Chapter 4
Analyzing the Difference Between Metaverse and Video Conference by Input Process and Output Models of Teamwork

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ABSTRACT

The metaverse includes social virtual reality (VR) platforms, where users may join virtual worlds, wear VR goggles to fully immerse themselves, and engage in avatar-based interactions with other users. The non-verbal cues sent in a digital discussion take on a new level. Concerning the potential of social VR platforms and the metaverse for online cooperation, this begs the issue. Several studies have

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looked at the effects of different forms of communication on collaboration, including telephone and videoconferencing. Arguments for the relative importance of various communication channels in every given encounter are the goal of theories of media choice. Nevertheless, studies that include, compare, and categorise the metaverse remain lacking. A total of 24 participants were split into four groups and asked to work together to complete two tasks: one requiring creative thinking and the other requiring decision-making. This study investigates the feasibility of using the metaverse in place of traditional videoconferencing.

1. INTRODUCTION

The significance of online meetings has grown since the Corona epidemic. (Srinivasan, A., 2024) But many businesses have come to realise that video conferencing isn't a perfect substitute for in-person gatherings. (Yadav, S. P., Yadav, S., Raj, P., 2024). Many people tend to be most affected by the absence of closeness and social presence among coworkers. This is most often communicated via proxemics or physical closeness. All communication behaviour is read as messages by humans, which includes the interpretation of the spatial constellations of the people involved in the conversation. Although this aspect is absent from videoconferencing, it may be generated via social VR and the metaverse. (Gamlin, J., & Touré-Tillery, M. 2024). This characteristic allows users to communicate on this platform in a way that is distinct from videoconferencing. (Wang, S., Jiang, X., & Khaskheli, M. B. 2024). Due to the lack of a consensus on what exactly the metaverse is, people tend to use the phrase as a "catch-all" to describe a wide range of emerging online trends. Defines the multiverse as a virtual realm with three dimensions that may be accessed with certain devices to make the word more explicit. In contrast, stresses the metaverse's social aspect, whereby the presence of other users may be perceived. Accordingly, the metaverse is described as a three-dimensional computer-generated environment whereby many users may experience the area as a whole and engage in proxemic interactions using immersive technologies for the sake of this research. (Dwivedi, Y. K., 2023) Social virtual reality (VR) systems are analogous to webpages or social media networks since the metaverse mimics the behaviour of the two-dimensional web. (Chen, X., Zou, D., Xie, H., & Wang, F. L. (2023). The similarities to the 3D internet might sometimes lead to misunderstandings. If a 360-degree website, 3D MMOG, or communication platform lacks social elements or isn't compatible with VR, (Górriz, J.,2023) then it isn't part of the metaverse. Figure 1 depicts Internet platforms and dimensions.