

Junior Researcher Mentoring Programme

Code:	JRMP2023_15
School / Department:	Department of Industrial and Systems Engineering
Name of Research Team Member(s):	Dr Y.M. Tang, Senior Teaching Fellow
Research Topic:	Development of a Metaverse Virtual Environment
	Along with the 2018 release of the blockbuster "Ready Player One," the conceptualisation of the "metaverse" which had its genesis in 1992, quickly soared to prominence. There were already popular and well-known examples, such as the massive multiplayer online role-playing game. With the development of VR technology and Web 3.0, the metaverse can now break through the barrier between the real and virtual worlds, as activity and interaction can be reflected simultaneously on both sides.
Short Description of the Research Project:	In this project, the participating students are expected to build a virtual environment under the metaverse scenario and the avatars, known as "virtual-selves", so that users can interact in the digital world. To create the metaverse project, the participating students are expected to have a sense of design and good skills in 3D modelling. At the end of the project, they are required to develop a metaverse environment with interactive support and gain experience with different users in a metaverse environment. Research and analysis of the outcomes will also be investigated to determine if the project outcomes can be achieved.

No. of Places Offered:	2
Frequency of Meetings:	Bi-weekly
Special Requirement(s):	The participating students should be interested in design, and with good computer skills.

^{*} The information presented above is subject to change.