

Table of Contents

Preface and Acknowledgements | 7

Metaverse's Modern Prehistory

Utopian Media from the Total Work of Art and Total Cinema
to Cyberspace and Holodeck

Gundolf S. Freyermuth | 13

IMAGINATIONS

The Metaverse and Other Digital Delusions

Janet H. Murray | 101

Incarnations of the Metaverse in Science Fiction

Lars Schmeink | 117

Dreaming the Metaverse

Virtual Worlds as Audiovisual Fantasy

Vanessa Ossa | 139

Body-Crash: "The Impact Will Be Real"

On How the Metaverse Could Affect Our Bodies

Icare Bamba | 167

Metaverse (Re)Visions

Back to the Future of the Internet

Sonia Fizek | 187

The Metaverse: What's Now, What's Next

Jesse Schell | 201

ACHIEVEMENTS

From Pixels to Emotions

Exploring Atmospheres in Metaverse Art Exhibitions

Isabelle Hamm | 223

Virtual Wonderlands

Insights from NRW-Forum Düsseldorf's WWWFORUM Project:

An Interview

Alina Fuchte/Isabelle Hamm | 247

Creating a GTP-3-driven Chatbot for Social Virtual Reality

Quantum Bar

Christina XaosPrincess Kinne | 265

Let's Play the Metaverse ...!

Expanded Realities as Transparent Playheads

Tobias Bieseke | 309

Towards a Responsible Metaverse

Digital Fashion, Avatars, and the Promise of Identity
in Virtual Worlds

Nicolle Lamerichs | 335

Akihabara

A Proto-Metaverse

Giovanni Tagliamonte | 351

Contributors | 393