Video 292: The Singularity Timeline, Part 5 [Web 3.0 and How to Make Money in the Metaverse]

by Wes Penre, February 12, 2022

The video to this transcript can be found on my video channel: https://wespenrevideos.com

World Wide Web

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The WorldWideWeb (W3) is a wide-area hypermedia information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an executive summary of the project, Mailing lists, Policy, November's W3 news, Frequently Asked Questions.

What's out there?
Pointers to the world's online information, subjects, W3 servers, etc.

Help
on the browser you are using
Software Products
A list of W3 project components and their current state. (e.g. Line Mode, X11 Yiola, NeXTStep, Servers, Tools, Mail robot, Library.)

Technical
Details of protocols, formats, program internals etc

Bibliography
Paper documentation on W3 and references.

People
A list of some people involved in the project.

History
A summary of the history of the project.

How can I help?
If you would like to support the web..

Getting code
Getting the code by anonymous FTP, etc.
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Web 3.0

There are lots of new terms we need to get familiar with for this upcoming era of technocracy, in the event horizon of the Singularity. The new Internet, starting with Metaverse, is based on a platform named Web 3.0, where Web 1.0 was the initial Internet, which comprised web pages with texts and links to different servers, where you could gather information. Web 2.0 is what we have now, with social media and the ability to share information with people from across the world, and where we, the users, build most of the websites and share our thoughts, information, and knowledge.

Web 3.0 is the next huge step forward, and Facebook's Metaverse will be the beginning of this, but certainly not the end. Web 3.0, or in the long-term, the ultimate Metaverse, is not supposed to be owned by certain corporations but by the users, who will all own their part of it. As it is now, in 2.0, the only thing on the Internet that we own as individuals are the domains we buy, such as example.com. Everything else is ultimately owned by someone else, mostly corporations.

Web 3.0 will be based on blockchain technology. It will consist of blockchain-enabled decentralized applications that support an economy of user-owned crypto assets and data. In other words, you buy and sell in Metaverse's virtual reality (VR), using cryptocurrency. You create a crypto wallet in Metaverse, and then you can start making money in many different ways, but the main idea, it seems, is to copy the reality we live in now and transfer it right into Metaverse, where all the jobs, transactions, job meetings, and friend gatherings will happen in the future. All this is just in the beginning process right now, so it is still a few years ahead, but billions of dollars are put into these projects as we speak, and indoctrination and manipulation have definitely started.

What very few people seem to ask themselves is, "why do we want to exchange the physical world with VR?" It will be based on similar principals as our current reality, but with the exception that we lose our humanity, true human connection, and the intimacy between people, leading to emotional dysregulation, with great increase in narcissism and psychopathy—something professors in psychology, such as Sam Vaknin, point out. Doesn't anyone ask themselves if there is an agenda behind this that is not so benevolent for those involved?

Terms to Know

There are two terms, in particular, we need to understand when it comes to the Metaverse, and these terms are *Blockchain* and *NFT*.

The Properties of Distributed Ledger Technology (DLT) Distributed **Programmable** All network participants A blockchain is have a copy of the ledger for complete transparency programmable (i.e. Smart Contracts) **Immutable** Secure -Any validated records are All records are individually encrypted irreversible and cannot be changed **Anonymous** The identity of participants Time-stamped is either anonymous of Unanimous A transaction timestamp is pseudonymous All network participants agree to the validity of each of the records recorded on a block © Euromoney Learning 2020

Blockchain: Web 3.0 will be the foundation for the Metaverse. It will consist of blockchainenabled decentralized applications that support an economy of user-owned crypto assets and data. Blockchain is a system of recording information in a way that makes it [supposedly] difficult or impossible to change, hack, or cheat the system. A blockchain is essentially a digital ledger of transactions that is duplicated and distributed across the entire network of computer systems on the blockchain. This means if one block in one chain was changed, it would be immediately apparent it had been tampered with. If hackers wanted to corrupt a blockchain system, they would have to change every block in the chain, across all of the distributed versions of the chain [which is considered virtually impossible] [Ref].

Then we have NFT:

NFT stands for *non-fungible token*. A non-fungible token is a non-interchangeable unit of data stored on a blockchain, a form of digital ledger, that can be sold and traded. NFT ledgers claim to provide a public certificate of authenticity or proof of ownership, but the legal rights conveyed by an NFT can be uncertain [Ref].

How to Make Money in the Metaverse

There will be as many possibilities to make money in the Metaverse as it is in our reality—perhaps even more so, and it's supposed to be even easier, depending on the user, and the user's talents and capabilities, just like it is now.

Let's say you write a song and sell it as an NFT for \$1.00 to an interested buyer. You, as the creator of the song, get 80% of the income every time the song is played, and the buyer, who now becomes the seller, gets 20%. There is no Spotify or other middle hand needed. Every time the song is played, the digital currency goes directly into your digital wallet in Metaverse. This is how individual ownership happens. Everything in the Metaverse will work on this exact principle.

Another way to make a profit in the Metaverse is to buy digital land and property. People are already spending millions of dollars to buy land and property in video games, such as Roblox and Fortnite, hoping to be able to rent them out to users in the future, who will pay them in digital currency, i.e., cryptos. People will become digital real estate investor and make great profit from it.

NIKE is right now hiring people to design digital shoes and clothes for them, and you can potentially become a digital reseller for NIKE in the future [Ref].

Music concerts are already happening in Metaverse. Travis Scott was one of the first, using Roblox as a platform, and Justin Bieber had a concert in Wave, using a hologram/avatar during the performance. Eventually, entire worlds will be built in Metaverse, and ultimately linked together, and people from literally everywhere can join in.

But our physical bodies still need food and shelter here in the outside world, so how is that going to work? It seems like the cryptocurrency we earn in Metaverse can be transferred to digital wallets in the "real world." Now, we have crypto storage facilities, such as Coinbase and others. I don't know how the future will look like in that sense, but fiat money will be obsolete when all this is in place, and when you need to buy food, for as long as your physical body needs it, and before it's transmuted into a nanotechnological cyborg that potentially doesn't need to eat, you will pay in cryptocurrency.

What Will the Job Market in Metaverse Be Like?

From what it looks like now, there are going to be six main categories of jobs in the Metaverse:

- 1. **The Creators**. Those who make assets; the artists, the moderators, the dialogue writers, the videographers, and fashion designers, etc.
- 2. **The Performers**. Those who create content in real time, such as concerts. Artists and musicians, for instance, will be the performers.
- 3. **The Bridgers**. Those who connect these two worlds: the physical reality and the virtual reality in Metaverse, such as the historians, the tour guides, and so forth.
- 4. **The Community**. They attract, engage, and help people within the Metaverse. They are the Evangelists, the marketeer, and customer support, etc.
- 5. **The Builders**. Those who design and create the Metaverse.
- 6. **The Participants**. They are the ones who are there to learn and experience and enjoy the Metaverse [Ref].

Now, in the beginning phase of Metaverse, *Creators* and *Builders* are most in demand because Metaverse needs to be built from scratch, just like the Internet in the beginning. Entire virtual worlds need to be created. Facebook, for example, is creating 10,000-15,000 new jobs in Europe alone to build Metaverse. It's already the beginning of a mega industry, and there is little doubt that this will be our future because this is where the money is and where the effort and focus is globally concentrated.

New World Order and One World Government

Hearing what I just said in this video makes you understand why many people might be excited about all this new technology and the apparent possibilities it could bring. But we humans are quite naïve, and we do not think about consequences and potential agendas behind certain societal progressions and who will ultimately benefit and be in control. Most people believe in the propagandists and are willingly getting programmed because they don't know how manipulation and programming works—something I've repeatedly discussed in videos, articles, papers, and books. If we don't learn how the mind works, most of us will be programmed through fear and repetition. This is how advertisement works, and this is how the EL-ite agenda is pushed

forward—by inducing fear, and by repetition, until we are programmed to do what they want us to do. It rarely fails because contrary to the general population, the EL-ite knows how the human mind works and can use us and persuade us on a global scale as they please because we are easily programmable.

For decades, officials, as well as alternative researchers, have talked about a New World Order and a One World Government, thinking they will be physical things only. If we look at where the money is being spent and where the focus goes, we see that the future is digital, based on nanotechnology. If you are interested in understanding more about the underlying details and reasons for this type of technocracy, I suggest you read my book, "Synthetic Super Intelligence and the Transmutation of Humankind: A Roadmap to the Singularity and Beyond," which can be found at *Amazon.com* (link [here] in the transcript). It will tell you the agenda, much of the information in the book coming directly from the horse's mouth.

It is true there will be a world without borders, but the New World Order is the digital, virtual world, where there are no countries, and we can move around with avatars as we please and are free to participate in whatever tickles our fancy or bring food to the table.

In the meantime, our physical bodies are being transmuted, and our biological cells replaced with nanotechnology. We will become cyborgs and a true hive community, connected to a network in VR, where we get the illusion of freedom, while our soul energy will be connected to an A.I. Cloud, from which the hive consciousness will operate through the Metaverse network and its future successors, under a new Grid. And at the top of the food chain are the same old puppeteers as usual—an EL-ite of bloodlines and their extraterrestrial Overlords.

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And here is a list of patrons who have agreed to being mentioned on my screen list—Tier 2 to Tier 4. Thank you for your dedicated contribution. You are all much appreciated!