



August 6, 2020

# The Metaverse Series Part One: Decentraland

## Introduction

The metaverse refers to a collectively shared virtual space that arises through the convergence of virtual and augmented reality, as well as the internet. It's often heralded as a burgeoning, next-generation iteration of the internet, consisting of universally existent/accessible, three-dimensional, shared virtual spaces residing within a larger virtual universe.

This report series aims to delve into the metaverse through describing its capabilities, applications, and developments; explaining different, prominent implementations of the metaverse in the context of Decentraland, Somnium, The Sandbox, Cryptovoxels, and Upland; offering explanations for different virtual real-estate offerings in each of these metaverses and the process of buying/renting land in each; as well as offering a description of companies that facilitate virtual real-estate offerings within the metaverse.

This report installation of the series will focus specifically on the metaverse implementation known as Decentraland: a decentralized, Ethereum blockchain network-based, virtual reality (VR) platform that enables users to purchase parcels of three dimensional virtual space in the metaverse. Via Decentraland, users can explore, create, play various games, collect items, and engage in many more activities.

## The Metaverse & Decentraland

### The Metaverse

As alluded to in the introduction, the metaverse refers to the totality of all AR, VR, and internet-based virtual spaces that are shared, three-dimensional, and universally existent/accessible. The metaverse and its underpinnings have boomed in the wake of the pandemic, where traditional large gathering/interactive places (e.g., malls, concert halls,



clubs, etc.) have been closed off and have been floundering. What started off in gaming has brought individuals into online digital environments for a greater multitude of shared human activities and experiences: birthday parties, job interviews, conferences, movie premieres, concerts, and much more. Concurrently, there has been an increased sense of urgency among brands, artists, service providers, and other commercial entities to adapt to these new, innovative formats and engage with their audiences in a newly-developing world where digital and physical co-presence has become not only possible, but increasingly prevalent in various regards.

Eventually, such applications of the metaverse and its underpinnings are primed to become additionally advanced as well as mainstream: for instance, education may transition from learning to code online to actually learning core sciences like physics or chemistry via immersive VR/AR-based simulations and virtual class environments. Moreover, remote work may evolve to include 3D virtual meetings providing infrastructure for large companies and industry-wide events, where one can immersively partake in presentations or cocktail parties.

The notion of the metaverse was first devised by Neal Stephenson in his 1992 SciFi novel, *Snow Crash*, which involved a premise of humanesque avatars interacting alongside software-based agents in a 3D space derived from the real, tangible world. At the time, Stephenson intended to use the term in reference to a VR-based successor of the Internet. Concepts fundamentally similar to the metaverse have existed going as far back as 1981 in the cyberpunk genre of fiction, such as the novella *True Names*. Moreover, a variety of massively multiplayer online games (MMOGs) have principally similar feature to the metaverse, though only provide access to non-persistent instances of virtual worlds that are shared among a relatively limited set of players, thereby being distinguished into “multiverse virtual worlds” as opposed to the metaverse per se.

Some of the key characteristics that comprise the metaverse and the general consensus of it in the status quo include some of the following:

- **Interoperability:** Digital assets and information in the metaverse can be interchanged throughout a variety of digital worlds and environments.
- **Content/Experience Hosting:** The metaverse is capable of displaying information, experiences, and content that is omnipresently available to users. Moreover, content on the metaverse is likely to be created in a quasi-decentralized form by a broad variety of sources, much like Youtube in the current context. Users engage/will engage with content, experiences, and activities more broadly via their unique digital avatars, each with idiosyncratic attributes and properties.

- **Size unconstrained:** The metaverse is capable of hosting audiences and groups of virtually any size at any given time, being unconstrained by bandwidth and similar traditionally limiting factors.
- **Constant availability:** The slew of worlds and digital assets that comprise the metaverse are constantly available to all users: a user logging off doesn't equate to the digital world in that area becoming shut off, but similar to a large multiplayer video game, the digital world/environment persists and is available whenever users decide to log back in.
- **Multi-Device accessibility:** The metaverse is theoretically accessible using a variety of different devices and ISP providers, akin to how traditional websites like Facebook, Youtube, and Google work.
- **Transactability:** True to the real, tangible, world, the metaverse encompasses a functional economy that allows users to buy/sell a tremendous variety of goods and services. The transactable nature of the metaverse in this form will likely expand rapidly over time with increased good/service-providers entering the space.
- **Multiplatform:** The metaverse consists of a complex network of different platforms, applications, and digital worlds, despite many features of it being interoperable/connected in nature.
- **Governance:** Various implementations within the metaverse vary from being centrally-managed/planned to centrally governed by democratic election processes and similar mechanisms. The totality of the metaverse itself - much like the current internet - is not necessarily owned/managed much like the totality of the internet in modern times.

In addition, the metaverse makes use or will make use of a wide variety of both current and future technologies, including some of the following:

- **5/6G Networks:** 5/6G networks will enable the high-quality streaming of real-time data and content with respect to applications within the metaverse.
- **AR/VR/MR Devices:** A variety of access devices with AR, VR, and MR capabilities are/will be necessary to engage optimally with the whole slew of applications within the metaverse.
- **Languages/Protocols:** There is a diverse array of protocols and languages that underlie/will underlie both the applications and mechanisms for content delivery that exist within the metaverse.

- **Cryptocurrency:** Cryptocurrencies with minimal transaction fees and public-monitoring/auditability enable on-platform, trustless, P2P transactions to support the functioning economies within the metaverse.
- **Non-Fungible Tokens (NFTs):** The ownership of virtual items and broader digital assets in the metaverse is/will be easily verifiable and transferable via the use of NFTs, which will be backed by the underlying secured blockchain platforms which support broader cryptocurrencies as well. NFTs will also facilitate a change in the way digital rights of assets and content are distributed and licensed not only in the metaverse, but in broader applications as well. Click [here](#) to read our comprehensive report on NFTs.
- **Sharding:** Akin to managing server capacity and latency on blockchain networks, metaverse developers are/will likely use sharding to enable users to attend live events in a given location simultaneously without issues relating to the aforementioned. Fundamentally, sharding in this context involves creating batches of users and assigning each batch with a unique digital venue, where the event can then be broadcast to each batch at the same time. This would enable millions of users to attend the event in ensemble and be part of a shared, similar experience without imposing too heavily on the underlying infrastructure of the system. In essence, sharding is a database architecture implementation that enables the spreading of loads digitally. Sharding was employed in the Travis Scott Fortnite performance, where 12.3M concert attendees were not actually all in the same universe, but rather split up into 250,000 virtual copies of the same universe capped at 50 participants per piece.
- **Smart Contracts:** The metaverse allows/will allow users to develop and execute complex transactions among a barrage of service providers and other users within virtual worlds. Moreover, smart contracts will also enable functionality for application providers within networks to manage their contracts and relationships with their entire user and vendor base.

In terms of economy, like current applications, the metaverse contains/will contain larger and more well-connected virtual economies, inclusive of activities such as advertising, shopping, fashion, concerts, charity, property/real-estate, activism, and much more. As alluded to previously, many of these applications will be governed and facilitated by cryptocurrencies and P2P transactions in regards to mediums of exchange between users.

Lastly, concerning culture, it's worth drawing a comparison to the subcultures that have evolved in the online worlds of games such as Fortnite, World of Warcraft, and Grand Theft Auto V. Various

subcommunities within each of these worlds tend to develop around centrally-linked applications, interests, use-cases, activities, geographies, and general purposes.

In essence, the metaverse is redefining interactions in virtual environments and digital space online, bringing with it the next generation of applications, activities, use cases, and platforms for consumers and organizations alike.

### Decentraland

One of the most popular platform implementations within the metaverse space involves Decentraland: arguably the first entirely decentralized, virtual world. Created in 2017 alongside the emergence of the famed CryptoPunks and CryptoKitties, Decentraland is a decentralized, Ethereum blockchain network-based, virtual reality (VR) platform that enables users to purchase parcels of three-dimensional virtual space in the metaverse (i.e., VR world). Via Decentraland, users can explore, create, play various games, collect items, and engage in many more activities. Moreover, decentraland enables users to produce, experience, and monetize their own applications and content.

One of the key features of Decentraland is its marketplace, where digital assets on the platform in the form of land parcels or estates, avatar wearables (e.g shoes, sweaters, tuxedos, pineapple-themed glasses, etc.), names, and more can be acquired through transacting in the platform's native token, MANA. Moreover, some transactions take the form of auctions, wherein users can bid for various assets among a pool of others. Another key aspect of Decentraland's marketplace offerings is its Partner base: partnerships with entities such as SuperRare, MarkersPlace, and KnownOrigin, enable users to purchase various forms of NFT-based art forms. The asset-holding and bidding process on Decentraland is enabled through a Metamask wallet or similar interface for users.

An additional key feature of Decentraland's platform is the Builder, which provides users with easy-to-use/access tools and a barrage of 3D items to unleash their creativity and develop a digital world as they see fit. For instance, in 2019, Decentraland announced a call for users to develop 3D scenes in Decentraland's Genesis City, giving away prizes for the coolest designs/creations developed by builders. Users typically start with a base surface, then flip through a catalogue of items, orienting each as they see fit and for optimal aesthetic. Building campaigns are often inclusive of special/novel items, specific themes, and a variety of special events. The scope of building has historically included city parks, woodland valleys, tropical beaches, and a variety of other types of land environments.

To assist users and developers in interacting with, understanding, and building various aspects of Decentraland's digital world, Decentraland provides an in-depth documentation sub-divided into the categories of

“World” (i.e., general information for players interacting with the world), “Market” (i.e., focused on the acquisition and trading of exclusive tokens on the platform), “Create” (i.e., assisting users in learning to build and share their creations), and “Ethereum Essentials” (i.e., providing a technical scope on how Decentraland interacts with the Ethereum blockchain network). Decentraland also maintains a Newsletter, Discord, Twitter, and Telegram to maintain strong contact and interaction with users/developers.

As alluded to previously, Decentraland hosts a variety of events and conferences for users. In fact, even some of GDA’s past Wealth Management Conferences have been held on Decentraland. Some of the larger, trending, recent/upcoming events being held in the Decentraland world include:

- **Floyd Mayweather Jr. NFT Drop:** Led by GDA’s partner, Zytara, this public event features the legendary boxer himself attending for a meet and greet on May 26th in the BitBuzz Gallery, in addition to dropping digital collectibles that celebrate his extraordinary legacy, life, and career.
- **Pride Parade:** This public event hosted on June 11 in Decentraland’s Genesis Plaza involves the launch of user generated layer two wearables that everybody has the chance to win and with which anyone can make their ideal costume for Pride. The parade starts in Decentraland’s Soho Plaza, and prizes are awarded for those that are best dressed.
- **Decentraland Art Week:** This public event is the second annual Decentraland Art week that starts on July 8th and takes place in Decentraland’s Genesis Plaza. The week will feature exhibitions from all of the top NFT platforms, real-world galleries appearing in the Metaverse, showings by renowned artists, a film club, theatre performances, group shows from Art collectives, community satellite shows, and a plethora of enjoyable after parties.

In addition, the finite set of three-dimensional virtual space, traversable by users in the form of digital avatars, is known as LAND: a non-fungible digital asset that is maintained by a smart contract. This LAND is in turn divided into parcels that are distinguishable via unique cartesian coordinates (x,y). These parcels of LAND are each 256 square meters (16m x 16m) in area. In turn, these parcels are owned by participants in the Decentraland community, and are purchased using the platform’s native cryptocurrency token, MANA. Some parcels are subdivided into communities with particular, shared themes, known as Districts, which allows like-minded and similarly-interested users to interact and engage with one another. This is akin to the notion of subculture communities as described previously in the general context of the metaverse.

Moreover, the content that Decentraland consists of is stored and distributed via a decentralized network, while transactions and ownership relevant to the platform are validated via the Ethereum blockchain network.

In effect, Decentraland users are effectively given full autonomy and control over the environments and applications that they create, which are able to range from the likes of static, three-dimensional scenes to more immersive and participatory games and applications.

In addition, it's worth noting that Decentraland is run via a decentralized autonomous organization (DAO), thereby governed by the users and manages the smart contracts and assets that comprise Decentraland: the LAND contract, Estates Contract, Wearables, Content Servers, and the Marketplace.

In effect, via the DAO, users are capable of determining the policies involved in the world's behavior. For instance, what kinds of wearables are permissible, content moderation, land policy and auctions, and other such policies are all determined via the DAO. This occurs with the community proposing and voting on policy updates using the DAO governance interface. Examples of this include future LAND auctions, the whitelisting of NFT contracts within the world, and other such matters that the community deems systemically relevant/important.

Additionally, Decentraland's DAO is supported by a Security Advisory Board (SAB), which essentially acts as a guarantor of contract security and is responsible for providing a quick response to any bug reports in relation to the DAO. The board upgrades the smart contract implementation of the LAND and Estate contracts, replacing it with clean, correct versions upon the verified disclosure of a bug report. In addition, adherent to the decentralized nature of the platform, all contract updates are done only unanimously, and the board consists of five members that are expert entities, initially chosen by the Decentraland team and thereafter chosen by community vote. In addition, SAB members are alterable via the Aragon DAO embedded within the platform, wherein a vote is initiated to appoint or remove a new member of the SAB using wrapped Mana (i.e., wMana).

As of writing, Decentraland has a market capitalization of approximately \$1.67B (USD), with its native utility token, MANA, trading at roughly \$0.763 with 24H volume of over \$237M. In accordance with Decentraland and the broader metaverse's explosive growth throughout the COVID-19 pandemic, MANA is up roughly 905% YTD and roughly 844% since inception.



## Investing, Buying & Renting Land: Decentraland

### Overview

As the metaverse - particularly Decentraland - has boomed in popularity over the course of the last year, there has been an influx of demand for virtual land/real estate with respect to buying and renting for investment purposes.

As alluded to previously, all of the spaces (i.e., LAND) within Decentraland, barring public infrastructure such as roads and plazas (i.e., which are deemed common spaces owned by the developers of Decentraland), can be bought, sold, and developed by users within Decentraland. Ownership of this virtual land/real estate is documented and maintained on the Ethereum blockchain to make titles easily verifiable against fraud and transferable. Moreover, landowners have full autonomy on the contents of what is published on their lands, disbursed systematically in parcels via coordinates as mentioned. The robust community of 3D animators, developers, and artists execute their visions in the forms of casinos, art galleries, games/game sites, brand-sponsored endeavors (e.g., Atari arcade), and any other interactive systems that developers can imagine that motivate novel ways for people and their avatars to socialize and interact with each other.

As of March 2021, the average LAND parcel in Decentraland sold for roughly 6900 MANA, or equivalently \$5800 USD. As in the real world, the virtual LAND/real-estate within Decentraland is scarce, being capped at 90,000 parcels, thereby serving as a fundamental growth driver for the value of LAND within Decentraland. As throughout the COVID-19 pandemic, as more brands/commercial interests enter Decentraland in an attempt to connect/engage further with users and customers, it's likely that the scarce digital real estate within Decentraland will continue to

increase in value: for instance, land that sold for \$500 in early 2019 is now trading for over \$7860 today in Decentraland; a nearly 16x increase.

As with real estate in the non-virtual world, location plays a large role in Decentraland property values. For example, property/land closer to Genesis Plaza (i.e., the place at which users enter Decentraland) as well as popular districts such as Dragon City, Crypto Valley, and Vegas City, typically costs much more than other property/land on the platform. Moreover, land in close proximity to crossroads is generally worth more than those farther away.

If users acquire multiple adjacent parcels of land, they have acquired/created what is known as an “estate”. Ownership of an estate enables owners within Decentraland to construct the previously mentioned larger developments. These adjacent parcels and developments can in turn be rented out to other virtual tenants, which allows virtual property/land owners to produce cash flows/income streams from their tenants in a similar manner as in real life. Moreover, akin to due diligence involved with real estate in reality, it’s always a good idea to assess the value of comparable properties/land (i.e., “comps”) within Decentraland to garner a benchmarked understanding for price and value. For instance, this could involve assessing the sales history of similar parcels in closeby locations.

As large brands continue to enter the metaverse space, metaverse implementations like Decentraland are becoming increasingly interesting investment opportunities for both institutional and retail investors alike. In a related vein, the game-maker Atari recently revealed its plans to collaborate with/obtain a large estate in Decentraland, enabling users to play some of the company’s iconic games like Pong, Asteroids, Missile Command, and many others. As interactive/engaging content in this form increases on the metaverse, the platform garners greater value and compellability, thereby in turn attracting more users, and in turn more corporate support. This results in some form of a virtual cycle that will likely continuously propel Decentraland and its value proposition forward.

Consider that last year, the NFT market tripled in size with very strong momentum carrying forward into 2021. As more wearables, collectibles, and art become represented by NFTs and with broader general investment in the space, the demand for a mechanism for storage and display of these digital assets will continuously increase. Decentraland and similar metaverse implementations are prime storage/display mechanisms for these digital assets, thereby adding an additional dimension to Decentraland’s value proposition.

#### Investing, Buying, & Renting with Metaverse Property

Despite virtual land/real estate becoming an increasingly valuable emerging asset class via the metaverse, many investors may be

overwhelmed by the novelty or complexity of buying/renting/investing in Decentraland's digital real estate.

To this end, one of the GDA Groups' partners, [Metaverse Property](#), has endeavored to make the process of transacting with virtual real estate more seamless through a variety of service offerings.

Metaverse property is the first VR-based real estate company in the entire industry, providing exposure to the emerging virtual land industry throughout a variety of metaverse implementations, including: Decentraland, The Sandbox, Somnium, Cryptovoxels, and Upland. Metaverse property facilitates virtual property purchases and sales in addition to a suite of other services spearheaded by pioneers in the NFT and blockchain industry. Some of these services include:

- **Property Management:** Inclusive of renting property to clients, maintenance of technical and visual aesthetic, collecting rents from clients, point of contact for all client-related issues and inquiries.
- **Property Development:** Managing the architecting, designing, and developing the build, as well as establishing on-map development.
- **Consulting:** Helping property owners/renters make important decisions in VR-based real estate using their knowledge of virtual land across metaverses as well as the blockchain industry more generally.
- **Marketing:** Metaverse Property has strong access to the burgeoning advertising network that exists across the various metaverses. Moreover, the team has considerable experience in marketing various blockchain and NFT-related projects. As such, they have a demonstrated ability to increase exposure and can do so for virtual land or businesses.

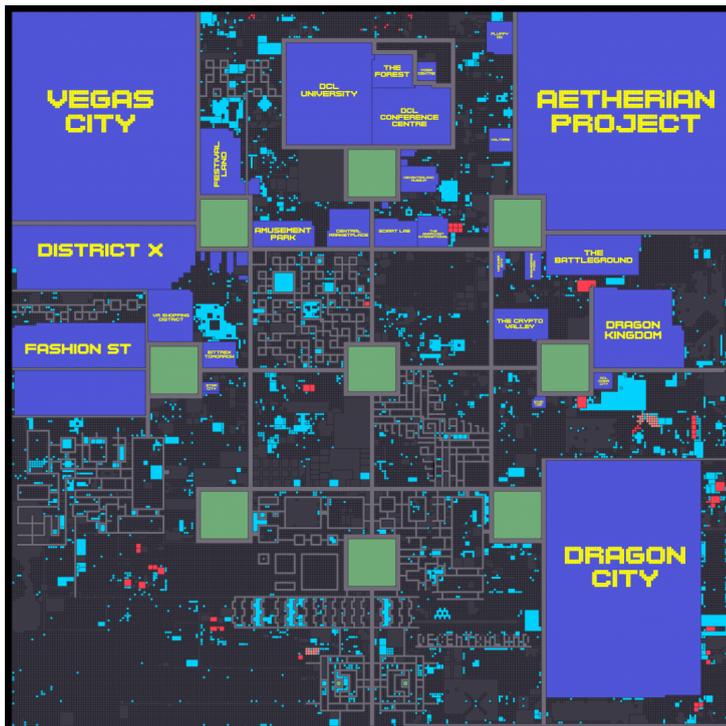
Additionally, Metaverse Property has assembled the first virtual real estate investment trust (i.e., Metaverse REIT), providing investors exposure to the best real estate assets in the metaverse without onerous barriers to entry such as developing the technological savvy in the blockchain and metaverse market spaces. Consumers are able to get exposure via Metaverse Property's REIT token: an NFT backed by the company's portfolio of virtual land and real estate.

In regards to Decentraland, Metaverse Property provides exposure to land in five districts within Decentraland, including some of the following:

- **Crypto Valley:** The virtual land/district within Decentraland where a community of cryptocurrency/blockchain-based projects come together to form a community focused on promoting innovation.

This takes after the name of its counterpart in the real world, Silicon Valley.

- **Dragon City:** Dragon City encompasses a combination of ancient Chinese culture and modern Western civilization to reflect a sort of East-West fusion.
- **Aetherian City:** One of the primary attractions for visitors in Decentraland, it encompasses the largest cyberpunk community within Decentraland. Some of the points of interest within it include a nightclub, a variety of dwellings, a designated tournament area, various gaming sites, and other activities. In line with its cyberpunk nature, the setting of this district seems to be futuristic and involves an environment stylistically similar to “Ready Player One”.
- **Vegas City:** True to its name, Vegas City in Decentraland is effectively a twin of its real life counterpart, Las Vegas. It is the party town, gambling district of Decentraland, designed fundamentally to mimic the Vegas strip. It houses many casinos, shopping venues, nightclubs, concert/performing halls, and other mediums of entertainment.
- **Fashion Street:** This district reflects the top shopping brands in reality (e.g., Gucci, Prada, Ralph Lauren, etc.) and brings the same concept to Decentraland. In effect, Decentraland users can go to Fashion to receive an in-depth shopping experience.
- **District X:** District X is the “red-light district” within the Decentraland community, which contains many adult services such as: VR pornography, dating services, adult-centric e-stores, an adult live-chat, and more.



In particular, some of the offerings that Metaverse Property owns or offers within Decentraland itself includes some of the following:

- Global Digital Assets Estates
- GDA Dragon Estates: Global Digital Asset Estates adjacent to Dragon City.
- GDA Crypto Valley Estates: Meeting place for startups and investors to connect.
- GDA Aetherean View
- GDA Plaza Estate
- University connected district parcel: A nice parcel on the freeway of University, deployed nicely within the district. Good for volume/traffic as a result of its proximity to the freeway.
- Anarchy International connected district parcel: A parcel of land located at the coordinates  $(x, y) = (30, 65)$  in Decentraland.
- Conference connected parcel main road: This parcel represents an ideal business/commercial opportunity due to the robust activity around it and prime location.
- Fashion Street Estate: Among the most affordably priced estates within Fashion Street.
- Large Genesis Plaza Estate: This represents one of the largest estates for sale within all of Decentraland, with a great location in close proximity to Genesis Plaza.
- Blockchain Names Estate: This estate involves some of the top blockchain domain names in the world, including:

BlockchainJobs.com, CryptoInsurance.com,  
BlockchainSports.com, and NewYorkBlockchain.com

Metaverse property is committed to a vision of the future that emulates Ready Player One, where both businesses and real estate will exist in tandem on a new frontier involving both tangible and digital reality. The company endeavors to further this vision and commitment through a core dedication to building better places to call home by doing what's right. Additionally, Metaverse Property is headed by Co-Founders Michael Gord and Jason Cassidy, each with extensive experience in the financial, consulting, software, and blockchain spaces.

## Conclusion

The Metaverse refers to a collectively shared virtual space that arises through the convergence of virtual and augmented reality, as well as the internet. It is widely-considered as the next-generation iteration of the internet, consisting of universally existent/accessible, three dimensional, shared virtual space situated within a larger virtual universe.

This report described the various characteristics, capabilities, applications, and developments within the metaverse, with a focus on its particular implementation in the form of Decentraland: a decentralized, Ethereum blockchain network-based VR platform which enables users to purchase parcels of 3D virtual space (i.e., LAND; parcels combined to form estates) and enables users to explore, create, play various games, collect items, and engage in many more activities within the metaverse.

Decentraland - and the metaverse more broadly - have exploded in popularity in the wake of COVID-19 restrictions, reflected by a booming user base and brand awareness as well as rising digital asset values. As these platforms grow and evolve to support more robust economies, cultures/subcommunities, and general purposes, they will incur novel characteristics and properties likely based on technologies such as AR, 5/6G, a suite of blockchain-related features, network sharding, and more. With respect to Decentraland, some of its key features in particular highlighted previously include its marketplace, builder interface, in-depth documentation, wealth of conferences/events, LAND, DAO-based governance, among others.

Moreover, recall that non-common spaces can be bought, sold, and developed autonomously by users within Decentraland, with ownership being publicly recorded, verifiable, and transferable via the Ethereum blockchain. Land (or LAND) in Decentraland is fundamentally divided into parcels, adjacent groups of which are known as estates. Similar to reality, location plays a key role in determining real estate/asset values for parcels and estates in decentraland, which can in turn be rented out/flipped for



profit as with traditional, reality based properties/assets. A vibrant community of animators, developers, and artists create novel, interactive systems that enable users and their avatars to socialize and interact in a variety of ways on the platform.

Additionally, recall that as the metaverse and Decentraland have spiked in popularity over the course of last year, bringing increased demand, their associated digital assets (i.e., native token MANA, real estate/property/LAND prices, etc.) have observed large increases in value as well. This in-turn has led to increased interest in metaverse/Decentraland investment and institutional adoption (e.g., corporate/brand awareness and entrance); a trend that will likely persist into the future with the likes of Atari acquiring large estates to engage with customers. This alongside the increasing popularity of the NFT market and associated digital assets within Decentraland (e.g., wearables, collectibles, etc.) will likely continue to drive up Decentraland's value proposition going into the future.

Through facilitating the novel and complex process of investing, purchasing, and renting within Decentraland and similar metaverse implementations, Metaverse Property has endeavored to make the process of transacting with virtual real estate more seamless through a variety of service offerings. These include: property management, property development, consulting, marketing, and investment exposure via the Metaverse REIT. Metaverse Property provides exposure to a slew of offerings across major districts in Decentraland, including Crypto Valley, Dragon City, Aetherian City, Vegas City, Fashion Street, and District X. As such, Metaverse Property is committed to a vision of the future that emulates Ready Player One, where both businesses and real estate will exist in tandem on a new frontier involving both tangible and digital reality. The company endeavors to further this vision and commitment through a core dedication to building better places to call home by doing what's right.

## **Interested in Learning More?**

For additional information about Metaverse Property's land/property offerings in Decentraland, please click [here](#). For any inquiries about Metaverse Property's offerings and/or services in Decentraland, please reach out to [michael@gda.capital](mailto:michael@gda.capital) or click [here](#). Follow Metaverse Property on social media: [LinkedIn](#), [Facebook](#), [Twitter](#).

## Sources

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