

# BUZZWORDS

## METaverse AND VR

Online Safety  
Shareable by



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oursaferschools.co.uk



### NPCs

*Non player characters*  
or computer controlled characters



### Avatar

An icon or figure representing a person e.g in a video game



### Latency

A delay between user input and output. The VR equivalent of 'lagging' or 'buffering'



### NFT

Non-fungible tokens are a type of digital asset that represents a real world object or concept such as art, music, or videos. NFT's are usually bought with cryptocurrency



### Eye tracking

Sensors in the VR set that keeps up with users' eye movement



### Room-scale

Also room tracking – The user's physical movements are followed and recreated inside of the virtual environment or 'room'



### Blockchain

A list of digital transaction records. Blockchain technology allows cryptocurrencies to be bought and sold securely



### Motion Sickness

A feeling of nausea or discomfort as a result of experiencing virtual movements



### Haptics

Tactile feedback that allows the user to feel like they're physically interacting with something in the virtual world



### Positional Audio

Also 'binaural audio' - allows a user to experience sound in 3D



### Judder

The feeling of significant 'shaking' across a user's visual content

### Data Glove

An interactive device resembling a glove that allows the user to perform fine-motor actions within virtual reality

### Metaverse

A shared virtual space for users across the internet to access content, games, purchase or build items and environments

### FOV

*Field of view*

The virtual area the user can see. A wider field of vision is more realistic and immersive due to peripheral vision



### MR

*Mixed Reality.*

This will map the blueprint of your physical environment and digitally render objects into it. For example, a puppy could be digitally rendered to sleep on your sofa.

### VR

*Virtual Reality.*

A digitally created experience that completely immerses the user in a simulated world, using a headset worn directly over eyes and handheld controllers

### HMD

*Head mounted display*

The hardware used to deliver the VR experience to users. Usually, a type of headset or goggles