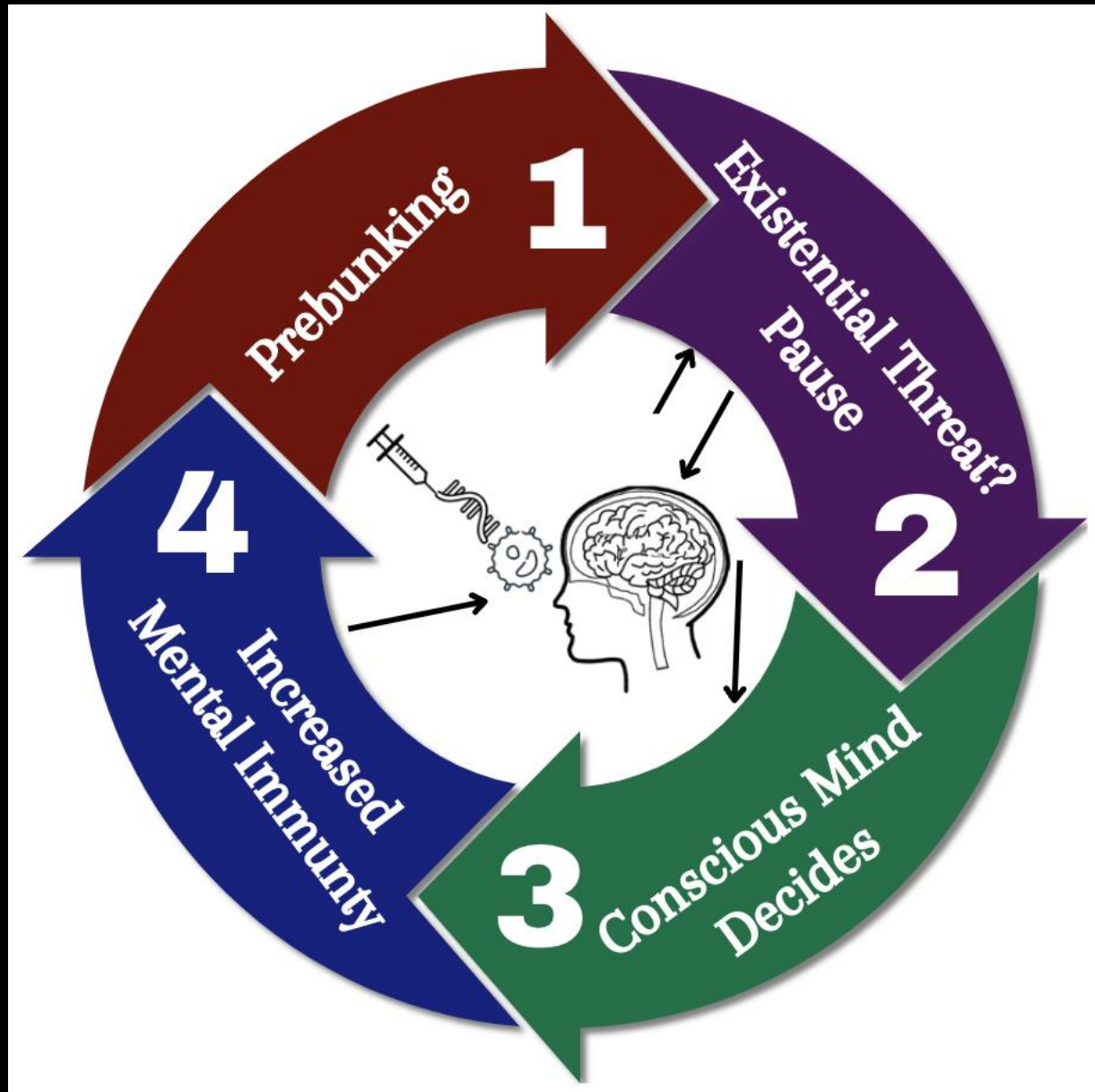
“Over 50 years of research has shown that inoculation is among the most effective frameworks to help people resist persuasion attempts.”

Professor Sander van der Linden
Cambridge Univ., UK

“A bit of fake news and a dollop of explanation and we can inoculate people against disinformation by explaining the techniques used to distort the facts.”

Professor John Cook, Senior Research Fellow
University of Melbourne, AU

COGNITIVE PREBUNKING OODA LOOP



After the Pause Games

Bad News Game



Logical Fallacy Game



Cambridge University Social Decision-Making Lab, Department of Psychology

Assoc. Professor of Biology Melanie Trecek-King, Fellow at the Committee for Skeptical Inquiry, Thinking is Power

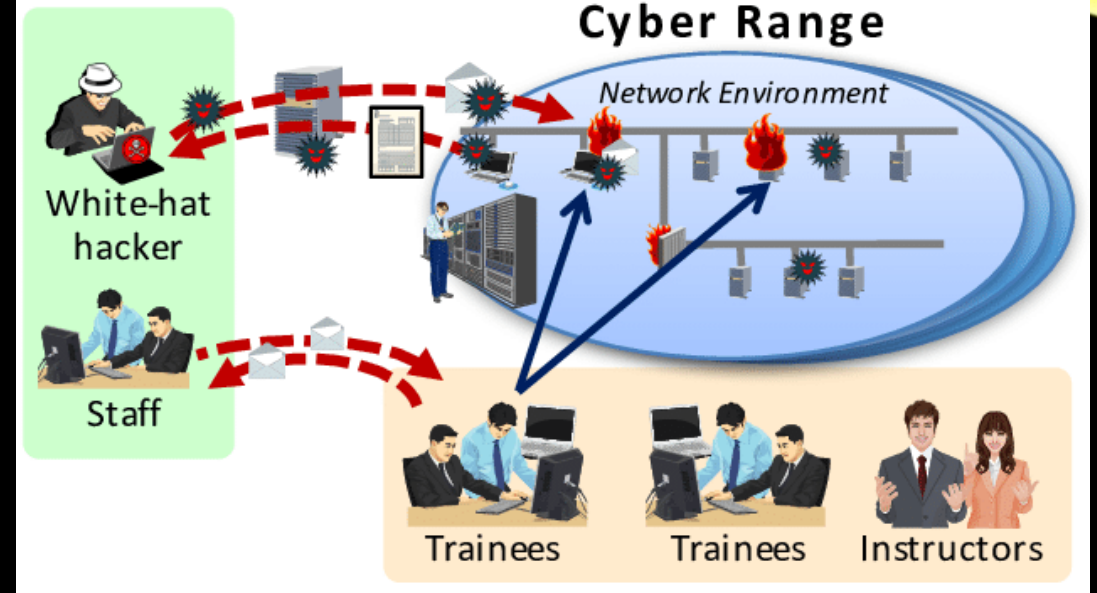
Languages, GUIs, &

Content ▼	Education ▼	Enterprise ▼	Everyone Else ▼
<i>P</i> assive Content	Age based, grade based	Tailored to specific industry (CIP)	Age based
<i>A</i> ctive Content	Multiple topics of study	Culturally sensitive	Cultural
<i>L</i> ogic-GPT	Cultural differentiation	Cognitive Security Awareness	No contentious content
<i>M</i> ulti-player Range	Learning simulations	Red-Blue Teaming	Real-world simulations



The Misinformation Susceptibility Test

'Very online' Gen Z and millennials are most vulnerable to fake news



Multi-player Cognitive Strengthening Exercises

**TEACH SKILLS,
NOT FACTS**

Critical thinking
Information literacy
Science literacy

**FLOATER: A TOOLKIT
TO EVALUATE CLAIMS**

Stay afloat in a sea
of misinformation

**INOCULATE AGAINST
MISINFORMATION**

...by having students
create it!

FLOATER
Evaluate claims with this life-saving toolkit

- FALSIFIABILITY**
It must be possible to think of evidence that would disprove the claim.
- LOGIC**
Arguments for the claim must be logical and not commit fallacies.
- OBJECTIVITY**
Evidence for the claim must be evaluated honestly, without bias or self-deception.
- ALTERNATIVE EXPLANATIONS**
Other ways of explaining the observation must be considered.
- TENTATIVE CONCLUSIONS**
A conclusion can change with new evidence.
- EVIDENCE**
Evidence for a claim must be reliable, comprehensive, and sufficient.
- REPLICABILITY**
Evidence for a claim should be able to be repeated.

For more information visit www.ThinkingIsPower.com

THE "DO I GIVE A SHIT?" GAME

Critical Ignoring

- Do I care? (Clickbait)
- Do I have time?
- Do I need it or want it?
- Human or AI?
- Do I trust it?
- Quality or Quantity?
- Digital provenance?
- Accuracy?



Give Me FREEDOM!

Can I PLEASE Turn Off those F***ing Algorithms?

WHAT IS DIS-INFORMATION WARFARE? (CLASS 3 METAWAR)



“What it basically means is: to change the perception of reality of every American to such an extent that despite the abundance of information, no one is able to come to sensible conclusions in the interest of defending themselves, their families, their community, and their country.”

— Yuri Bezmenov - Soviet journalist for Novosti Press Agency

QUESTION

How many private research, study, experimental, or similar projects into mis/disinformation (a/k/a cognitive immunity) are publicly funded in:



100 -1,000+

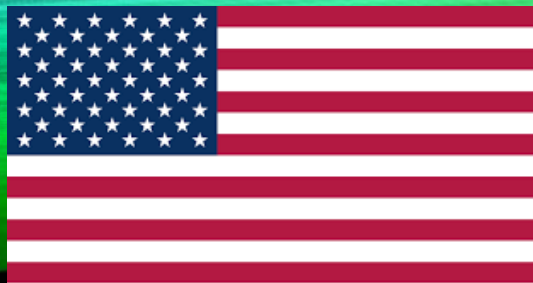
Zero. None. Zilch. 0.

Election (CISA) GEC, Dept. of State, NSF)



UK-EU COGNITIVE DEFENSES

- Cognition is a National Security Imperative
- National Education programs (Toddler+)
- Digital Literacy
- Adult upskilling
- Academic Studies
- Hundreds of private, public, hybrid, R&D
- 80% are publicly funded
- € 5 billion annual investment



BACK IN THE USA

The US has no national security mandate to protect the cognition of its citizenry, its democracy & freedoms, promote education, or structure digital literacy programs.



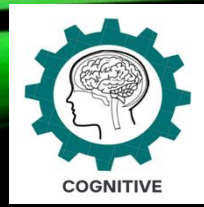
BACK IN THE USA

95%+ of academic research, private entity efforts, and joint public-private projects were attacked, threatened, and shuttered beginning in mid-2022, led by conservative political figures.

The USA is defenseless. By choice.

SILICON VS. CARBON DEFENSES

Cybersecurity ▼	Technical ▼	Cognitive ▼
DOS	Channel Capacity - 1 source	TMI - Information Overload
DDoS	Capacity - multiple sources	TMI + Bots + AI
Defense in Depth	Yes	Yes, available
Firewall / Perimeter Control	First layer defense	System 1 for nature.
ACL	Yes	Filters: System 1 & 2
Reputation Engine - WWW	Yes	System 2
Self-healing	Some systems.	Not for information, yet.
System Pathogens	Malware of all kinds.	Mis-Dis Information
Anti-virus (malware, etc.)	Yes	System 2 defense
Time-Based & Analogue	Yes	Yes
Zero Trust	Yes, all connections off.	Some trust is always on.
Signal to Noise Ratio (S/N)	Tunable	TMI to Useful must increase
Detection-Reaction Process	Yes	System 1 (may engage System 2)
Degrading Trust Curves	Yes	Yes
Trust	$0 < \text{Trust Factor} < 1$	$0 < \text{Trust Factor} < 1$
IDS	Yes	System 1 & 2
The Pause	Yes	System 1 to engage System 2



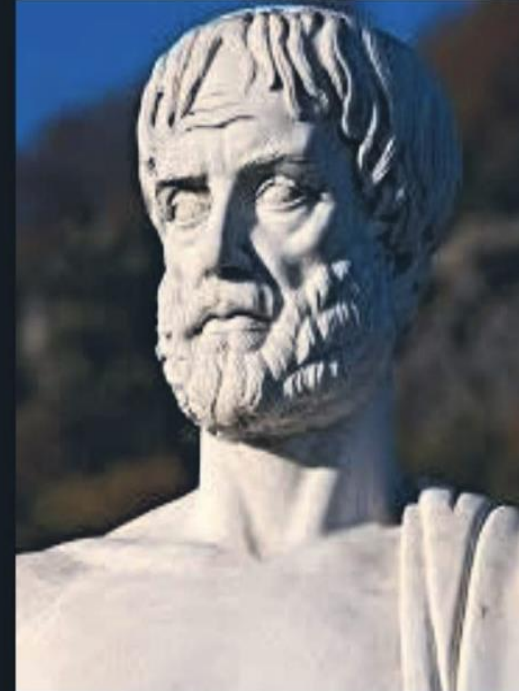
We Need Hackers!

Cybersecurity
Infrastructure defense
AI experts
Supply chain
Blockchain-like
Data science
Mathematicians
Quantum scientists
UI/UX Designers
Immersive artists

Behavioral design
Psychologists
Experimentalists
Neuroscientists
Social scientists
Psychiatrists
Cultural anthropologist
Cognitive psychologists
Psychoactive druggists



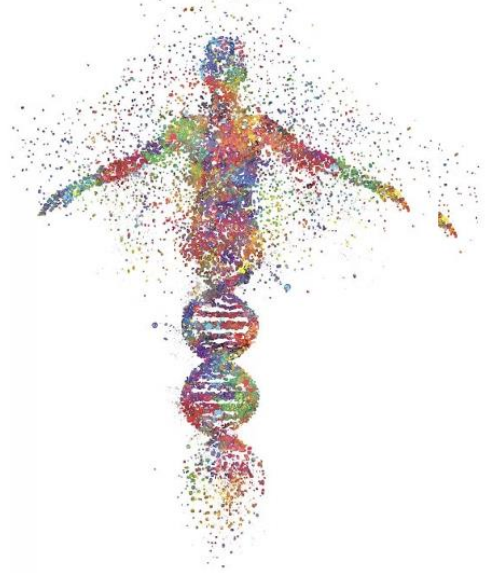
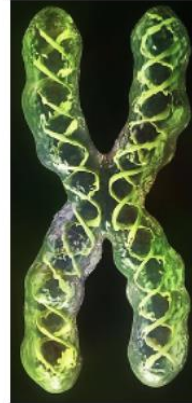
Lawyers
Diplomats
Policy Makers
Privacy advocates
Educators
News media
Science/Skeptic Media
Entertainment



"It is the mark of an
educated mind to be able
to entertain a thought
without accepting it"

~Aristotle

Long-term Human Survival



Metawar

Defending & Strengthening the mental immune system is a national security mandate.

What Will You Do To Help?

Winn Schwartau, FRSA

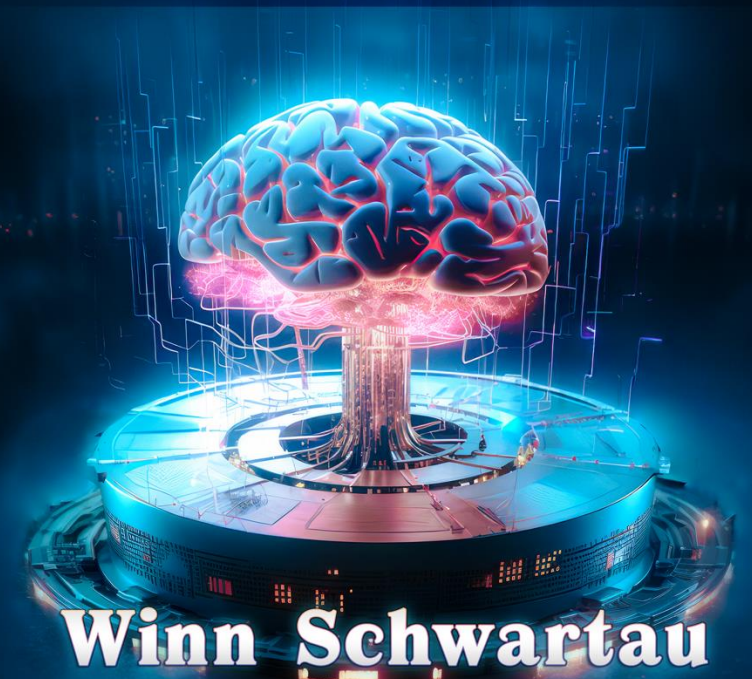
www.WinnSchwartau.com

@WinnSchwartau

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The Art & Science of **METAWAR**

How to Coexist with AI-Driven
Reality Distortion, Disinformation,
& Addiction in the Metaverse



Art by K. Melton