

Chairperson Introduction



LIN DUAN

Head of Events
The MarTech Summit Team

THE MARTECH SUMMIT

Attending Companies



slido



What are you looking forward to this summer?

slido



Are you from B2B or B2C?





TIM BOND

Associate Director, Media Development Ipsos



Is the Metaverse 'The Next Internet'? © 2023 Ipsos. All rights reserved. Contains Ipsos' Confidential and Proprietary information and may not be disclosed or reproduced without the prior written consent of Ipsos.



Understanding consumers is critical to the future of digital immersive experiences



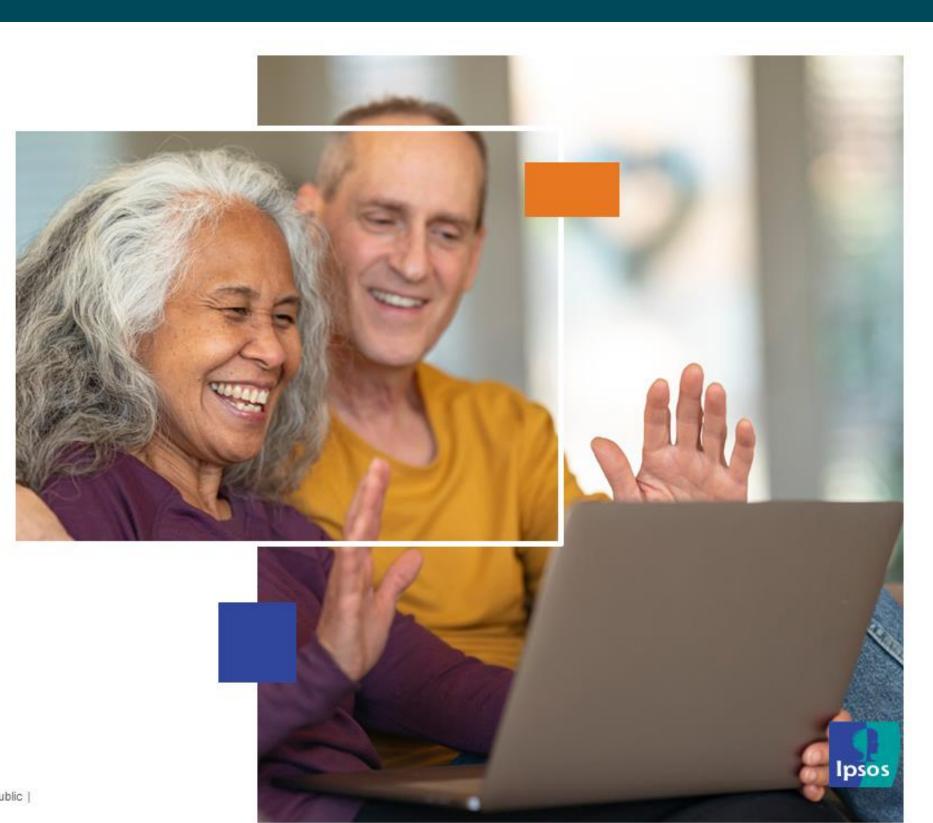




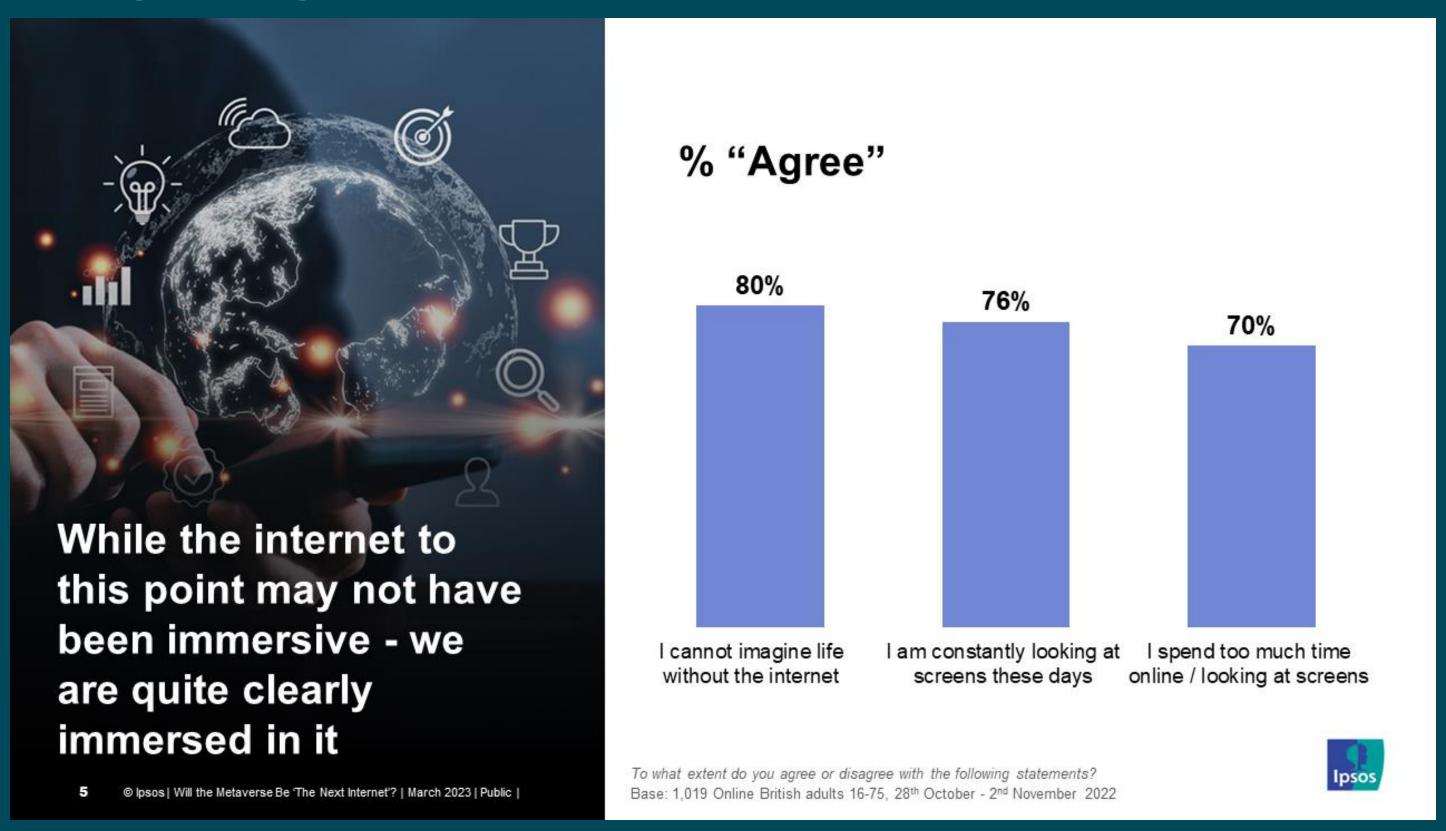


The UK online population increased by 2.7 million over the pandemic.

One million new users were over 75.



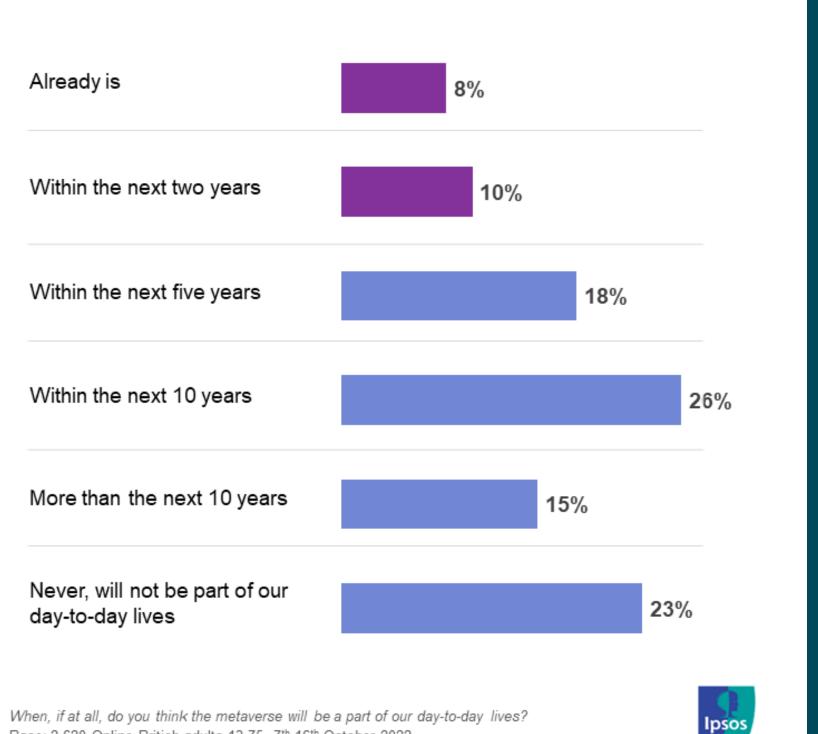






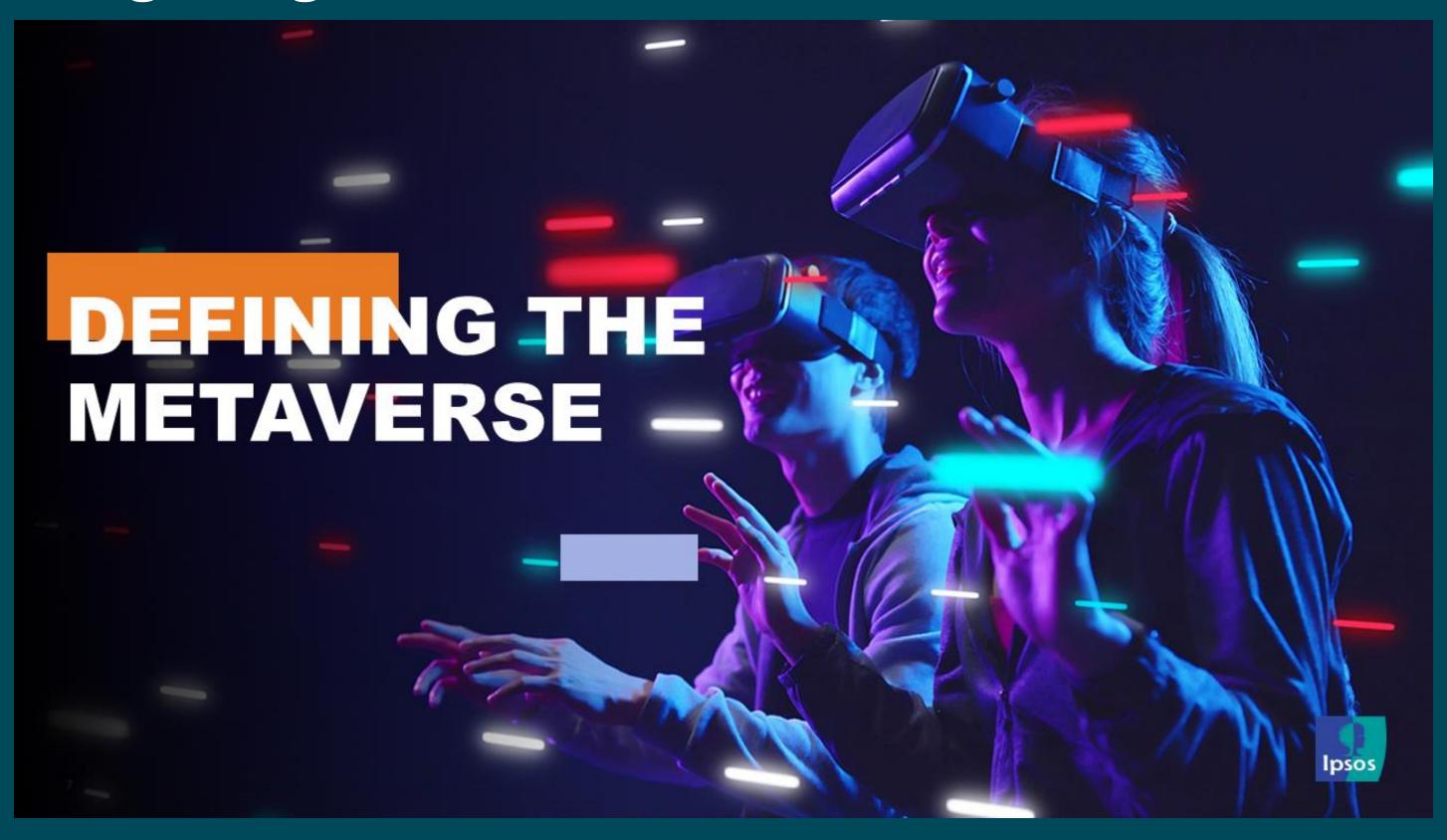
1 in 5

Britons (18%) expect to see the metaverse as part of our day-to-day lives within the next two years



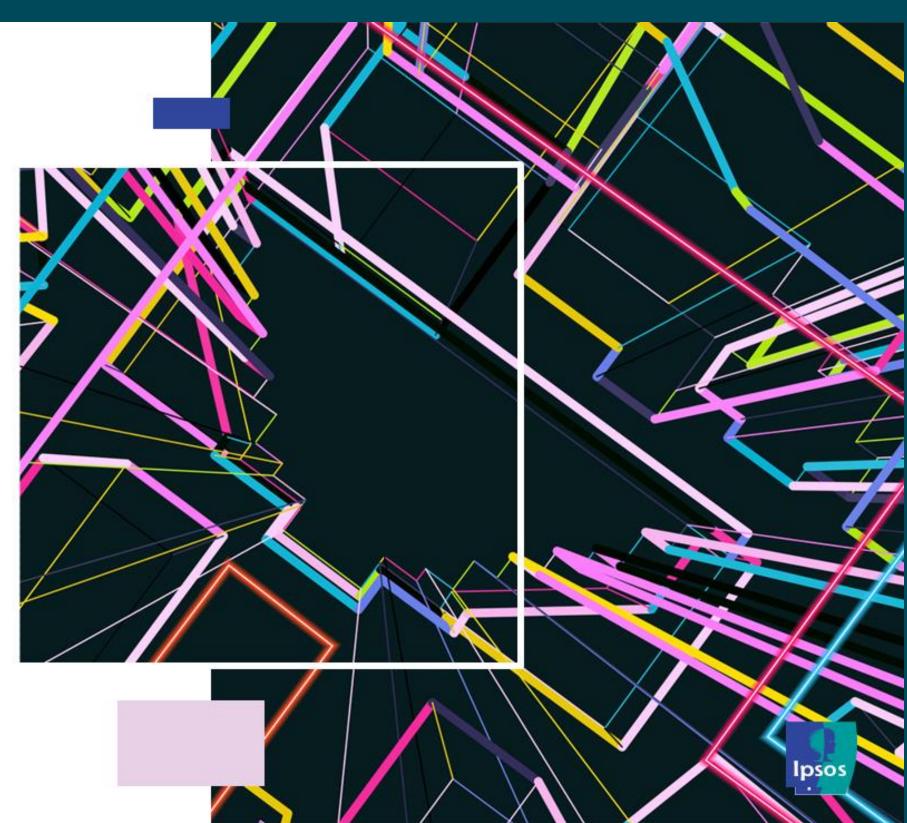
Base: 2.620 Online British adults 13-75, 7th-16th October 2022







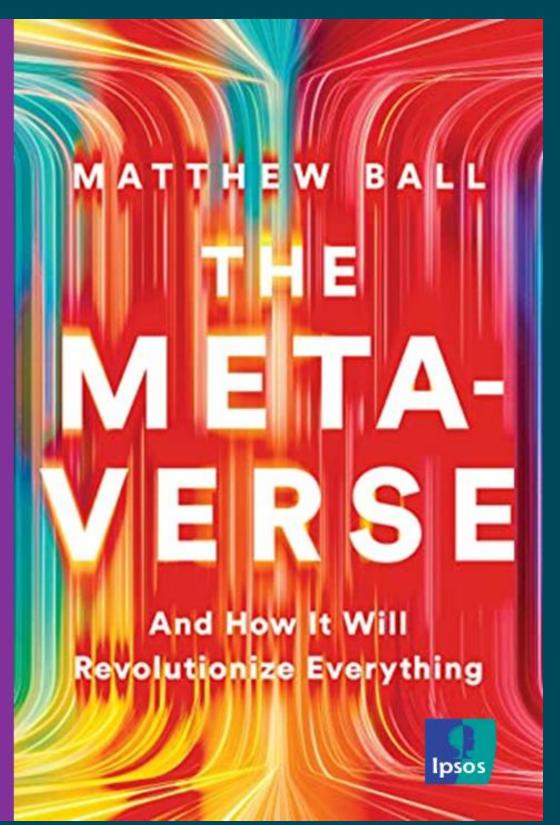
Immersive
Experiences
have the
potential to
change the way
we see and
interact with the
world and each
other





"The Metaverse is a massively scaled and interoperable network of real-time rendered 3D virtual worlds and environments which can be experienced synchronously and persistently by an effectively unlimited number of users with an individual sense of presence, and with continuity of data, such as identity, history, entitlements, objects, communications, and payments."

- Matthew Ball





What we mean when we're talking about immersive experiences

Immersive Media

Virtual Reality (VR)

An immersive and interactive simulated environment in the first person and provides a strong sense of the presence to the user

Augmented Reality (AR)

Immersive and interactive virtual content is spatially registered in the first person, providing a strong sense of presence in a combined reality/virtual environment. Also called Mixed Reality (MR)

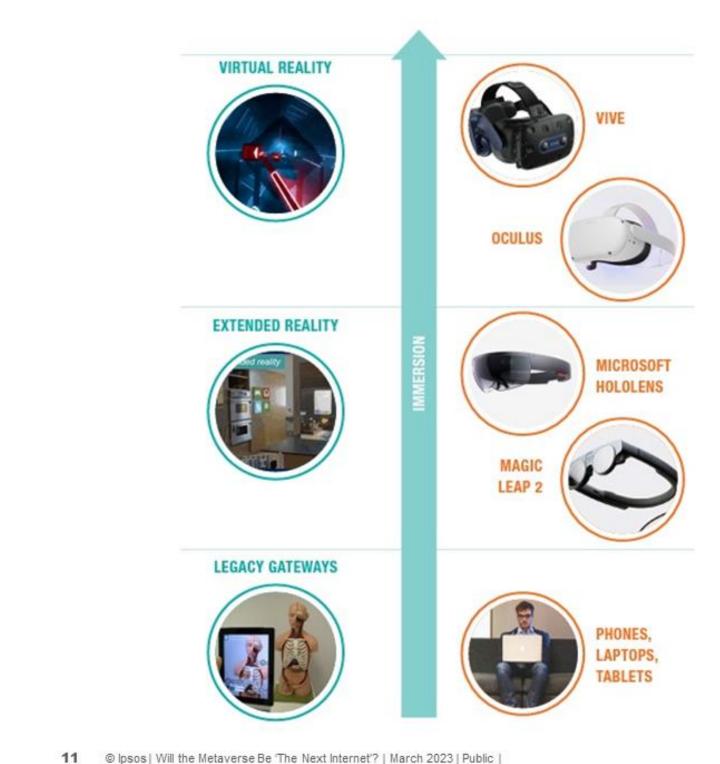
Extended Reality (XR) = VR, AR, MR

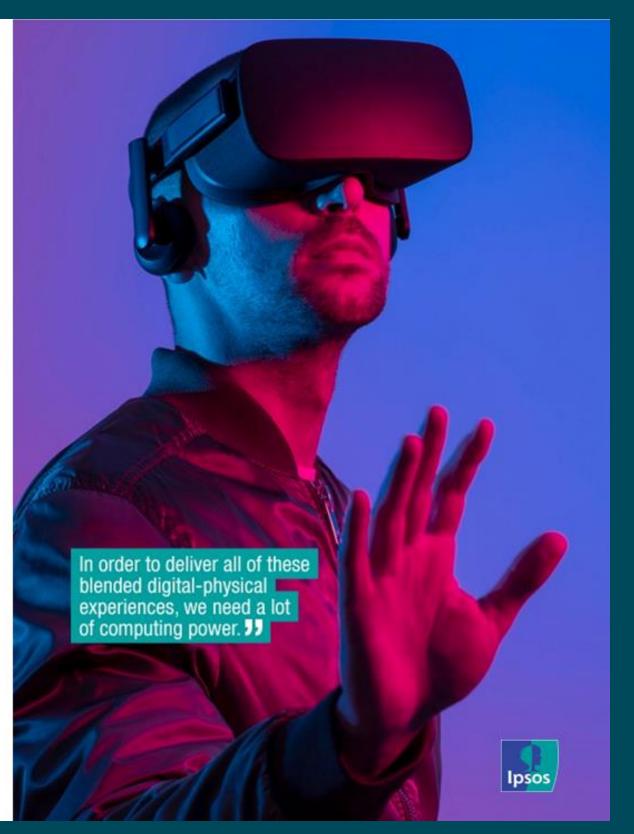
Metaverse

A persistent and immersive simulated world that is experienced in the first person by large groups of simultaneous users who share a strong sense of mutual presence









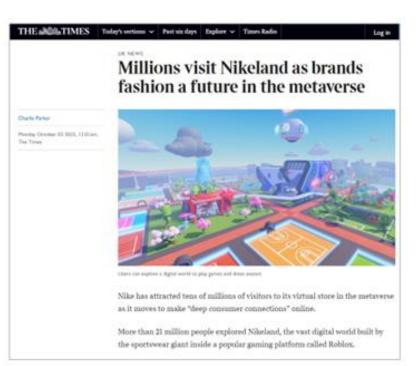




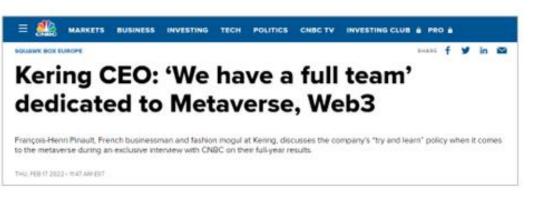






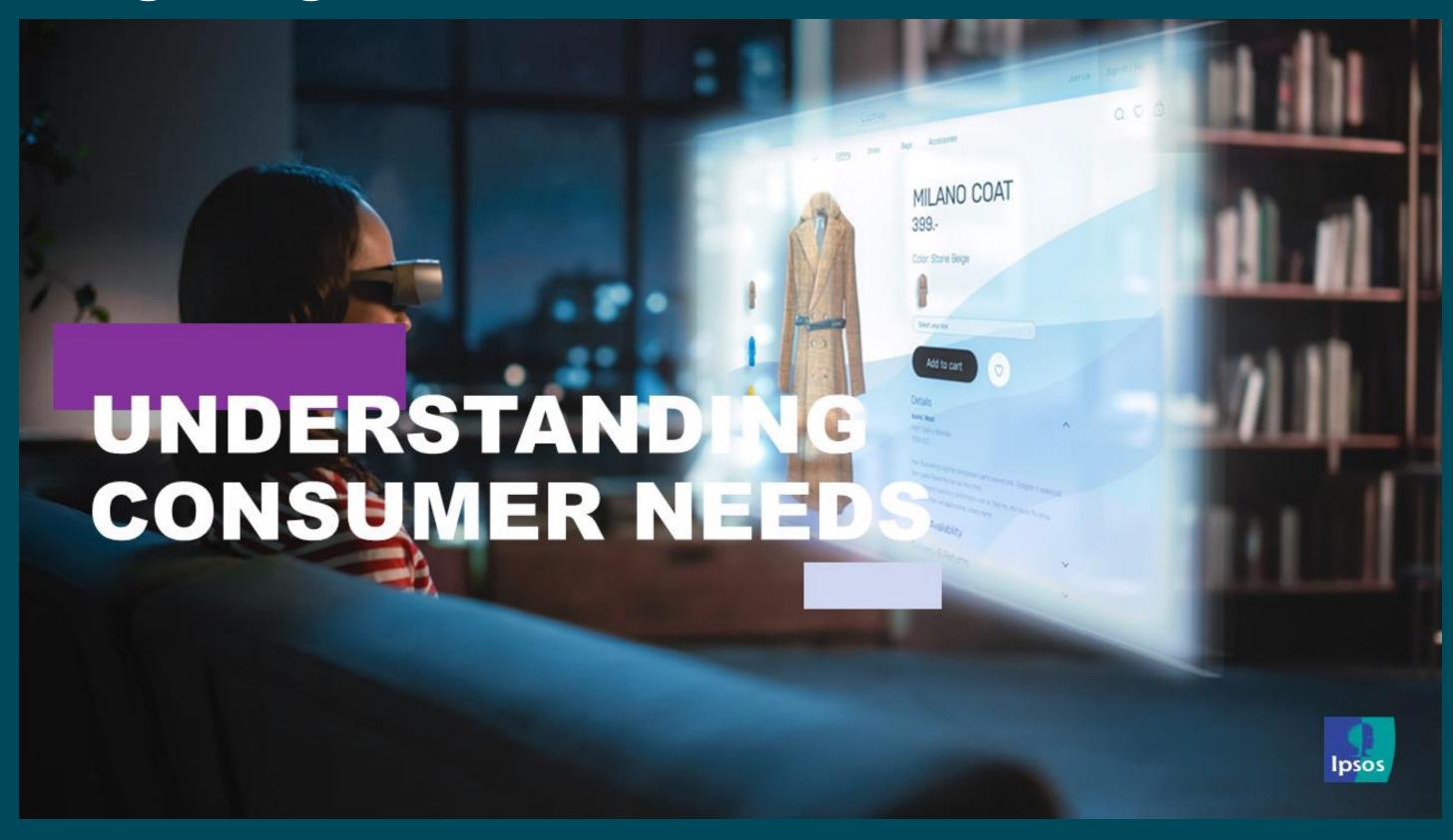
















Immersive 3E Tracker

Measuring Engagement, Enthusiasm and Evolution Toward An Immersive Internet

Online Study, nationally representative

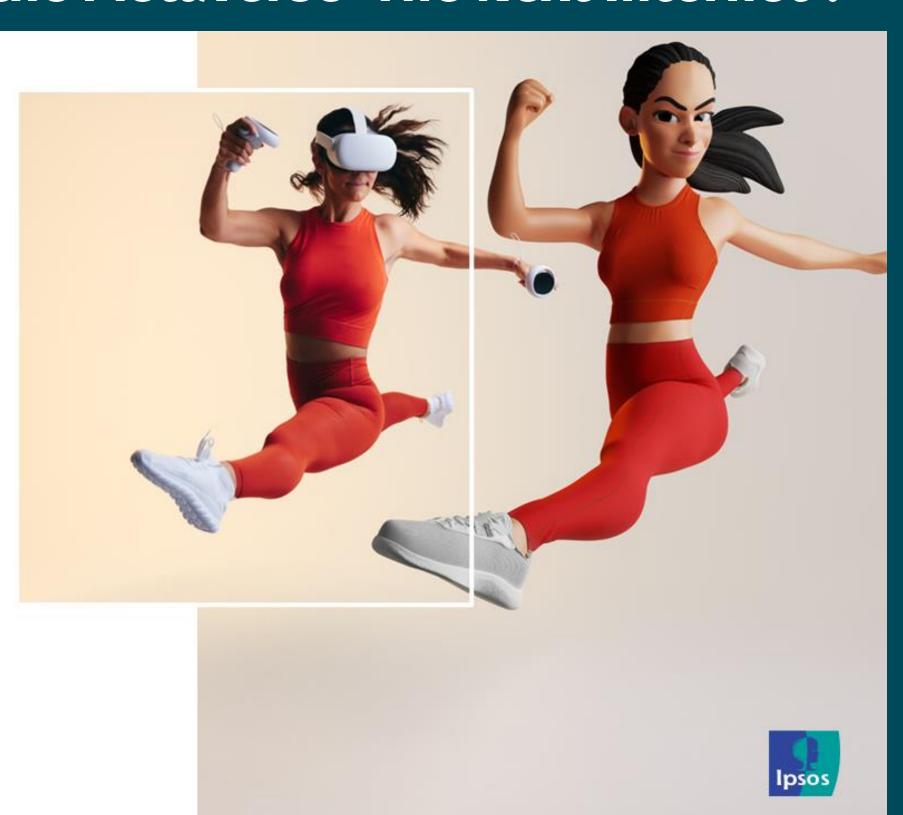
GB Adults 16-75s

Tracker: July and October 2022 Tracking behaviours and attitudes, barriers and opportunities. **GB Teens** 13-15s Ability to profile and segment audiences. lpsos



Awareness of the Metaverse is low

...but engagement in Immersive is often higher



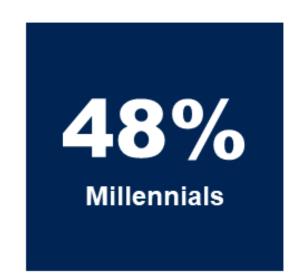


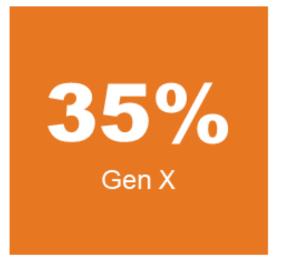
Younger ages are driving awareness

...but it's not just for them

% Aware (know a lot + know a little about Metaverse)







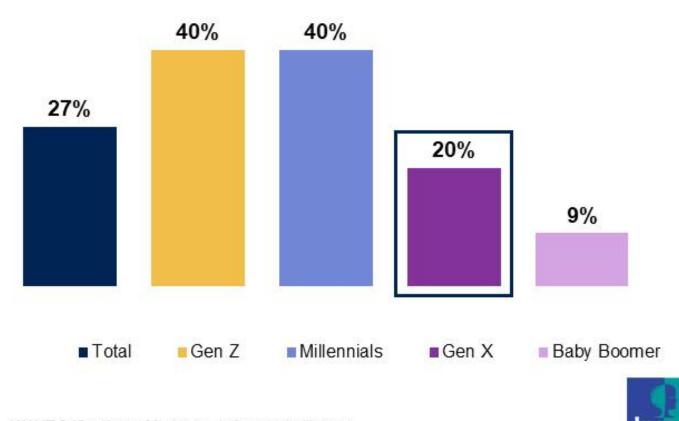






But while Gen Z are early adopters, it's not just for them

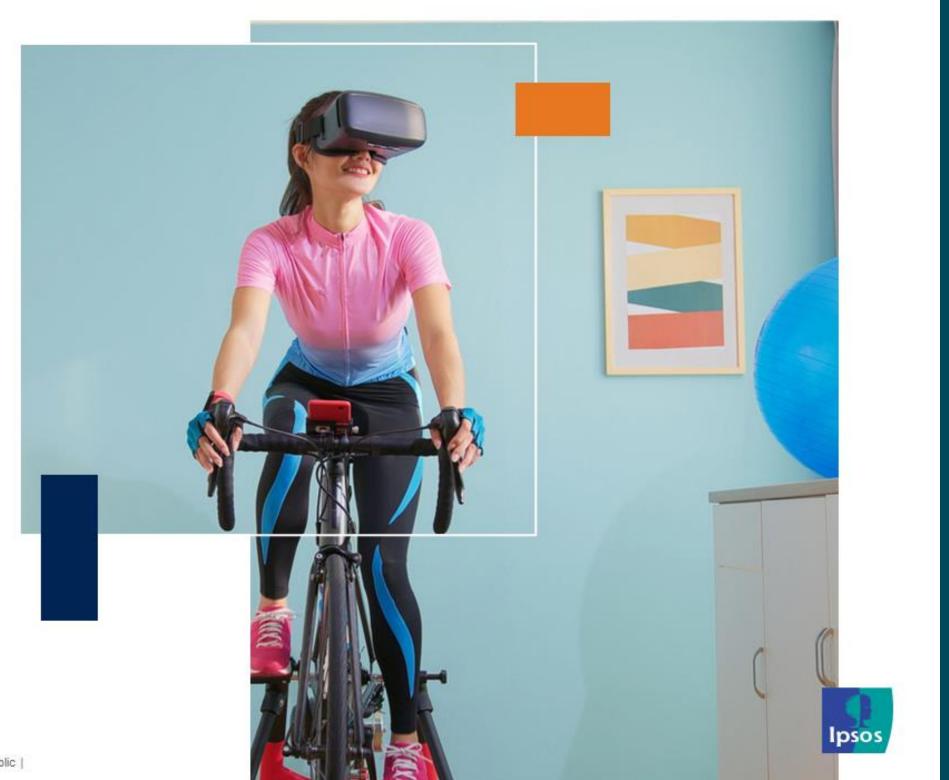
% "Metaverse" Is For Me - 13-75s



WAVE 2 (October): Metaverse is for people like me



There is consumer interest in a wide range of activities...





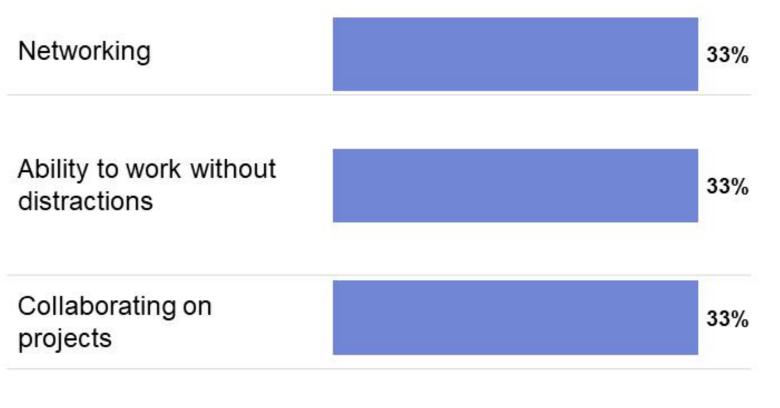






Immersive virtual experience would be better for...

13-75s



WAVE 2 (OCTOBER): And now, thinking about how people work, do you think each of the following will be better or worse in a metaverse or immersive experience than in person or online as we work today?





Retail is a key opportunity area...

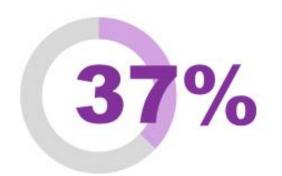
13-75s



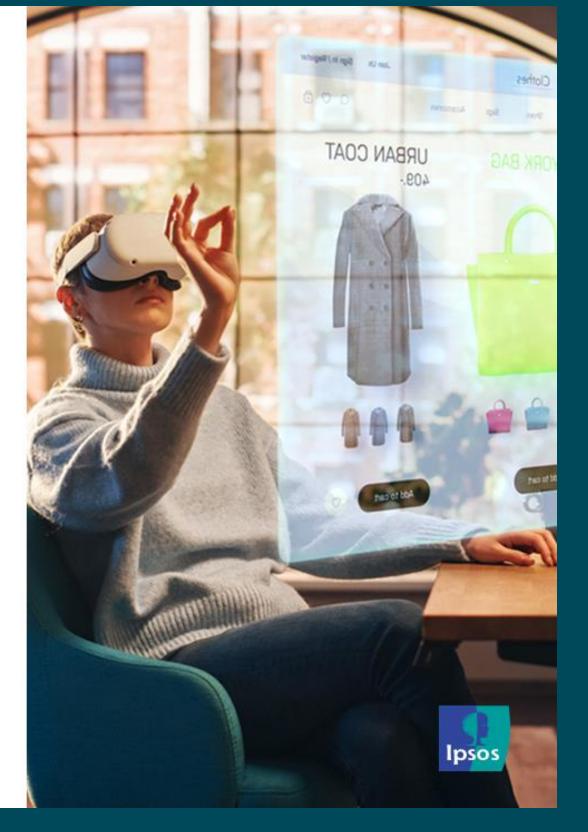
Have purchased something (for use in physical/virtual world)



Are interested in buying something (for use in physical/virtual world)

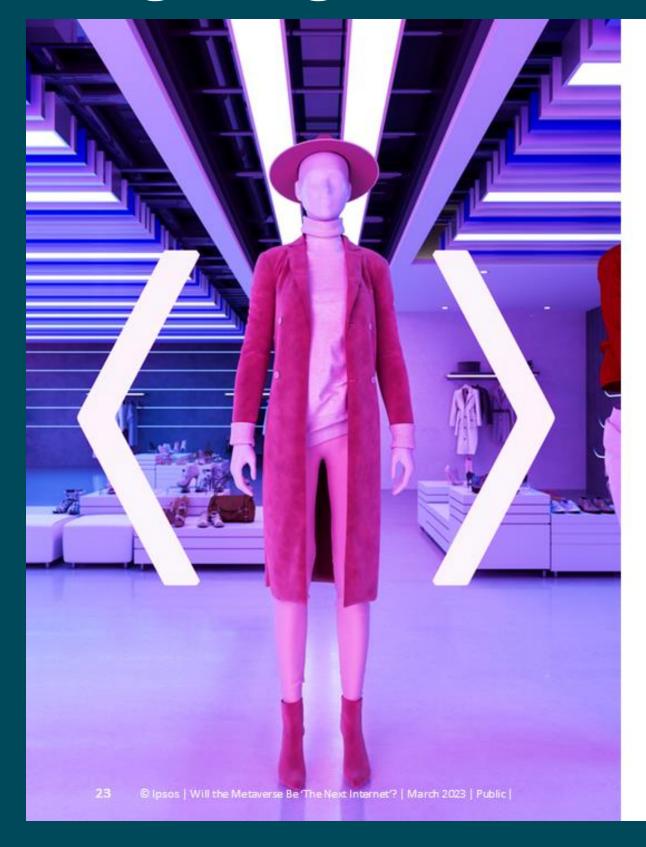


Believe that Immersive will make **Shopping** better



WAVE 2 (OCTOBER): Thinking about the opportunity for these immersive experiences, do you think a metaverse will make the following better or worse than the way we do things online today? / Which of the following activities, if any, have you done in an immersive virtual experience or metaverse?





Interested in purchasing...

Top 2 have/interested in purchasing

13-75s who are interested



Bottom 2 have/interested in purchasing...

13-75s who are interested



WAVE 2 (OCTOBER): You mentioned you purchased/would be interested in purchasing an item in a metaverse or immersive virtual experience. What item(s) did/would you purchase?

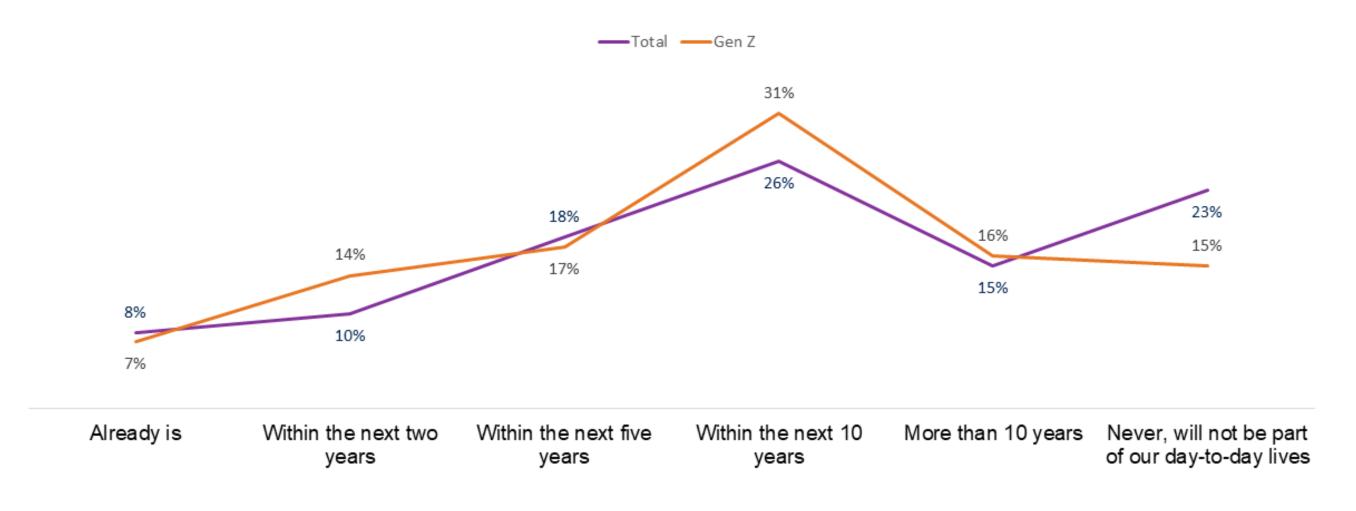








One in three believe the Metaverse will be with us within the next 5 years.







We need to be thinking of Metaverses, plural

















