

# GRC

## SUMMIT 2022

---

LONDON, NOV 8-9

Hosted by MetricStream

# What does risk look like in the Metaverse?

Presented by: HCLTech

# Disclaimer

The views expressed in presentations made at the MetricStream GRC Summit 2022 are those of the speaker and not, necessarily, of HCLTech. HCLTech, or the partner organizations does not constitute an endorsement of the vendor or speaker's views, products or services.

With regard to any information presented at this event, HCLTech does not makes any warranty, express or implied, including the warranties of merchantability and fitness for a particular purpose, and specifically disclaims any legal liability or responsibility for the accuracy, completeness, or usefulness of any information, apparatus, product, service or process presented and makes no representation that its use would not infringe upon privately owned or intellectual property rights such as Copyright, Trademark, Trade Dress etc.

The information is provided solely for informational purposes based on personal experiences, knowledge and preferences of the speaker, and should not in any way be construed as an advice, recommendation or endorsement of HCLTech. Audience are encouraged to conduct their own research and due diligence and seek independent recommendations in deciding which advisory, services, product or service provider is best suited for their needs.

Reliance upon any information hereof shall be entirely at the reader's own risk. In no event shall HCLTech or its employees be liable from any direct, indirect, incidental, special or consequential damages in connection with the use of any information contained herein.

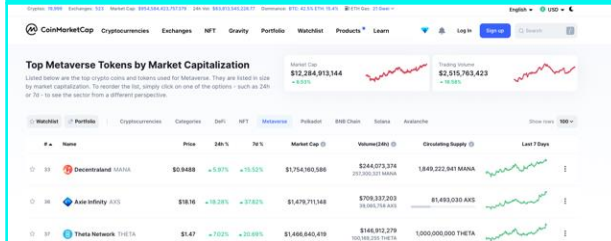
# Metaverse Industry Adoption

## Investment in 2022

**\$120bn**

Double investment from 2021

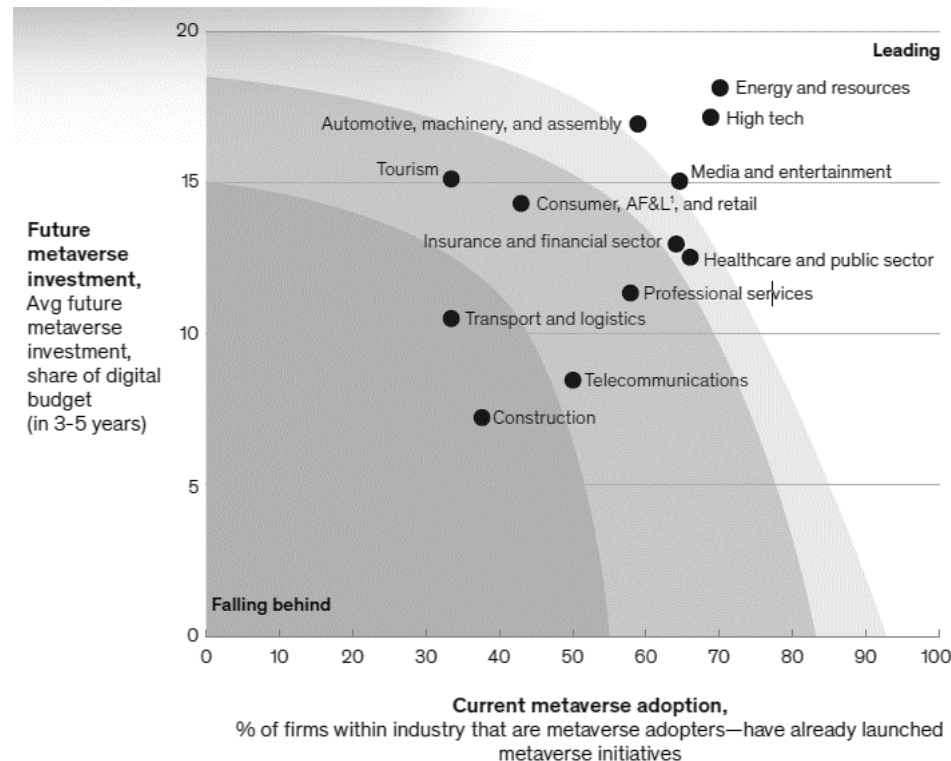
## NFT: 12 Billion cap, 2.5bn daily trading



## Big Tech: Major Commitment



## Could be worth up to \$5 trillion by 2030 –McKinsey & Company



<sup>1</sup>Apparel, footwear, and luxury.  
Source: McKinsey & Company Senior Executive Survey, April 2022

## Spanning Segments

### MEDIA & ENTERTAINMENT

Virtual events where in the audience will be able to choose avatar of their choice and experience the event of their favorite artist in the virtual destination

### BANKING & FS

Customer can be virtually present in the banks and know the process involved in the services they want to opt e.g., claims, opening of accounts, types of insurance, investments

### PHARMA & HEALTHCARE

Plays an important role in telehealth, telemedicine. Digital twin can help to create the digital representation of the patient and can be used for treatment


### EDUCATION

People will be able simulate scientific experiments, historic places etc., and experience as though it is near real


### RETAIL

Enabled with AR/VR and interactive 3D view of the product enables better buying decision  
Can use NFTs to make purchase digital assets


# Key Industry Use Cases

**Aerospace** 


- Airplane design, planning and visualization in Metaverse
- Education and Training for aircraft maintenance in the Metaverse
- Aerospace Embedded Systems

**Automotive** 

- Advertising in Metaverse
- Hyper-immersive experiences or in-car VR system
- Smart helmets and displays providing navigation, phone calls, and driving data
- Virtual everything - drivers, cars, infrastructure, communicating with each other inside the Metaverse

**BFSI** 


- Identity and Authentication on Metaverse
- Blockchain managed digital assets
- Customer Experience and Trainings
- NFT marketplace - trading digital collectibles
- NFT creation - unique digital asset managed on blockchain

**Lifesciences** 


- Complex surgery planning (Pre-surgery and post-surgery assessments)
- Enhanced ability for the differently abled
- Immersive training - specialized surgical learning
- Mental wellness through Metaverse
- Remote patient monitoring

**Manufacturing** 

- Customers can see the delivery time for products.
- Setting up manufacturing centers and produce different commodities with less friction and smaller lead times.
- Using simulation and CAD-like software to design factory layouts as well as design components to be manufactured.

**Media & Entertainment** 

- 3D rendering virtual experiences
- Advertising in Virtual World
- Creation of Avatars from a 2-D source (webcam/image etc.)
- NFT creations for the film industry
- Stadium like experience in Metaverse

**RCPG** 

- Building Virtual stores
- Digital fashion collectibles
- Forming community engagement platforms and social networks

**Travel & Hospitality** 

- Virtual tour experiences - guides, teleportation, merchandise buying across the verses
- Fitness in the sky - workout for flights
- Try on Metaverse before purchase (Hotel Rooms, Flight seat options)
- Virtual map for the building



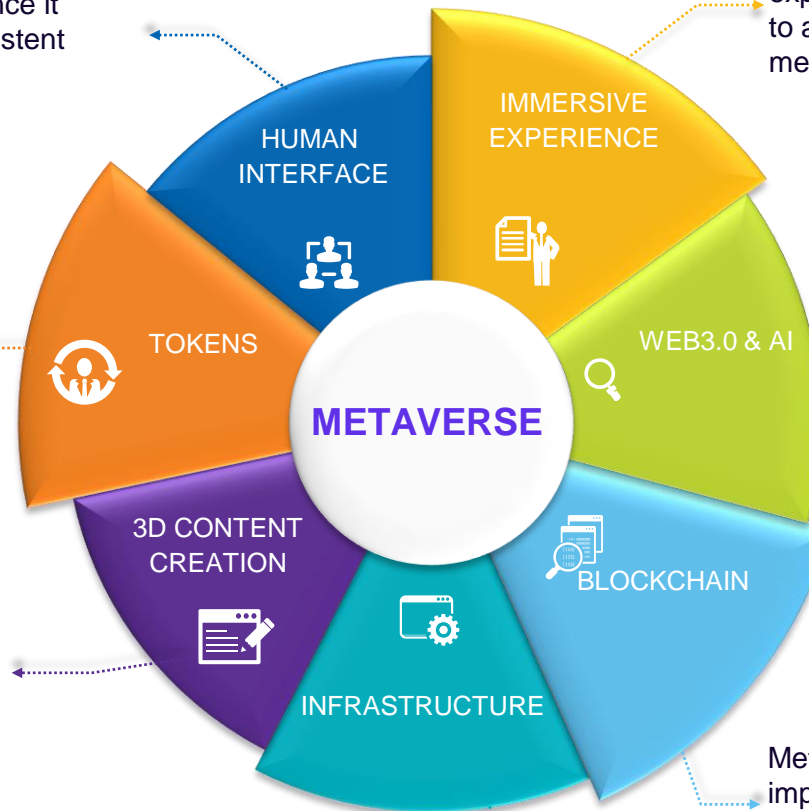
# Technologies in the Metaverse

Metaverse opens up a new approach on UX since it combines computer-generated content, a persistent shared world, and unique digital avatars.

User can use their own digital assets such as NFTs, to trade in immersive world. It improves the digital ownership. The NFT's can be avatar, virtual lands, video, music, etc.

The metaverse involves creation virtual worlds and objects in it. The 3D content creation helps in creation of scenes, avatars, virtual lands, assets etc to achieve immersive experience.

Connectivity, compute and edge, GPU, devices, sensors, storage and caching.



AR/VR is the key element which provides immersive experience in metaverse. Combination of AR/VR is used to achieve 3D visualization, real-time interaction and merging real and virtual

Web3.0 is decentralized and hence serves as a connectivity in metaverse. Applies AI in avatar to bring in human like behavior and 3D chatbots react and respond user actions in the VR world.

Metaverse replaces real assets with digital and hence it is important to use reliable algorithm for transaction. Blockchain decentralization aspect helps to validate and perform secure transactions



# A Metaverse Walkthrough

Choose your avatar to enter the Metaverse



**Zianna**

35 years | Artist



**Finn**

40 years | Seafarer



The background image shows the Tower Bridge in London at dusk, with the city skyline visible across the River Thames. The scene is overlaid with a dark blue gradient and decorative digital wave patterns in the foreground. The text 'Roadblocks to the Metaverse' is centered in a bold, white, sans-serif font.

# Roadblocks to the Metaverse



# Metaverse and its associated risks

Payment risk



Data privacy

Impersonation or identity risk

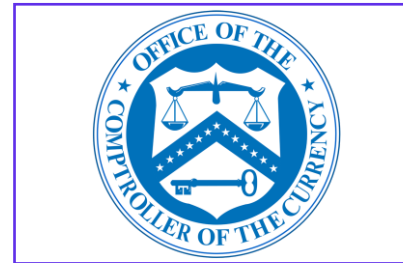
BCBS 239

Ethics and regulatory compliance

Social engineering attacks

Misinformation

# Battle of Legal or Regulatory Perspectives

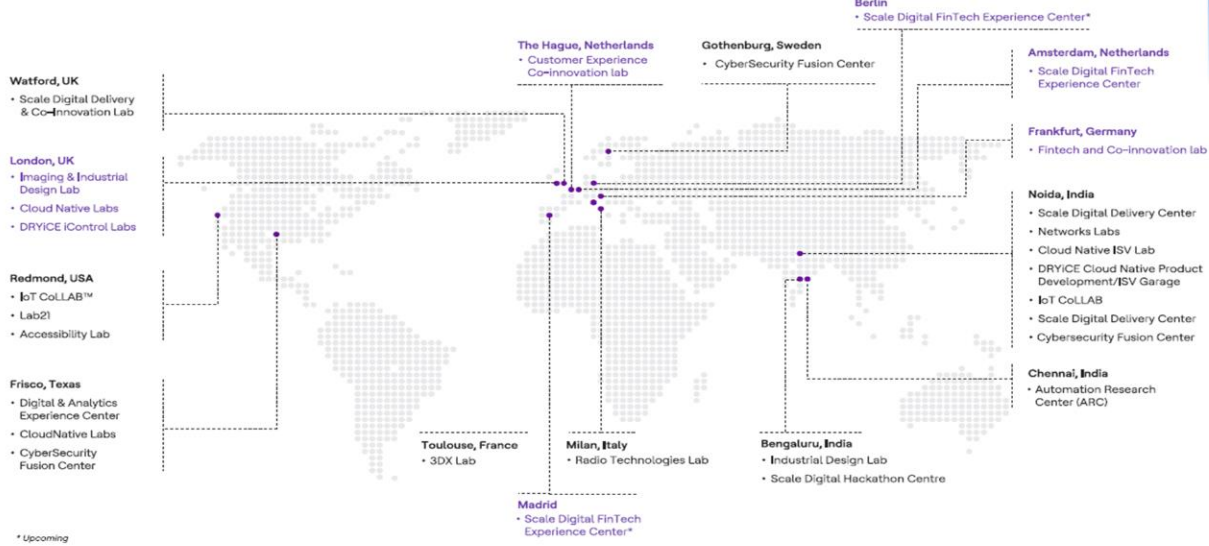


# Supercharging Progress with Superior Metaverse Experience

## Our Experience



### A network of Next-Generation Labs to co-innovate with client





**HCLTech**  
Supercharging Progress™

A night-time photograph of the London skyline. The London Eye is the central focus on the left, illuminated with a purple glow. The River Thames flows through the center, with light trails from boats. In the background, the Big Ben clock tower and other city buildings are lit up against a dark sky.

# GRC

SUMMIT 2022

LONDON, NOV 8-9

Hosted by MetricStream

# Thank you

 **metricstream**  
thrive on risk™

# Unfamiliar Technology Providers

