

1. Core Mechanics

What is the primary activity within the experience? — game play, social interaction, events, etc.

Dimensions

Immersive

Synchronous

Persistent

2. Value Generation

How is value generated? — player monetization, gig work, two-sided markets, etc.

Personalized

Twinning

Scalable

3. Content Strategy

How is metaverse content generated? How is it curated? — proprietary, UGC, modding, etc.

Interoperable



