

Augmented Reality And Media Lab, KAIST

Human-centric Designs, Virtual reality, Augmented Reality, Mixed Reality, and Metaverse in 2050

O2O Communication and Empathy

Malicious AR/VR & Dark Patterns

Mobile Interactivity

Ubiquitous Design

User Privacy & Safety

Robotics / Vehicles / IoT

Systems and AI

The Metaverse: the immersive cyberspace as a gigantic and endless application

Use cases: MetaCity, Physical-virtual Classroom, Industrial Metaverse

Impactful Research (&International Collaboration)

Technical Report [Full-text available](#)

Research Interest 247.4

Citations 13

Recommendations 15

Reads 2,279 new 66,078

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Project: [The Planet-scale Metaverse](#)

Lab: Pan Hui's Lab - Extended Reality and Media Lab - Extended Reality and Immersive Media (XRIM)

Lik-Hang Lee · Tristan Braud · Pengyuan Zhou · Show all 9 authors · Pan Hui

The First-ever Metaverse Survey in the world
 (66,000+ downloads since its publicity in mid-October 2021)

Innovative Education Programs

The First-ever Metaverse Course in KAIST & Global
 (42-hour training for surging demands of metaverse skills)