

The military metaverse

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Note sur le contenu : Introduction An early history of the military metaverse The military metaverse after Snow Crash Military metaverse building blocks The military metaverse for capability acquisition and support The metaverse for individual training & education The metaverse for team & collective training The metaverse for analysis and planning The military metaverse for operations Social virtual worlds Convergence : an enterprise military metaverse War in the metaverse

Résumé ou extrait : "The Military Metaverse explores the impact that the Metaverse is having today on how the world's militaries procure, maintain, train, plan and fight, and how the Metaverse presents new challenges and opportunities for future conflict. The military were early adopters of Virtual Reality and

Augmented Reality technologies and wider simulation systems. Before 2010 they were one of the few sectors that could afford the technology, and millions of military R&D dollars went into developing and understanding these technologies. However, as the democratisation of metaverse technologies has happened over the past decade there is a danger that militaries have been overtaken and caught short, encumbered with expensive legacy systems, sold and maintained by expensive prime contractors, whilst the gaming and consumer market has cheaper and more innovative and agile systems. The book provides a history of the use of metaverse technologies in the military, particularly in the areas of design, maintenance, training, planning and operations. It then examines the current state of the art in these areas and the opportunities that are available from the current generation of consumer-driven approaches. The drivers for, challenges to, and paths towards an enterprise approach to the Military Metaverse are then presented. The book explores the military use of social virtual worlds, of early work done by defence and security organisations in worlds such as Second Life, and how such environments could become important for intelligence as well as influence operations in the future. Finally, the book will consider what war in the Metaverse might look like, both in terms on in-world activities and the impact of cyber-war on the Metaverse itself. It should be of interest to all militaries across the world, the industries that support them, and those in academia and the wider public with an interest in the military and defence." (4e de couv.)

Sujet - Nom commun : Administration militaire -- Innovation

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Réalité virtuelle