



Our Next Reality

How the AI-powered Metaverse Will Reshape the World

By Alvin W. Graylin and Louis Rosenberg

Over the last 100 years, technology has changed our world. Over the next decade it will transform our reality. The planet is headed for a momentous upheaval, and we are not prepared.

We are entering a new technological age in which artificial intelligence and immersive media will transform society at all levels, mediating our lives by altering what we see, hear, and experience. Powered by immersive eyewear and driven by interactive AI agents, this new age of computing has the potential to make our world a magical place where the boundaries between the real and the virtual, the human and the artificial, rapidly fade away. If managed well, this could unleash a new age of abundance. If managed poorly, this technological revolution could easily go astray, deeply compromising our privacy, autonomy, agency, and even our humanity.

In *Our Next Reality*, two industry veterans provide a data-driven debate on whether the new world we're creating will be a technological utopia or an AI-powered dystopia and give guidance on how to aim for the best future we can. **With a Foreword by renowned author Neal Stephenson and section contributions from industry thought-leaders such as Peter H. Diamandis, Tom Furness, Phillip Rosedale, Tony Parisi, Avi Bar Zeev and Walter Parkes, this book answers over a dozen of the most pressing questions we face as AI/VR/AR accelerates the digitization of our world.**

Our Next Reality debates the risks and merits, providing actionable suggestions for how all of us can help tilt the future towards a more utopian outcome to combat the excessive hype and fear mongering around AI and the Metaverse. Find out why our actions in the next decade could determine the trajectory of our species for countless millennia.

Topics discussed in *Our Next Reality* include:

- The role of AI in our immersive future
- The likely impact of AI and XR on healthcare
- How the metaverse will transform art, culture, and media
- How AI and immersive media will impact childhood education
- What privacy, identity, and security will look like in the coming future
- The geopolitical impact of the AI-powered metaverse

Our Next Reality will also include tips for readers and recommended reading for further guidance in understanding the history and evolution of the AI-powered metaverse.

For more information, please contact Kaitlyn Shokes at Kaitlyn.shokes@hachette.co.uk

Best wishes,
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Marketing Executive



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Advance Praise for *Our Next Reality*

"Our Next Reality breaks new ground by exploring both good and bad possible outcomes of widespread deployment of an AI-powered Metaverse."

—*Neal Stephenson, Best-Selling Author*

"Our Next Reality provides a provocative, thoughtful, and optimistic yet realistic view of our future. It paints a picture of convergent paths with symbiotic AI where human agency can be retained."

—*Dava Newman, Director of MIT Media Lab, Former NASA Deputy Administrator*

"Finally, AI has the potential to transform VR and AI, making it essential across all human endeavors. This book brings clarity to why this really matters."

—*Peter H. Diamandis, Best-Selling Author/Entrepreneur*

"Today, hundreds of millions of people spend most of their waking hours in a world of digital content. Tomorrow, they'll be in an immersive metaverse. Graylin and Rosenberg draw on their deep expertise to explain how this will transform business, culture, education, economics, and the human condition itself. If you want to understand the future ahead of us, you need to read this book."

—*Erik Brynjolfsson, Director of the Stanford Digital Economy Lab and co-author of The Second Machine Age*

About the Authors

Alvin Wang Graylin is a respected tech entrepreneur and executive, who has founded four venture backed startups in natural language AI search, mobile social, location-based AR services, and big data AI analytics. He's also a recognized industry leader in the immersive computing space having served as China President and Global VP of Corp Development for HTC, President of the Virtual Reality Venture Capital Alliance, Vice-chair of the Industry of VR Alliance, Distinguished Professor of VR at BeiHang University and is a board member of the Virtual World Society. Graylin holds a B.S. in electrical engineering from the University of Washington, a M.S. in computer science from MIT and a M.S. in business from MIT Sloan. He was born in China during the Cultural Revolution, and has spent about half his life in China and half in the U.S.

Louis Rosenberg, PhD is an early pioneer of virtual and augmented reality. His work began over thirty years ago in VR labs at Stanford University, NASA, and Air Force Research Laboratory where he developed the first mixed reality system. In 1993, he founded the early VR company Immersion Corporation and brought it public on Nasdaq. In 2004 he founded Outland Research, an early developer of augmented reality and spatial media technology acquired by Google. In 2014 he founded Unanimous AI to pioneer the field of Collective Superintelligence. He received his PhD from Stanford University, was a tenured professor at California State University, and has been awarded over 300 patents for VR, AR, and AI technologies. He is currently CEO of Unanimous AI, the Chief Scientist of the Responsible Metaverse Alliance and writes often for major publications about the dangers of emerging technologies.