Chapter 15

Framing Public Policy in the Digital Era:
Juxtaposing "Metaverse" and Spatial Justice

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ABSTRACT

In the digital era, the spatial understanding of Metaverse is necessary to figure out the justice. To understand the spatial justice, one must understand the configuration of a space and its variations. Facebook and other apps created virtual space that is more interactive. The augmented reality is essential to make the participants more real and experience reality through virtual platforms. How these space creations are accomplishing this must be investigated.

INTRODUCTION

Metaverse is a conceptualization which denotes virtual reality and construction of such a space can surely have contemplated relationship with the concept of Justice. Methodologically sometimes the word can replace the term Cyberspace but it is much broadened arena that of cyberspace. It constitutes not only cyberspace but other technological advancement affirmatively related to Artificial intelligence. The spatial construction of Metaverse indicates the conglomeration of both the software and hardware essentializes virtually realistic domain. Facebook and Twitter are the most common outcome of adopting Metaverse robustly in public sphere.

THE CYBERSPACE OF METAVERSE AND
BREACH OF SPATIAL JUSTICE

Cyberspace constitutes the most important part of human life which directly interacts to the Metaverse as broadened arena. Through the participation in the cyberspace people make them vulnerable as an Individual with personal space along with spatial rights and duties as a citizen. The trends and trolls interrupt individual choice axiomatically intertwined with their public life. Metaverse is not only using the cyberspace rather it replaces reality with virtual reality through artificial intelligence. The advancement of 3D technology has immensely prompted the sphere where people can talk, shop, interact and can do other activities without doing in reality. Metaverse at the one hand strengthens communication by implementing technical progress on the other hand it tends to neglect human existential reality other than virtual reality. Geographic thinkers basically used the idea of space as the container of objects (Bailey,2014) Adrian Bailey in his edited Volume titled "Making Population Geography" articulated –"A good deal of geography's longstanding and cross intellectual commitment to space had deployed the space as container approach, For Greek(Strabo, Erastothenes). Roman (Ptolemy) and Arab(Ibn Khaldun) geographers, space and the organization of the society in space enabled the local accomplishments of civilization and empire projects to be framed and appreciated in broader context."(Bailey,2014). The construction of the space in Metaverse is not fully careful about social relationships rather it has its own model to which society needs to fit in. The most common understanding of metaverse by the Pew Research Centre is the augmented and mixed reality enhancements which can make daily life a better experience. Such a concept condensed on the adaptation of virtual reality. Essentially a three-pronged model was in adaptation.

The digital space has been constantly created and upgraded through the advanced incorporation of virtual reality. From finance to interaction, trading to communication and from learning to community creation becomes dependent on virtual reality. 3D Internet based tours to the important places of historical importance, entertainment and communication. Caricature of digital world is growing steadily that ignoring the virtual reality is essentially not possible. The essentialization of importance and utilities bring the flip side of the same coin which is conjoint of the existing troubleshooting of the current era.

The Construction of Metaverse as Space

The attenuation of digital world has created a space of Metaverse which is constructed with three cluster spaces like 1. Networking 2. Virtual Media and 3. Computation and artificial intelligence. These cluster space is signified as cluster because it has

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