

## Sentiment Analysis

Mean Sentiment: 5.37 (Neutral)

Standard Deviation: 2.65

## Executive Summary

Public sentiment about the metaverse, as gauged from various podcast mentions, exhibits a broad range, with an average sentiment of 5.37 on a 10-point scale and a standard deviation of 2.65, indicating diverse opinions. Enthusiasm is evident in discussions about innovative applications in gaming, education, and virtual reality, suggesting promising avenues for investment in cutting-edge immersive experiences. However, skepticism persists, especially concerning Meta's significant expenditures and the unclear business case, highlighting concerns about immediate returns and potential regulatory challenges. This mixed sentiment suggests investors should exercise caution, focusing on sectors with tangible growth and clear consumer interest while monitoring technological advancements and regulatory developments closely.

## Strategic Takeaways

Executives should strategically prioritize investments in established platforms and sectors within the metaverse, such as gaming and digital education, which already demonstrate consumer interest and have clear paths to scalability and profitability. At the same time, they should remain vigilant about emerging technologies, like AI and VR, that could drive metaverse advancements, while keeping a close watch on regulatory developments that could impact market dynamics. Diversifying investment portfolios to include both mature and emerging metaverse-related technologies can balance innovation potential with risk management. Finally, engaging with firms like Roblox and Epic Games that possess strong user bases may provide a more reliable pathway to returns amidst the evolving landscape of digital interaction.

## Broader Implications

The dialogue about the metaverse highlights a societal tension between technological innovation and economic pragmatism. As it blurs the lines between virtual and physical realities, the metaverse could redefine social interactions, education, entertainment, and commerce, potentially influencing cultural norms and economic structures. However, its speculative nature and large financial commitments raise ethical and regulatory concerns regarding privacy, equity, and the digital divide. This duality suggests society must deftly navigate the promise of technological advancement while addressing the potential disparities and disruptions it may engender.

## **Special Requests**

### **Metaverse Real Estate Market Analysis**

1. Overall sentiment toward metaverse real estate investments: The sentiment expressed in the podcast mentions is mixed but leans towards skepticism. Mentions 6, 8, 20, and 34 illustrate that concerns exist around the financial viability and immediate profitability of metaverse real estate investments. In Mention 8, it is noted that while Meta made a pivot to appease investors, the massive spending on the metaverse initially did not resonate well with the market. Similarly, Mention 34 highlights concerns that these investments might not set the company apart from competitors in the tech space, hinting at a skeptical market sentiment.

2. Perceived value and pricing trends of virtual property: There is a lack of specific discussions around pricing trends for virtual property. However, Mention 4 indicates that virtual environments like Decentraland are being utilized for practical purposes such as virtual headquarters. In Mention 26, there's an acknowledgment of the shift from avatar creation as a narrative away from Web3, suggesting changing trends and valuations in virtual identity and property.

3. Key concerns and skepticism about metaverse real estate: Skepticism is prominently highlighted in several mentions. Mention 36 highlights the mockery surrounding Facebook's rebranding to Meta and its heavy investment in the metaverse, with commentary revealing disbelief in its potential success. Additionally, Mention 23 humorously critiques the concept of transforming users into avatars within a metaverse, emphasizing the perceived absurdity and skepticism about its practical implementation. Mention 33 also calls out the operating losses of \$4.4 billion, casting further doubt on its current value proposition.

4. Potential use cases and applications being discussed: Multiple mentions discuss diverse applications for metaverse environments. In Mention 2, the metaverse is associated with creating stronger social bonds through shared experiences in gaming contexts such as Roblox. Mention 5 illustrates more serious concerns such as "metacrimes," suggesting unique contexts for criminal activities in virtual spaces. Mention 17 humorously alludes to entertainment uses like watching films in expansive virtual spaces. Furthermore, Mention 15 mentions watching live sports events through immersive VR experiences, indicating applications in leisure and entertainment.

5. Comparison to traditional real estate investment: Direct comparisons with traditional real estate investments are not prevalent, but there are hints that metaverse real estate lacks the tangibility and clear risk assessment metrics associated with physical real estate. Mention 16 seems to imply that the metaverse is less a rooted investment and more a speculative risk based on future technological integration and user adoption. In this regard, traditional real estate continues to be viewed as more stable and predictable.

In conclusion, while metaverse real estate investments are seen as innovative, there is a significant level of skepticism regarding their short-term profitability and real value. The potential applications are vast, from corporate use to unique experiences in entertainment. However, the risks associated with such investments and the evolution of the digital economy suggest that caution is advised, with the metaverse real estate market still needing to prove its longevity and sustainability in comparison to more established traditional real estate markets.

### **Metaverse Platforms: Real Estate Ecosystem Analysis**

1. Platform-Specific Real Estate Features and Pricing: Decentraland is mentioned as a platform with a digital headquarters, where companies like Rain Carvest conduct virtual interviews (Mention 4). This indicates that Decentraland has developed features for professional use, which could include some real estate components such as virtual office spaces. However, there is no mention of specific pricing details. Similarly, Roblox is noted for creating engaging experiences but lacks coverage on real estate features and pricing (Mention 2). Fortinet's "Verse" is mentioned as a programming language, indicating a deeper technical infrastructure but again lacks specifics on real estate (Mention 7).

2. User Adoption and Engagement Levels: Roblox is praised for its engaging virtual experiences, particularly for younger audiences, suggesting high user adoption and engagement (Mention 2). The popularity of multiplayer experiences in Roblox highlights the strength of community-building potential in the metaverse. Decentraland is another platform indicated to have specific professional uses, which might point to moderate engagement in niche areas (Mention 4). Additionally, the metaverse's potential for immersive experiences that create real-world impacts, such as the mentioned metacrimes, suggests deep user engagement (Mention 5).

3. Developer and Investor Activity: There is substantial interest from major companies like Meta, Microsoft, and Google in developing metaverse-related infrastructure (Mentions 6, 11, 30). Meta's Reality Labs is heavily investing in mixed reality technologies, including augmented and virtual reality, although investor skepticism remains high due to unclear return on investment (Mentions 32, 33). The potential for integrating brand and avatar building in Web2/Web3 spaces is being explored, indicating a push for creative and diverse developer activity (Mention 26).

4. Technical Infrastructure and Limitations: The technical framework for virtual worlds like Decentraland involves certain infrastructure to support virtual interviews and the creation of permanent changes (Mention 4). However, limitations are evident in the skepticism expressed by developers and market analysts regarding the practicality and future of such investments (Mentions 33, 34). Meta has committed significant financial resources towards building VR, AR, and AI infrastructure, yet questions persist regarding the economic viability (Mention 20, 32). One notable technical challenge is achieving interoperability in the metaverse, which is a significant hurdle for creating a cohesive experience across different platforms (Mention 7).

In conclusion, while platforms like Roblox and Decentraland show potential with user engagement and specific use-case developments, the broader metaverse landscape faces skepticism regarding its technical viability and economic sustainability. Investment potential exists for those willing to navigate high upfront costs and uncertain returns with an eye toward long-term development in technologies like AI and VR/AR. Major tech companies are investing heavily, focusing on both infrastructure and user engagement, but the market remains in a nascent stage with significant challenges ahead.

## **Metaverse Real Estate: Future Trends and Opportunities**

### **1. Emerging Business Models and Use Cases:**

Mention 2 discusses how multiplayer games within metaverse platforms can help combat loneliness, suggesting a business model focused on creating social connections and communities. This indicates potential for real estate spaces in the metaverse to cater to social interaction and community-building.

Mention 15 highlights the integration of sports events, such as sitting courtside at NBA games in a virtual environment, suggesting a use case where metaverse properties can offer unique experiences that are not limited by physical constraints. This can expand the traditional event or entertainment model into the metaverse.

Mention 26 points towards avatar customization as a potential business model, where companies like Roblox and Snapchat are focusing on digital personalization, which can be monetized through virtual goods and services. This shows a growing trend in digital fashion and personal expression within virtual spaces.

## 2. Technology Advancement Impact on Property Values:

Mention 1 introduces the concept of AI-powered entities and sophisticated AI assistants in the metaverse, which could profoundly affect property values by adding heightened interaction capabilities and experiences to virtual spaces.

Mention 11 notes the increased infrastructure investment from companies like Meta in anticipation of the metaverse, which suggests that technological development in AI and virtual reality could significantly increase the value of virtual real estate as these technologies mature and enhance user experiences.

## 3. Regulatory and Legal Considerations:

Mention 5 discusses the concept of metacrimes--crimes that occur within the metaverse but have psychological impacts akin to real-world crimes. This highlights the need for regulatory frameworks to address legal issues unique to virtual environments, which could affect how metaverse properties are developed and secured.

Mention 24 illustrates how regulatory pressures have influenced companies like Facebook (now Meta) to pivot from metaverse-focused investments, underlining the impact of regulatory environments on strategic decisions in metaverse real estate.

## 4. Integration with Physical Real Estate Markets:

Mention 4 shows how companies like Rain Carvest use metaverse platforms like Decentraland for business operations, such as virtual interviews, pointing to potential synergies between virtual and physical real estate with hybrid business operations.

Mention 19 envisions a community within a virtual reality space that functions like a physical community, indicating a future where digital and physical real estates become increasingly interconnected, blurring the lines between these traditionally separate markets.

In conclusion, the future of metaverse real estate involves innovative business models centered around community, entertainment, and personalization. Technological advancements, particularly in AI and VR, will play a critical role in enhancing the value of virtual properties. Regulatory considerations will need to evolve with emerging legal challenges unique to the digital realm. Finally, integration with physical real estate is likely to intensify, facilitating a hybrid model where virtual and physical spaces complement and enhance each other. These insights suggest significant opportunities for strategic investments and developments in metaverse real estate, as long as they are supported by robust technological and regulatory frameworks.

## **Detailed Analysis**

The podcast discussions surrounding the concept of the metaverse reveal a nuanced landscape, with viewpoints spanning highly optimistic to deeply skeptical. Across the various mentions, sentiment analysis averages around 5.37 on a 10-point scale, with a significant standard deviation of 2.65, indicating diverse opinions. This diversity captures both the excitement regarding technological evolution, particularly in gaming and virtual environments, and the apprehension over substantial financial commitments without immediate, clear returns, notably in Meta's investment strategies.

Enthusiasm for the metaverse is prominently featured in discussions about innovative applications. For instance, Mention 1 from "Shape of Tomorrow" conveys a futuristic vision, contemplating how AI-driven entities might negotiate within virtual spaces, and neuromorphic chips could power AI within the metaverse. This optimistic outlook, with a sentiment of 9, underscores the potential for AI and metaverse intersections to drive technological breakthroughs. Similarly, Mention 15 from "The Socially Unstable Podcast" highlights the alluring concept of experiencing sports events through VR, presenting the metaverse as a platform for novel, immersive experiences.

Conversely, skepticism is evident, particularly regarding Meta's massive financial outlays. Mention 8 from "On Watch by MarketWatch" discusses the substantial costs and market backlash when Meta announced a pivot towards the metaverse. Investors were initially unnerved by the announcement, indicating concerns over the viability and immediacy of returns, with a sentiment of 3. This concern is echoed in Mention 34 from "TechStuff," where doubts persist about whether the metaverse and AI can establish Meta's competitive edge, further emphasizing the substantial financial risk without short-term gains.

From an investment perspective, the metaverse presents both opportunities and risks. On one hand, the integration of metaverse elements in gaming, as highlighted in Mention 26 from "London Real," where Roblox and Epic Games explore avatar-driven engagement, points to growth potential in digital entertainment--especially among Gen Z and Alpha demographics. On the other hand, regulatory challenges, such as those touched upon in Mention 5 from "Future Tense," highlight the complexities of developing secure, ethical virtual environments, implying potential hurdles for businesses operating in or expanding into metaverse spaces.

Considering the strategic implications, investors should weigh these factors carefully. The promise of cutting-edge applications suggests that sectors like gaming, digital education, and virtual social spaces could yield high returns if they resonate with consumer interests and achieve mass adoption. In Mention 30 from "This Week in XR Podcast," companies like Roblox and Epic Games are noted as leaders due to their substantial user bases, suggesting that investment in established players with scalable models and clear paths to profitability could be advantageous.

The ongoing debate about Meta's strategic redirections exemplifies the broader tension between pioneering future-oriented technologies and satisfying investor expectations for immediate returns. Although visionary endeavors like the metaverse may redefine user interaction, as suggested by the buzz around "immersive internet" discussions in Mention 25 from "Human Capital," the path is fraught with uncertainty about consumer uptake and regulatory landscapes.

Strategically, it may be prudent for financial stakeholders to monitor advancements in enabling technologies like AI, VR, and neuromorphic computing that could underpin the metaverse's evolution. Keeping an eye on versatile platforms that merge gaming, social interaction, and digital commerce, as noted in Mentions 18 and 20 about Meta's shifts and financial expectations, could reveal avenues where significant gains are possible with mitigated risks.

The mixed sentiments expressed across these podcasts underscore a need for strategic diversification in investment portfolios. Engaging with emerging technologies that promise user-driven growth while being cognizant of market responses and regulatory challenges could strike a balance between innovation and stability. Investing in platforms with robust ecosystems and consumer alignment, as suggested in mentions of Roblox and Epic Games, might offer solid returns aligning with long-term technological trajectories.

In conclusion, while the metaverse presents exciting opportunities reminiscent of transformative technologies like the internet and social media, its nascent stage requires a cautious approach, balancing visionary investments with pragmatic risk management. The insights from these podcasts encourage a nuanced strategy, recognizing both potential high-reward areas and substantial risks inherent to unproven, nascent markets.

## Mentions

### 1. Podcast: Shape of Tomorrow

Episode: Episode 106 - Insights into Tomorrow

Date: November 08, 2024 09:05 AM EST

Passage:

[00:20:05.810 -> 00:20:06.450] And as I sort of wrap up this segment and in a moment today's show, I want you to consider how these technologies, these three that we've talked about, how might they intersect?

[00:20:07.510 -> 00:20:13.530] Right?

[00:20:14.750 -> 00:20:15.170] Think about, could AI-powered diplomats be negotiating in virtual embassies?

[00:20:16.090 -> 00:20:24.690] Right?

[00:20:24.730 -> 00:20:32.430] Could we have neuromorphic chips that power the AI inhabitants of a **metaverse**?

[00:20:32.450 -> 00:20:33.490] What happens if our AI assistants become very sophisticated and they live in a **metaverse** that we are interacting with?

[00:20:33.490 -> 00:20:38.830] It sounds like science fiction.

[00:20:39.070 -> 00:20:46.810] But the future is full of these exciting possibilities.

[00:20:47.910 -> 00:20:59.510] So many times in our current day, has science fiction become what we are using today?

Sentiment Score: 9

Reasoning: The mention of the 'metaverse' in the podcast is positive, as it is portrayed as an exciting possibility with potential advancements, suggesting a favorable outlook on its future integration with emerging technologies.

### 2. Podcast: Crown Casté: financial education for SMEs and business owners, with your host Nzube Ufodike.

Episode: S02E06 Crown Casté: Nick Button-Brown

Date: November 08, 2024 07:00 AM EST

Passage:

[00:20:05.120 -> 00:20:12.160] So when you're looking at the evolution of the market, I think multiplayer games are one of the best way to make friends.

[00:20:12.860 -> 00:20:13.980] You know, the friends that you make while playing a game are so much stronger than the friends you make on Snap and the friends you make on Insta.

[00:20:14.140 -> 00:20:15.380] They're real friends.

[00:20:15.380 -> 00:20:21.800] They're shared experiences.

[00:20:22.560 -> 00:20:25.820] I do think one of the ways that kind of gaming can benefit the country is to help with that scourge of loneliness.

[00:20:26.780 -> 00:20:29.380] When I play games with my friends, they're my friends.

[00:20:30.740 -> 00:20:32.780] And I would love more people to get those opportunities.

[00:20:33.060 -> 00:20:36.760] And I still love the idea of the **metaverse**.

[00:20:37.760 -> 00:20:41.440] I know it's not a very sexy thing to say anymore.

[00:20:42.800 -> 00:20:43.940] Thank you, meta, for destroying the **metaverse** for us all.

[00:20:43.940 -> 00:20:49.960] But I like it.

[00:20:51.120 -> 00:20:54.060] I like this idea of we're going to be in a world where what we do matters, where it's permanent, where it changes over time.

[00:20:54.300 -> 00:20:54.840] And I think there's going to be some really interesting experiences created.

[00:20:54.920 -> 00:20:55.880] I mean, Roblox.

[00:20:56.460 -> 00:20:57.900] Roblox is fantastic.

[00:20:58.100 -> 00:20:59.940] Great way to connect with kids.

[00:21:01.700 -> 00:21:03.400] I mean, they have some wonderful games.

Sentiment Score: 7

Reasoning: The sentiment regarding the 'metaverse' in this podcast mention is mildly positive, as the speaker expresses a personal affinity for the concept despite acknowledging a current lack of excitement and referencing Meta's negative impact, suggesting a belief in its potential for creating meaningful and lasting experiences.

### 3. Podcast: Just Minding My Business

Episode: PROVEN Strategies to Boost Sales and Revenue

Date: November 07, 2024 06:00 PM EST

Passage:

[00:01:56.020 -> 00:01:56.740] And one of the things Michael's SEO.

[00:01:57.160 -> 00:02:11.880] **Metaverse**.

[00:02:11.880 -> 00:02:21.900] **Metaverse**. So it is a bit of a difficult concept for people that are new to it. So almost like a video game, there's these worlds you can step into.

[00:02:22.400 -> 00:02:25.800] And everyone that you see around you in this virtual world are real people also sitting at their computer walking around.

[00:02:25.800 -> 00:02:33.840] There's buildings you can walk into that people have built.

[00:02:34.540 -> 00:02:41.940] There's cars. It's a digital reality that you can enter into through your computer.

Sentiment Score: 5

Reasoning: The mention of 'metaverse' in the text is purely descriptive, outlining its functionality as a digital reality without positive or negative connotations, thus reflecting a neutral sentiment.

#### 4. Podcast: Just Minding My Business

Episode: PROVEN Strategies to Boost Sales and Revenue

Date: November 07, 2024 06:00 PM EST

Passage:

[00:03:31.960 -> 00:03:48.600] I mean, I started hearing about it more during the pandemic is when I started hearing about it a whole lot more.  
[00:03:48.600 -> 00:03:51.660] And I think I did one little kind of thing where I had my own rooms that I could design the way I wanted and people could come in and at a conference room, office, things like that.  
[00:03:52.580 -> 00:03:54.160] Is that on the same line as **Metaverse**?  
[00:03:54.480 -> 00:04:02.260] Exactly the same thing.  
[00:04:02.260 -> 00:04:06.860] We actually have a digital, Rain Carvest has a digital headquarters in Decentraland.  
[00:04:06.860 -> 00:04:19.900] There's several different virtual worlds. Decentraland is one of them.  
[00:04:21.240 -> 00:04:23.380] And we can actually, when we're hiring people for our agency to help us in that space, we'll actually conduct the interviews virtually in our virtual headquarters.

Sentiment Score: 8

Reasoning: The sentiment towards 'metaverse' in the podcast mention is positive as it describes practical use and enthusiasm for virtual spaces like Decentraland, highlighting innovative applications such as digital headquarters and virtual interviews.

#### 5. Podcast: Future Tense

Episode: Robots in the home - friend or foe?

Date: November 07, 2024 05:00 PM EST

Passage:

[00:23:25.320 -> 00:23:31.140] and you'll find it. And that report was from Julian Fell from the ABC's Story Lab team.  
[00:23:31.480 -> 00:23:37.960] I'm Anthony Fennell. This is Future Tense. Staying with the connected world and criminality,  
[00:23:37.960 -> 00:23:41.600] and let's now talk metacrimes. What are metacrimes? Well, here's Dr. Milan Tiwari,  
[00:23:41.960 -> 00:23:48.040] a financial crime researcher at Charles Sturt University.  
[00:23:48.400 -> 00:23:54.560] So metacrimes, these are real world crimes which can take place within the **metaverse**. For example,  
[00:23:54.560 -> 00:24:00.740] a sexual assault, it can take place in a **metaverse** environment. And recently we identified a case in  
[00:24:00.880 -> 00:24:05.740] the UK where it was a case of a virtual gang rape. There would not be any physical signs of it,  
[00:24:05.740 -> 00:24:10.600] but a psychological impact would always be there, which makes it very important to regulate such  
[00:24:10.760 -> 00:24:17.000] an environment. And we need to be mindful of the fact that they are different from cybercrime.  
[00:24:17.000 -> 00:24:22.700] Within the **metaverse**, it would have a psychological impact because of its immersive nature. So I would  
[00:24:22.700 -> 00:24:27.180] be talking to someone via an avatar within the **metaverse**, and that would have a more profound

Sentiment Score: 2

Reasoning: The sentiment towards the metaverse in this context is very negative, as it highlights serious issues such as "metacrimes" and psychological impacts, indicating a need for regulation due to potentially harmful activities occurring within this virtual space.

#### 6. Podcast: Investing Experts

Episode: Stock pickers, know when you're going to sell

Date: November 07, 2024 12:25 PM EST

Passage:

[00:33:56.400 -> 00:34:02.840] office has PCs. No office that I know of other than creative offices has Apple's. Everybody has PCs.  
[00:34:02.840 -> 00:34:07.980] So Microsoft is going to be that one. They'll figure out. I have confidence that the CEO and the team  
[00:34:07.980 -> 00:34:14.360] that have figured out this five-year run on Microsoft, they're going to figure out AI,  
[00:34:14.360 -> 00:34:19.980] whether they spend or not. And Meta, the only problem with Meta is that Mark Zuckerberg likes  
[00:34:19.980 -> 00:34:25.200] to spend. And now he's gotten the green light to spend. That took him back when 30 people were  
[00:34:25.200 -> 00:34:31.160] visiting the **metaverse** and he was paying like \$50 billion for hardware. But now that he's got an  
[00:34:31.560 -> 00:34:35.720] actual monetizable business in AI, he's got the green light to spend. I think he's a smart leader.  
[00:34:35.720 -> 00:34:41.280] I tell people all the time, you invest in good companies with good products,  
[00:34:41.620 -> 00:34:45.860] with good profits and good leadership. Because if one of those things isn't there,  
[00:34:45.860 -> 00:34:49.980] your stock's not going to rise. If you've got all four things, it's likely that the stock's going  
[00:34:49.980 -> 00:34:55.400] to rise. And I think all of those names that I just mentioned, it's good companies with good

Sentiment Score: 3

Reasoning: The sentiment towards the 'metaverse' in this mention is moderately negative, as it highlights significant financial expenditure and limited user engagement ("30 people were visiting the metaverse and he was paying like \$50 billion for hardware"), suggesting skepticism about the investment without immediate returns.

#### 7. Podcast: Think Like A Game Designer

Episode: Alexander Seropian -- From Halo to Fortnite: Mastering Team Dynamics, Entrepreneurial Resilience, and User Generated Content (#73)

Date: November 07, 2024 12:00 PM EST

Passage:

[01:06:28.680 -> 01:06:33.240] Whereas if you're trying to build a community from scratch, you, you have to invent how to  
[01:06:33.240 -> 01:06:33.460] find those players, you know, and then you have to recruit them and then you have to keep  
[01:06:33.820 -> 01:06:40.420] them.  
[01:06:40.880 -> 01:06:46.540] So in some ways, you know, I, I, I had this realization, I'm this, this, this, I'm a dummy.  
[01:06:46.540 -> 01:06:47.960] Um, the fortnight's programming language is called verse, uh, which is kind of a shortcut  
[01:06:47.960 -> 01:06:48.720] for **metaverse**, I guess.  
[01:06:48.780 -> 01:06:52.620] Mm.  
[01:06:52.620 -> 01:06:57.180] Well, so I think they, they, in some ways they don't really call for, you know, what  
[01:06:57.180 -> 01:07:03.820] they're doing with fortnight, the **metaverse**, but you know, if you've read ready player one,  
[01:07:03.820 -> 01:07:03.960] or if you've read any Neil Stevenson, um, it, you see the, you see that trend line, you  
[01:07:04.180 -> 01:07:04.420] know?  
[01:07:04.560 -> 01:07:08.120] Yes.  
[01:07:08.320 -> 01:07:12.400] Well, and this is actually, so this is a really interesting topic because that right.  
[01:07:12.400 -> 01:07:16.300] It, this is where the web three piece I think is the most interesting because you know,  
[01:07:16.300 -> 01:07:17.780] web three is very directly trying to build a kind of interoperable **metaverse**, which is  
[01:07:17.920 -> 01:07:24.200] very, very difficult to do.  
[01:07:24.200 -> 01:07:28.520] Whereas a centralized space like a fortnight or a, you know, meta, you know, Facebook proper

Sentiment Score: 6

Reasoning: The sentiment around 'metaverse' in the podcast mention is somewhat neutral, with a hint of positivity, as it recognizes the complexities and ambitions tied to building a metaverse, comparing centralized efforts like Fortnite to the more challenging decentralized goals of Web3.

#### 8. Podcast: On Watch by MarketWatch

Episode: Is Big Tech running out of time?

Date: November 07, 2024 09:54 AM EST

Passage:

[00:10:17.070 -> 00:10:19.770] But I still don't understand what the business case is for all the AI spend he's doing.  
[00:10:19.970 -> 00:10:25.450] Continue spending money on AI gear.  
[00:10:25.630 -> 00:10:34.430] And I just don't see where the money is for Facebook from AI besides better ad tools.  
[00:10:34.570 -> 00:10:42.770] I think that's one big part of the appeal with it, especially when you consider that their core advertising business is now getting operating margins of like 50% plus.  
[00:10:43.250 -> 00:10:44.970] Basically, right now, they're still in a phase where they can get away with a certain amount because they show that they can do a pretty harsh turn.  
[00:10:44.970 -> 00:10:49.450] Let's go back to this **metaverse** thing.  
[00:10:49.570 -> 00:10:50.710] The market like brutally punished them when it said, we're going to change our name and spend all this money to build a **metaverse**.  
[00:10:50.990 -> 00:10:52.390] And nobody understood what it was.  
[00:10:52.890 -> 00:10:55.130] And the market rebelled.  
[00:10:55.270 -> 00:11:00.470] And I'll give Zuckerberg a little credit here.  
[00:11:00.750 -> 00:11:01.690] He kind of saw what happened and made a pretty hard pivot and said, OK, well, we're done with that.  
[00:11:01.850 -> 00:11:02.310] Not necessarily done.  
[00:11:02.310 -> 00:11:03.370] They still have.  
[00:11:03.370 -> 00:11:08.370] No, he still doesn't say that.  
[00:11:08.510 -> 00:11:13.430] They made a hard pivot in terms of the kind of things they were spending, the employee footprint they had.  
[00:11:13.690 -> 00:11:16.590] They made some pretty drastic changes quickly, which I think impressed a lot of investors.

Sentiment Score: 3

Reasoning: The mention of 'metaverse' in the podcast is quite negative, as it describes the market's initial brutal reaction to the announced investment and the necessity for a pivot due to misunderstanding and backlash, highlighting ongoing skepticism and challenges.

#### 9. Podcast: Good Night Stories for Rebel Girls

Episode: Get to Know Julia Boorstin

Date: November 07, 2024 07:05 AM EST

Passage:

[00:00:15.500 -> 00:00:22.840] Hey Rebels, did you know that women are designing the world of tomorrow? They're using their creative brains to make video games about alien planets, invent ridiculous virtual hairstyles, and make goggles that transport you to whole new worlds.  
[00:00:22.840 -> 00:00:33.560] So get ready, because we've partnered with Meta Reality Labs to bring you a brand new book called Rebel Girls Build the Future.  
[00:00:33.780 -> 00:00:42.640] This book features 18 incredible women who are breaking barriers in STEAM. That's science, technology, engineering, art, and math. They're even taking on the **metaverse**.  
[00:00:43.260 -> 00:00:45.440] So if you're ready to dream big and build the future, join us. Rebel Girls Build the Future hits shelves on November 5th, available anywhere books are sold.  
[00:00:47.800 -> 00:00:50.660] Okay, now on with the show.  
[00:00:50.660 -> 00:00:58.170] This is Good Night Stories for Rebel Girls.  
[00:00:58.550 -> 00:01:02.630] Hi Rebels, this is Good Night Stories for Rebel Girls, the interview.  
[00:01:03.050 -> 00:01:11.090] I'm your host, Jayla, and today we're talking to Julia Boorstin.

Sentiment Score: 9

Reasoning: The mention of the 'metaverse' is positive, highlighting it as a domain where women are actively breaking barriers and innovating, which is presented as an empowering and exciting development in the podcast.

#### 10. Podcast: The Big Sad Podcast

Episode: Sex, The Election, & Other Fun Stuff!

Date: November 07, 2024 12:24 AM EST

Passage:

[00:18:27.760 -> 00:18:27.840] And I'll go back to old classics before I'll fucking pay.  
[00:18:28.640 -> 00:18:29.040] Oh, yeah.  
[00:18:29.040 -> 00:18:30.340] Yeah.  
[00:18:30.780 -> 00:18:31.860] And I'll re-watch a series.  
[00:18:31.860 -> 00:18:32.680] I'm not against that.  
[00:18:33.000 -> 00:18:33.300] A series?  
[00:18:33.560 -> 00:18:34.860] A series?  
[00:18:34.980 -> 00:18:37.580] Well, like TV show.  
[00:18:37.720 -> 00:18:37.920] Like, I've watched The Office 20 times.  
[00:18:38.140 -> 00:18:39.740] Yeah.  
[00:18:40.460 -> 00:18:41.300] You'll go back to the same porn.  
[00:18:41.300 -> 00:18:41.620] I get it.  
[00:18:41.680 -> 00:18:42.140] Yeah.  
[00:18:42.280 -> 00:18:44.720] I get it.  
[00:18:44.940 -> 00:18:48.700] It would be funny if it was that much better.  
[00:18:48.940 -> 00:18:49.000] You paid 10 bucks a month or something for some, like, actual subscription.  
[00:18:49.000 -> 00:18:50.800] Yeah.  
[00:18:50.900 -> 00:18:51.300] And it's, like, mind-blowingly better.  
[00:18:51.400 -> 00:18:51.660] Like, wow.  
[00:18:52.220 -> 00:18:52.980] Yeah.  
[00:18:53.200 -> 00:18:56.540] I'll never know.  
[00:18:57.080 -> 00:18:58.300] The only thing I might would pay for would be **metaverse** porn.  
[00:18:58.400 -> 00:19:05.860] Where you're actually there.



[00:19:06.040 -> 00:19:07.760] And that's only if they develop a suit that I can put on that actually fucks me while I'm watching porn.  
[00:19:07.760 -> 00:19:14.000] That would be cool as shit.  
[00:19:14.100 -> 00:19:17.740] Well, you've heard of people that do, like, the **metaverse** thing and either they have the fucking, what is it called?  
[00:19:17.740 -> 00:19:18.920] Like, the fleshlight or they have, like, the fucking jerk-off machine.  
[00:19:19.040 -> 00:19:19.180] That blowjob one.  
[00:19:19.380 -> 00:19:20.140] Yeah.  
[00:19:20.520 -> 00:19:20.980] That's too much.  
[00:19:21.140 -> 00:19:21.920] Too much.  
[00:19:22.040 -> 00:19:22.700] You're way too.  
[00:19:23.060 -> 00:19:24.360] Take a walk.  
[00:19:24.360 -> 00:19:32.120] Fucking figure some shit out.

Sentiment Score: 5

Reasoning: The sentiment towards the 'metaverse' in this mention is generally neutral with hints of curiosity, as it acknowledges the potential for immersive experiences in the metaverse (specifically metaverse porn) as something intriguing yet significantly extravagant, without conveying strong positive or negative emotion.

### 11. Podcast: Behind the Numbers: an EMARKETER Podcast

Episode: The Daily: Why Meta Investors Remain Somewhat Skeptical, Even as Profitability Climbs | Nov 7, 2024

Date: November 07, 2024 12:01 AM EST

Passage:

[00:05:06.060 -> 00:05:15.660] And shows no sign of slowing down in terms of that investment.  
[00:05:16.540 -> 00:05:20.380] Meta anticipating a significant acceleration in infrastructure expense growth in 2025 as it continues to invest in building new data centers and other AI related costs.  
[00:05:20.740 -> 00:05:22.840] I guess the one thing that Meta has got going for it is that everyone's doing this.  
[00:05:22.960 -> 00:05:26.360] Which kind of takes the sting out of the cost, right?  
[00:05:26.640 -> 00:05:28.680] Google said it spent \$13 billion on CapEx in Q3.  
[00:05:28.820 -> 00:05:33.580] That's largely data centers and AI chips.  
[00:05:33.840 -> 00:05:36.000] And so even though Meta is pouring a ton of money into VR and the **metaverse**,  
[00:05:37.520 -> 00:05:40.000] they're now saying they're going to pour a ton of money into AI.  
[00:05:40.080 -> 00:05:41.860] Investors, they're a bit nervous, but what are you going to do?  
[00:05:41.860 -> 00:05:43.780] We spoke about this on the Snapchat episodes.  
[00:05:44.040 -> 00:05:44.720] It's AI's kind of table stakes at this point.  
[00:05:44.960 -> 00:05:48.800] So yeah.  
[00:05:48.960 -> 00:05:54.300] And you know, investors are understandably skeptical, right?  
[00:05:54.440 -> 00:06:00.280] And I wouldn't say that they don't necessarily believe in the trajectory for Meta, but they did get a little spooked.  
[00:06:00.880 -> 00:06:05.360] And a lot of that had to do, of course, with the growing costs associated for AI in 2025.

Sentiment Score: 4

Reasoning: The sentiment regarding the 'metaverse' in the podcast mention is somewhat negative, as the focus is largely on the financial burden and nervousness from investors about Meta's heavy spending, which includes significant investment in the metaverse, suggesting skepticism rather than enthusiasm.

### 12. Podcast: TheIBehind

Episode: What is the Metaverse? Is ZEPETO one? How About IMVU?

Date: November 06, 2024 02:00 PM EST

Passage:

[00:09:47.960 -> 00:09:49.600] all of my information.  
[00:09:49.600 -> 00:09:50.820] And I've been showing my face  
[00:09:52.100 -> 00:09:55.440] from the get-go.  
[00:09:55.440 -> 00:09:57.760] So it's just a matter of finding out  
[00:09:57.760 -> 00:10:00.440] more about the people  
[00:10:01.020 -> 00:10:01.740] who you meet in these platforms.  
[00:10:02.080 -> 00:10:03.540] But yeah.  
[00:10:03.560 -> 00:10:05.320] So basically,  
[00:10:05.320 -> 00:10:06.680] we already discussed  
[00:10:06.680 -> 00:10:09.200] the element of shopping  
[00:10:09.700 -> 00:10:12.560] and then the element of socializing,  
[00:10:12.560 -> 00:10:14.500] the element of creating your own avatar  
[00:10:14.780 -> 00:10:16.960] or like your own persona,  
[00:10:17.180 -> 00:10:18.460] character for the **metaverse**.  
[00:10:18.660 -> 00:10:20.880] But in the end,  
[00:10:20.880 -> 00:10:23.400] we still don't have  
[00:10:23.400 -> 00:10:25.460] the entire idea  
[00:10:25.460 -> 00:10:27.260] of what the **metaverse**  
[00:10:28.020 -> 00:10:29.280] is going to be in the future.  
[00:10:29.320 -> 00:10:32.100] And honestly,  
[00:10:32.340 -> 00:10:33.620] I'm looking forward to knowing more,  
[00:10:33.620 -> 00:10:35.220] to seeing more  
[00:10:35.960 -> 00:10:39.200] of how it will progress.  
[00:10:39.200 -> 00:10:41.540] because I have been invested already  
[00:10:41.820 -> 00:10:43.860] in this space.  
[00:10:43.860 -> 00:10:45.100] And I'd like to think that  
[00:10:45.100 -> 00:10:46.580] because of this space,  
[00:10:46.580 -> 00:10:48.080] I was able to build

Sentiment Score: 8

Reasoning: The sentiment regarding the 'metaverse' is positive, as the speaker expresses eagerness and optimism about its future development and acknowledges personal investment and growth in this space.

### 13. Podcast: MFI Leaders Podcast

Episode: Make America Muddy Again - Nathan Finochio

Date: November 06, 2024 12:00 PM EST

Passage:

[00:12:06.330 -> 00:12:07.390] and particularly young church leaders and planters, that church is for reaching people.  
[00:12:07.470 -> 00:12:08.830] That's why it exists.  
[00:12:09.770 -> 00:12:14.870] It exists to reach people.  
[00:12:15.270 -> 00:12:18.110] I started hearing people say all the time, we need to get out of the four walls of the church, dot, dot, dot, dot.  
[00:12:18.710 -> 00:12:23.970] And I suppose it has, you know, there's some truth to it.  
[00:12:23.970 -> 00:12:27.150] But what struck me as odd was when I began to watch millennials take this philosophy a couple miles further  
[00:12:28.230 -> 00:12:29.770] to the point that services didn't even require physical presence.  
[00:12:31.030 -> 00:12:33.030] Online church became a thing.  
[00:12:33.250 -> 00:12:34.170] Church in the **metaverse** became a thing.  
[00:12:36.010 -> 00:12:36.510] Dumbest idea ever.  
[00:12:37.570 -> 00:12:41.930] Sorry.  
[00:12:42.070 -> 00:12:44.430] Church apps and church pop-ups and staying home and watching church became a thing.  
[00:12:44.430 -> 00:12:50.730] And I suppose that church online is great if you're in the military

Sentiment Score: 2

Reasoning: The sentiment towards the keyword 'metaverse' in the podcast mention is negative, as the speaker refers to the concept of church in the metaverse as the "dumbest idea ever," indicating strong disapproval and skepticism towards this integration of religious practices with virtual environments.

#### 14. Podcast: The Socially Unstable Podcast

Episode: Ep. 112: New Tech Toys

Date: November 06, 2024 09:00 AM EST

Passage:

[00:08:33.240 -> 00:08:34.280] I usually copy like the notes into the project itself that I'm working on, like as like a picture or whatever next to it. So I can just like see.  
[00:08:35.100 -> 00:08:43.380] That's not a bad idea.  
[00:08:44.080 -> 00:09:02.000] Yeah. But Peter does like, he has to have two screens. Like he gets so mad if he's only on his laptop. So I get, I get the two screen thing.  
[00:09:02.360 -> 00:09:12.300] Yeah. It's a real, it's a real blessing. But now I'm wondering if I'm just going to disassemble my monitor and not have this big thing set up on my, you know, table all the time and just have the laptop sit somewhere while I work in the **metaverse**. I don't know.  
[00:09:12.300 -> 00:09:15.400] Yeah. Huh. And is this the one where like you can walk around outside too and like see things or what? Like, isn't that like a thing with the **metaverse**?  
[00:09:16.140 -> 00:09:24.660] I don't know what you mean by outside. Like there's all these different.  
[00:09:24.660 -> 00:09:43.220] I saw a video where you could walk on the street and it would like pick up symbols or I don't know. And like show you some things.

Sentiment Score: 6

Reasoning: The sentiment towards the 'metaverse' in this podcast mention appears to be cautiously curious, with some uncertainty about its features and benefits, suggesting a neutral to slightly positive curiosity.

#### 15. Podcast: The Socially Unstable Podcast

Episode: Ep. 112: New Tech Toys

Date: November 06, 2024 09:00 AM EST

Passage:

[00:14:33.580 -> 00:14:38.460] Yeah. That's fun. I love that. Yeah. Yeah. These conferences are so serious. Like come play a game.  
[00:14:38.880 -> 00:14:44.600] Yeah. And it's on brand. I don't know because there is marketing possibility in this there.  
[00:14:44.600 -> 00:14:49.980] You can see it already. Actually, the NBA has integrated in with this. So they're doing a whole  
[00:14:49.980 -> 00:14:59.720] lot where you can like, you're supposed to be able to like sit courtside at games in like a full VR  
[00:14:59.900 -> 00:15:06.640] experience, which I think would be crazy. Um, I saw one world in the **metaverse** land thing. That was,  
[00:15:06.720 -> 00:15:11.240] it was a fully built out version of the office. So you would like this, like NBC is the office.  
[00:15:11.240 -> 00:15:17.300] Cause you can walk through the actual office from the show. Like the whole layout is like you're walking  
[00:15:17.300 -> 00:15:20.980] around. That's really, really fun. Yeah. That was pretty cool. So I've barely scratched the surface with  
[00:15:20.980 -> 00:15:25.740] like sports events or like events and stuff in general. Like then you could like never really  
[00:15:25.920 -> 00:15:33.240] sell out also. Like anybody could, if tickets sold out, you could still have that experience,

Sentiment Score: 9

Reasoning: The sentiment regarding 'metaverse' in this podcast mention is very positive, as the discussion highlights exciting and innovative applications like virtual courtside NBA experiences and immersive environments such as The Office, emphasizing the fun and potential future possibilities.

#### 16. Podcast: Light Reading Podcasts

Episode: Will AI on smartphones fade the way of the Metaverse?

Date: November 06, 2024 08:00 AM EST

Passage:

[00:07:43.730 -> 00:07:45.370] That has a very limited practical application  
[00:07:45.370 -> 00:07:47.210] And it doesn't seem to be  
[00:07:47.210 -> 00:07:48.610] You can't really base, you know  
[00:07:48.610 -> 00:07:51.290] More than a quarter sales  
[00:07:51.290 -> 00:07:55.590] On that level of capability  
[00:07:55.590 -> 00:07:58.410] But if all the capabilities rise  
[00:07:58.410 -> 00:08:00.930] Because AI is underpinning it  
[00:08:00.930 -> 00:08:03.410] Then that's maybe a more subtle story  
[00:08:03.410 -> 00:08:05.850] But I think that's definitely one worth telling  
[00:08:05.850 -> 00:08:07.430] I think the industry  
[00:08:07.430 -> 00:08:08.710] Or the tech industry overall  
[00:08:08.710 -> 00:08:10.510] Has a great tendency  
[00:08:10.510 -> 00:08:12.750] Of really jumping on trends though  
[00:08:12.750 -> 00:08:14.570] Again, we mentioned a **metaverse**

[00:08:14.570 -> 00:08:17.810] We even had Facebook  
[00:08:18.470 -> 00:08:20.930] That is now, like, changed its name  
[00:08:20.930 -> 00:08:21.650] And we now have the Mark Suck of Us  
[00:08:22.850 -> 00:08:24.690] Instead  
[00:08:24.690 -> 00:08:26.190] Which really didn't go anywhere  
[00:08:26.190 -> 00:08:26.830] Like, now we laugh at it  
[00:08:26.830 -> 00:08:28.050] And we look back  
[00:08:28.050 -> 00:08:30.390] Maybe now we're looking at  
[00:08:30.390 -> 00:08:31.930] Perhaps some version of the **metaverse**  
[00:08:31.930 -> 00:08:33.590] Rather than being the tech devices  
[00:08:33.590 -> 00:08:35.630] Coming in around us  
[00:08:35.630 -> 00:08:36.510] So that we have interconnectivity  
[00:08:36.510 -> 00:08:37.670] Between the watch  
[00:08:38.430 -> 00:08:39.590] Between our AirPods  
[00:08:39.590 -> 00:08:41.070] Between our phone  
[00:08:41.070 -> 00:08:43.110] Perhaps between our laptop and TV

Sentiment Score: 3

Reasoning: The sentiment regarding the 'metaverse' is negative, as it is described with skepticism about its practical application and referenced humorously as a trend that "didn't go anywhere," suggesting a lack of confidence in its success and current relevance.

### 17. Podcast: Might As Well

Episode: 417. Phoning It In (4): Baltasar and the Circle of Life

Date: November 06, 2024 03:54 AM EST

Passage:

[00:25:42.710 -> 00:25:43.550] Strap up.  
[00:25:45.150 -> 00:25:45.750] Strap up.  
[00:25:46.950 -> 00:25:48.170] Strap up.  
[00:25:50.130 -> 00:25:50.970] But if you can't.  
[00:25:50.970 -> 00:25:52.390] There's a...  
[00:25:53.170 -> 00:25:54.510] There's a way out.  
[00:25:54.510 -> 00:25:56.650] I found...  
[00:25:57.450 -> 00:25:57.890] I found a loophole out of this.  
[00:25:58.150 -> 00:25:59.550] Okay?  
[00:25:59.550 -> 00:26:00.830] Get yourself...  
[00:26:01.810 -> 00:26:02.490] A meta quest.  
[00:26:02.530 -> 00:26:03.370] A meta quest.  
[00:26:03.590 -> 00:26:06.450] Listen.  
[00:26:07.030 -> 00:26:08.750] I wasn't planning to drop an episode because...  
[00:26:11.600 -> 00:26:12.700] I be in the **metaverse**.  
[00:26:12.700 -> 00:26:13.920] I be...  
[00:26:13.920 -> 00:26:15.760] I be chilling...  
[00:26:16.240 -> 00:26:17.120] I'm in the **metaverse**.  
[00:26:17.120 -> 00:26:17.380] I'm in the **metaverse**.  
[00:26:17.920 -> 00:26:18.400] Watching...  
[00:26:18.400 -> 00:26:20.020] Watching...  
[00:26:20.020 -> 00:26:20.900] The Joker...  
[00:26:21.660 -> 00:26:22.100] Foiladu...  
[00:26:22.100 -> 00:26:23.460] Foiladu...  
[00:26:23.920 -> 00:26:24.180] Piece of shit, innit?  
[00:26:24.280 -> 00:26:25.380] Right?  
[00:26:25.380 -> 00:26:27.340] On a...  
[00:26:27.920 -> 00:26:28.780] On a 200...  
[00:26:28.780 -> 00:26:30.680] Quadrillion...  
[00:26:30.680 -> 00:26:31.620] Quintillion inch screen...  
[00:26:33.580 -> 00:26:34.480] For the culture.  
[00:26:34.480 -> 00:26:35.040] There's a way out.  
[00:26:35.040 -> 00:26:36.060] The way out...  
[00:26:36.060 -> 00:26:36.940] The way out.  
[00:26:37.040 -> 00:26:38.480] The way out.

Sentiment Score: 9

Reasoning: The sentiment towards 'metaverse' in the podcast mention is positive, as it is portrayed as an enticing escape and a source of leisurely enjoyment, particularly with the immersive experience and entertainment possibilities it offers, such as watching content on an enormously large screen for cultural engagement.

### 18. Podcast: Front and Center

Episode: I'LL MEET YOU AT SIZZLER: WITH MIKE PERRY

Date: November 06, 2024 12:00 AM EST

Passage:

[00:15:20.880 -> 00:15:27.460] it wasn't, it was 2022, I guess it was like the tail end. Things are so weird. And there was this  
[00:15:27.460 -> 00:15:33.380] creative strategy role, which I fancy myself a strategist a little bit sometimes. I'm someone  
[00:15:33.380 -> 00:15:36.940] to stretch myself. I don't know if everyone would say that, but, um, there's this opportunity at  
[00:15:37.160 -> 00:15:41.520] TikTok, which I kind of was like, maybe I'll dabble in tech. There's something really interesting.  
[00:15:41.520 -> 00:15:47.880] TikTok was on the boom. I mean, meta was ripping at that time. They were really like betting on the  
[00:15:47.880 -> 00:15:52.700] **metaverse**, which thank God we didn't go over there. Remember that? Remember Zuck put out that  
[00:15:53.020 -> 00:15:58.460] **metaverse** thing? He's like, I'm in the **metaverse**. And it was just like the, it was like Paris,  
[00:15:58.460 -> 00:16:03.500] but it was so shitty. Like what was, what was that? And they, they really were gung ho that that was  
[00:16:03.760 -> 00:16:08.600] going to be it. Oh, they, they changed the name of the company to meta. This is still developing.  
[00:16:08.600 -> 00:16:14.640] Uh huh. It truly is. I don't think we're going to the **metaverse**. I hope not. Where do you stand?  
[00:16:14.640 -> 00:16:21.300] I know. I absolutely not. I mean, I hope we personally go in reverse coming from the guy

Sentiment Score: 2

Reasoning: The sentiment towards the 'metaverse' in this mention is quite negative, as the speaker expresses disdain and skepticism about its value and future, reflecting on a poor previous experience with it.

### 19. Podcast: Focus on WHY

Episode: 432 Get Comfortable with Chaos with Andrew Miller

Date: November 05, 2024 07:30 PM EST

Passage:

[00:33:25.320 -> 00:33:29.740] So, yes, a huge thank you to Frankel, to both of us and inspiring us forward and taking all that you know and knowing that you're not going to achieve all of what you want to in your lifetime.  
[00:33:35.560 -> 00:33:40.840] What is the living legacy that you do want to see happen?  
[00:33:41.020 -> 00:33:45.600] Living legacy that I want to see happen is to essentially get things into a position so that they are moving forward.  
[00:33:45.600 -> 00:33:52.200] I've got a vision in my head of a community.  
[00:33:52.200 -> 00:33:54.200] It's going to be sitting in a, well, I had a phrase for it, but it's now become the **metaverse**, I think.  
[00:33:54.540 -> 00:33:57.540] But it's going to be in virtual reality space.  
[00:33:58.100 -> 00:34:02.300] But people from all over the world can join this community, essentially.  
[00:34:02.360 -> 00:34:05.220] You know, there's a few years in the future when we've all got 3D headsets and can tap into it.  
[00:34:05.420 -> 00:34:08.280] But it always frustrates me when you go on a website and it's just a flat website.  
[00:34:08.500 -> 00:34:11.220] I've been playing computer games for decades, which are all 3D.  
[00:34:11.520 -> 00:34:15.360] Why can't we do that on a website format?  
[00:34:16.440 -> 00:34:22.000] So if you're coming into a place, so I had this vision of sort of Disneyland.

Sentiment Score: 9

Reasoning: The sentiment towards the keyword 'metaverse' in the podcast mention is quite positive, as the speaker describes a vision of a global virtual community that offers an immersive 3D experience, indicating enthusiasm and forward-thinking about its potential.

### 20. Podcast: What the Flux

Episode: Woolworths' e-commerce issues | Apple's got a problem | Meta's doubling down on AI

Date: November 05, 2024 05:28 PM EST

Passage:

[00:04:57.600 -> 00:05:02.300] For our third and final story, MetaShares have dropped 4% after its quarterly update warned that AI investments were expected to ramp up.  
[00:05:02.520 -> 00:05:03.700] Half bot, half man Zuckerberg has clearly not made investors happy.  
[00:05:03.780 -> 00:05:03.920] What is going on?  
[00:05:03.980 -> 00:05:09.880] All right.  
[00:05:09.980 -> 00:05:12.040] We know Meta is the massive tech company that's behind some of the biggest social media platforms, your Facebooks, your Instagrams, your WhatsApps.  
[00:05:12.480 -> 00:05:12.660] Do not forget threads, Juzzy Boy.  
[00:05:12.820 -> 00:05:13.840] Man!  
[00:05:13.980 -> 00:05:17.980] It's a bit hard to imagine, B-Man.  
[00:05:18.160 -> 00:05:21.560] This \$1.4 trillion US dollar company started as an online student directory.  
[00:05:21.560 -> 00:05:29.160] And 20 years later, it's trying to replace smartphones with the **Metaverse**.  
[00:05:29.300 -> 00:05:32.400] And now, B-Man, Meta's announced its quarterly results of just over \$40 billion US dollars in sales or a 19% increase year on year.  
[00:05:32.600 -> 00:05:36.900] Which was way more than investors had expected.  
[00:05:37.040 -> 00:05:40.000] But its daily active users only increased by 5%, which was less than investors were hoping for.  
[00:05:40.000 -> 00:05:45.480] And as a result, Meta's shares actually dropped over 4%.  
[00:05:45.620 -> 00:05:51.340] And B-Man, on top of these results, Meta also announced that spending on its AI and its **Metaverse** is going to ramp up.  
[00:05:51.560 -> 00:05:53.100] And half man, half bot Zuckerberg gave serious airtime to the positive outcomes from its investments in AI.

Sentiment Score: 4

Reasoning: The sentiment towards the 'metaverse' in the podcast mention is moderately negative, as it highlights concerns about increased spending and investor dissatisfaction without mentioning any specific progress or achievements related to the metaverse itself.

### 21. Podcast: The Creative Edition Podcast

Episode: REPLAY: 3 Lessons I Learned Taking My Side-Hustle Full-time

Date: November 05, 2024 08:00 AM EST

Passage:

[00:16:16.530 -> 00:16:21.790] I personally want the opportunity to be able to retire early someday. I don't know if I'll actually,  
[00:16:21.790 -> 00:16:29.090] you know, really ever retire, retire. I think I'm always going to want to do something.  
[00:16:29.090 -> 00:16:34.650] Like, even if I quote unquote retire, I'll probably want to write books or probably still  
[00:16:34.850 -> 00:16:41.390] podcast. If that's still a thing, maybe, you know, 30 years from now, instead of podcasts,  
[00:16:41.390 -> 00:16:46.590] we'll have like a virtual reality hangout sessions. I don't know what the **metaverse** is going to bring  
[00:16:46.590 -> 00:16:53.390] in 30 years, but we'll see. Right. I think I'll always do something creative because that's just,  
[00:16:53.610 -> 00:17:01.270] you know, a big part of what makes me, me and brings me happiness and joy. But so, you know,  
[00:17:01.270 -> 00:17:08.250] kind of to get back on track, you know, for me, monetary success is important because I want to be  
[00:17:08.250 -> 00:17:15.790] able to travel. I want to be able to save. I want to be able to pay for future children's colleges.

Sentiment Score: 5

Reasoning: The mention of the metaverse in the podcast is neutral, as it is speculatively referenced in a light-hearted and uncertain manner without any positive or negative emotions attached to it.

### 22. Podcast: Good Night Stories for Rebel Girls

Episode: Awesome Entrepreneurs: Rihanna, Mikaila Ulmer, Anjali Sud, Aileen Lee

Date: November 05, 2024 07:05 AM EST

Passage:

[00:00:22.840 -> 00:00:45.440] Hey Rebels! Did you know that women are designing the world of tomorrow? They're using their creative brains to make video games about alien planets, invent ridiculous virtual hairstyles, and make goggles that transport you to whole new worlds. So get ready, because we've partnered with Meta Reality Labs to bring you a brand new book called Rebel Girls Build the Future.

[00:00:45.440 -> 00:01:20.540] This book features 18 incredible women who are breaking barriers in STEAM. That's science, technology, engineering, art, and math. They're even taking on the **metaverse**. So if you're ready to dream big and build the future, join us. Rebel Girls Build the Future hits shelves on November 5th, available anywhere books are sold. Okay, now on with the show.

Sentiment Score: 10

Reasoning: The sentiment towards the 'metaverse' in the podcast mention is very positive, as it is highlighted as a space where women are actively breaking barriers and contributing to the future with creative and innovative endeavors within STEAM.

### 23. Podcast: Machines Like Us

Episode: Bonus 'Lately': The Great Decline of Everything Online

Date: November 05, 2024 07:00 AM EST

Passage:

[00:10:51.720 -> 00:10:56.420] If it were you and I, we call it panic. In the case of Facebook, it's like Mark Zuckerberg sitting  
[00:10:56.420 -> 00:11:00.540] bolt upright in bed one night and saying, I've had a revelation. I know I told you that your future  
[00:11:00.540 -> 00:11:05.380] would consist of, you know, arguing with your racist uncle using that primitive text interface  
[00:11:05.380 -> 00:11:09.920] I created to be creepy about my fellow Harvard undergraduates. But actually the future is that  
[00:11:09.920 -> 00:11:15.540] I'm going to convert you and everyone you love into a legless, sexless, low polygon, heavily surveilled  
[00:11:15.760 -> 00:11:18.880] cartoon character in a dystopian cyberpunk world I stole from a 25 year old satirical novel.  
[00:11:19.020 -> 00:11:19.380] I had blacked out the **metaverse** actually. Thanks for bringing it back.  
[00:11:19.780 -> 00:11:20.300] Yeah.  
[00:11:21.180 -> 00:11:26.020] Like free.  
[00:11:26.100 -> 00:11:32.540] But I think all of this reflects many things, you know, the cupidity of these founders and so on.  
[00:11:32.540 -> 00:11:37.580] But what it really reflects is the collapse of any disciplining force on their worst impulses,  
[00:11:37.580 -> 00:11:42.680] on the collapse of competition and regulation, their own workers. And then, you know, specific  
[00:11:42.680 -> 00:11:43.700] to tech, there's this powerful disciplining force that's quite subtle and important called  
[00:11:44.000 -> 00:11:48.960] interoperability.

Sentiment Score: 2

Reasoning: The sentiment about the 'metaverse' in this mention is very negative, as it is described in a satirical and dystopian manner, highlighting feelings of skepticism and discomfort about its development and implications.

### 24. Podcast: The Marketing Architects

Episode: Optimizing Your Media Mix with Richard Kirk

Date: November 05, 2024 05:00 AM EST

Passage:

[00:17:21.150 -> 00:17:22.590] In the UK at least, and I'll caveat this by saying like, this is my UK experience.  
[00:17:22.790 -> 00:17:26.230] It's up front season here at the moment.  
[00:17:26.610 -> 00:17:29.370] So we're going around and speaking to lots of media owners about the picture of the future.  
[00:17:29.670 -> 00:17:36.530] You know, I really feel like we're in a sort of bit of a back to the future moment.  
[00:17:36.530 -> 00:17:42.110] So since interest rates rose globally, I think the pressure has come on a lot of companies  
[00:17:42.110 -> 00:17:46.970] to start delivering results in the short term and not be so focused on future value.  
[00:17:46.970 -> 00:17:49.810] I mean, interest rates rose and Facebook completely gave up the ghost on the **metaverse** and focused  
[00:17:50.310 -> 00:17:54.910] on building ASC instead and what that did for their show price.  
[00:17:54.910 -> 00:18:00.450] So I think that it's been great because what that's done is it's pushed companies like Amazon  
[00:18:00.670 -> 00:18:04.370] advertising and YouTube to look much more at like, well, how can we maximize our return?  
[00:18:04.370 -> 00:18:07.850] And what they've realized is they've got all the technology in place to deliver targeted  
[00:18:07.850 -> 00:18:14.030] advertising and they've got their first party data set to deliver targeted advertising.  
[00:18:14.090 -> 00:18:18.610] But instead of delivering ads that are like seven, six pounds CPM, they've said, well,

Sentiment Score: 3

Reasoning: The podcast mentions the metaverse in a negative light, indicating that Facebook has abandoned this focus in response to rising interest rates, suggesting a shift away from future-focused endeavors like the metaverse due to economic pressures.

### 25. Podcast: Human Capital

Episode: 89. The AI-Enabled Leader: AI's dramatic impact on business. Exploring AI augmentation, Agentic AI, and balancing technology with human-centered leadership.

Date: November 05, 2024 03:00 AM EST

Passage:

[00:35:23.310 -> 00:35:30.370] So I see a complete transformation where AIs can help you understand what gaps you might have  
[00:35:30.550 -> 00:35:35.670] in your executive skills bag and how you can improve those.  
[00:35:35.670 -> 00:35:45.030] And then it will deliver education programs that are completely customized to you.  
[00:35:45.770 -> 00:35:46.210] That's very exciting and really can accelerate learning for people because they can learn in a way that works for them, right?  
[00:35:46.390 -> 00:35:49.450] Exactly.  
[00:35:49.630 -> 00:35:58.110] And then I mentioned the **metaverse**.  
[00:35:58.610 -> 00:36:07.010] I prefer to use the word immersive internet or a more realistic 3D digital environment.  
[00:36:07.130 -> 00:36:08.430] And if you combine this with generative AI, so you can not only learn, watch someone teach you,  
[00:36:08.530 -> 00:36:10.010] but you can then do it.  
[00:36:10.090 -> 00:36:11.530] You can experience it.  
[00:36:11.710 -> 00:36:15.570] You can travel back in time.  
[00:36:15.570 -> 00:36:19.290] You can put yourself, if you wanted to learn about public speaking,  
[00:36:19.290 -> 00:36:28.550] you can put yourself in front of an audience and see what it feels like.

Sentiment Score: 9

Reasoning: The mention of the 'metaverse' in this podcast is framed enthusiastically, referring to it as an "immersive internet" or a more "realistic 3D digital environment," which, when combined with AI, enhances learning and experiential possibilities, depicting a positive outlook on how it can transform education and engagement.

### 26. Podcast: London Real

Episode: Rashid Ajami - Metropolis: Redefining The Future Of Commerce, Culture & Entertainment

Date: November 04, 2024 01:55 PM EST

Passage:

[00:40:09.120 -> 00:40:23.240] And so when we saw that, we're like, okay, that makes a lot of sense for what we're doing.  
[00:40:23.240 -> 00:40:26.560] And then I saw that Roblox is pushing the same concept of that brand advocacy will be fueled through avatars and that the Gen Z and Gen Alpha are much more concerned with their avatar look versus their real world look.  
[00:40:26.800 -> 00:40:37.240] So these are two major entities that have clocked onto this trend.  
[00:40:37.500 -> 00:40:41.560] And whilst maybe in Web3 **metaverse** avatars and stuff is not currently the narrative as it used to be, these are the biggest companies in the world pushing that narrative.  
[00:40:41.740 -> 00:40:41.820] And so it just shows that that's the right path, in my opinion.  
[00:40:41.820 -> 00:40:42.900] Okay.  
[00:40:42.980 -> 00:40:43.220] And that's what you're investing in.  
[00:40:43.340 -> 00:40:48.480] Yes.  
[00:40:48.720 -> 00:40:52.920] And providing people the opportunity to build these avatars in a Web2 slash Web3 environment.  
[00:40:53.040 -> 00:40:54.720] Because the avatar builder on meta, it's a little bit, it's not the coolest one, right?  
[00:40:55.580 -> 00:40:57.280] Like the characters aren't that cool.  
[00:40:57.600 -> 00:40:59.420] There's no like brand creator items.  
[00:40:59.680 -> 00:41:00.680] So imagine that type of integration.  
[00:41:01.200 -> 00:41:03.260] Snapchat's the same thing.  
[00:41:03.420 -> 00:41:07.860] I'm looking at those partnerships.

Sentiment Score: 8

Reasoning: The sentiment towards the 'metaverse' in this podcast mention is positive, as it highlights significant corporate backing and potential in the space, despite acknowledging minor setbacks with avatar coolness and integration.

### 27. Podcast: The World of Risks in the AI Era

Episode: Insurance brokers still needed? - Interview with Binci HEEB

Date: November 04, 2024 08:00 AM EST

Passage:

[00:20:54.490 -> 00:21:00.350] Obviously, you get the best feeling about it wearing the glasses.  
[00:21:01.190 -> 00:21:02.530] But even without, it gives you this 3D impression.  
[00:21:02.530 -> 00:21:03.550] Have you checked it out yourself?  
[00:21:03.990 -> 00:21:09.490] Of course.  
[00:21:10.010 -> 00:21:20.130] Whenever I hear about something like that, I always check it out myself.  
[00:21:20.290 -> 00:21:22.070] Because in the first moment when I heard about the **metaverse**, I thought, no, they don't need it.  
[00:21:22.270 -> 00:21:24.110] I'm never going to use it.  
[00:21:24.110 -> 00:21:32.610] Who is going to use it?  
[00:21:33.070 -> 00:21:36.230] But then I thought, okay, there's so many kids out there playing PlayStation, etc.  
[00:21:36.530 -> 00:21:37.730] They already know what the **metaverse** is.  
[00:21:38.010 -> 00:21:40.850] They are playing.  
[00:21:40.850 -> 00:21:45.690] They are going into it daily.  
[00:21:46.230 -> 00:21:52.650] So those are the customers of tomorrow and after tomorrow.

Sentiment Score: 7

Reasoning: The sentiment towards the 'metaverse' in the podcast mention is cautiously optimistic, as the speaker expresses initial skepticism but acknowledges its potential future relevance, particularly among younger generations.

### 28. Podcast: The Prof G Pod with Scott Galloway

Episode: Prof G Markets: Meta's AI Promise, Microsoft's Disappointing Beat & Why Google Should Spin Youtube

Date: November 04, 2024 04:00 AM EST

Passage:

[00:33:41.180 -> 00:33:44.480] It's something that people don't seem to talk about that much.  
[00:33:44.600 -> 00:33:48.680] And I think, to your point, it's a little bit of a conglomerate tax.  
[00:33:48.860 -> 00:33:52.220] It sort of gets lost in the noise because of all of the other things that Google is doing.  
[00:33:52.220 -> 00:33:57.640] But this is just a juggernaut in the entertainment space.  
[00:33:58.100 -> 00:34:02.720] I am just fascinated by this business of YouTube and they continue to crush it.  
[00:34:03.040 -> 00:34:09.220] One of the other things you pointed out there is the idea that Meta, you know,  
[00:34:09.680 -> 00:34:12.340] they spent really big on the **metaverse** and it freaked everyone out.  
[00:34:12.780 -> 00:34:20.640] And now they're spending really big on AI.  
[00:34:20.640 -> 00:34:24.060] And so the numbers are Meta is raising its CapEx forecast for 2024 to between 38 and 40 billion dollars.  
[00:34:24.200 -> 00:34:27.360] And that is slightly freaking the market out.  
[00:34:27.800 -> 00:34:31.640] They don't love how much that expense line is going to grow.  
[00:34:31.980 -> 00:34:38.140] Having said that, though, all the other tech companies are doing it.  
[00:34:38.740 -> 00:34:40.060] So over at Google, their CapEx rose 62 percent from a year ago to 13 billion dollars.

Sentiment Score: 3

Reasoning: The sentiment regarding the 'metaverse' in the podcast mention is negative, as it highlights the significant expenses and market concerns associated with Meta's heavy investments, indicating apprehension rather than enthusiasm.

### 29. Podcast: The Peace On Drugs

Episode: POD71. Facebook: Grandma's Favorite Source For News!

Date: November 03, 2024 04:23 PM EST

Passage:

[01:49:30.610 -> 01:49:31.790] likely how it will  
[01:49:31.790 -> 01:49:32.310] go down not  
[01:49:32.310 -> 01:49:33.390] with armed  
[01:49:33.390 -> 01:49:35.250] robots but by  
[01:49:36.450 -> 01:49:37.650] turning against  
[01:49:37.650 -> 01:49:38.410] ourselves and  
[01:49:38.410 -> 01:49:38.890] having us kill  
[01:49:39.570 -> 01:49:40.650] each other  
[01:49:40.650 -> 01:49:41.270] another dangerous

[01:49:41.270 -> 01:49:41.910] outcome that  
[01:49:41.910 -> 01:49:43.230] could become a  
[01:49:43.230 -> 01:49:43.870] reality is a  
[01:49:43.870 -> 01:49:44.310] new form of  
[01:49:44.310 -> 01:49:46.130] oppressive  
[01:49:46.130 -> 01:49:47.230] dictatorship that's  
[01:49:47.230 -> 01:49:48.350] worse and  
[01:49:48.350 -> 01:49:49.070] stronger than any  
[01:49:49.070 -> 01:49:50.410] the earth has yet  
[01:49:50.410 -> 01:49:51.390] produced and with  
[01:49:51.390 -> 01:49:52.210] ai i could see it  
[01:49:52.210 -> 01:49:52.810] happening in a  
[01:49:52.810 -> 01:49:54.850] democracy like  
[01:49:54.850 -> 01:49:55.350] america imagine  
[01:49:55.350 -> 01:49:56.130] as more and  
[01:49:56.130 -> 01:49:56.990] more of our lives  
[01:49:56.990 -> 01:49:58.170] are lived in  
[01:49:58.170 -> 01:49:59.270] online worlds from  
[01:49:59.270 -> 01:50:00.270] social media to  
[01:50:00.270 -> 01:50:01.090] the **metaverse** in  
[01:50:01.770 -> 01:50:03.170] virtual reality  
[01:50:03.170 -> 01:50:04.290] algorithms and ai  
[01:50:04.290 -> 01:50:05.010] will they'll begin  
[01:50:05.010 -> 01:50:07.550] to know us  
[01:50:07.550 -> 01:50:08.350] so well that a  
[01:50:08.350 -> 01:50:09.470] company like meta  
[01:50:09.470 -> 01:50:10.670] facebook's parent  
[01:50:10.670 -> 01:50:12.210] company it could  
[01:50:12.210 -> 01:50:12.830] ask its ai who  
[01:50:12.830 -> 01:50:13.930] will win the next  
[01:50:13.930 -> 01:50:14.590] election before the  
[01:50:14.590 -> 01:50:15.990] candidates are even  
[01:50:15.990 -> 01:50:17.010] picked the ai would  
[01:50:17.010 -> 01:50:17.910] analyze everyone in  
[01:50:17.910 -> 01:50:18.830] the country and all  
[01:50:18.830 -> 01:50:19.570] their political beliefs  
[01:50:19.570 -> 01:50:20.270] and wants and  
[01:50:20.270 -> 01:50:21.130] desires and it  
[01:50:21.130 -> 01:50:21.770] could tell meta for  
[01:50:21.770 -> 01:50:23.350] instance that  
[01:50:23.350 -> 01:50:24.470] candidate a has a  
[01:50:24.470 -> 01:50:26.130] 99% chance of  
[01:50:26.130 -> 01:50:26.790] winning but that x  
[01:50:26.790 -> 01:50:27.530] amount of money  
[01:50:27.530 -> 01:50:29.870] given to candidate  
[01:50:29.870 -> 01:50:31.170] c for ads that the

Sentiment Score: 3

Reasoning: The sentiment towards the 'metaverse' in this podcast mention is quite negative, as it associates the concept with potential oppressive outcomes and privacy concerns linked to AI and data manipulation.

### 30. Podcast: This Week in XR Podcast

Episode: This Week In XR November 1st, 2024 ft. Shara Senderoff, CEO, Futureverse

Date: November 03, 2024 01:00 AM EST

Passage:

[00:29:01.900 -> 00:29:08.680] Commonality of use case and separation of companies and companies' motives, right, is an interesting thing.  
[00:29:08.680 -> 00:29:10.420] So can you share a question for you because I've seen a lot of companies working on trying to build **metaverse**-like frameworks  
[00:29:11.780 -> 00:29:13.600] and the currency and the economy.  
[00:29:13.720 -> 00:29:14.640] You know, Neil's got an effort.  
[00:29:14.860 -> 00:29:18.880] You guys have an effort.  
[00:29:18.880 -> 00:29:29.980] But the ones that - I guess I want to get your take on this.  
[00:29:31.200 -> 00:29:32.160] Like, the dominant players in **metaverse**-like things are Roblox, Epic with Fortnite, Meta because it's got billions of users around the world doing something,  
[00:29:32.480 -> 00:29:36.040] Microsoft, Google.  
[00:29:36.520 -> 00:29:42.920] Like, these mega players seem to actually have the attention.  
[00:29:42.920 -> 00:29:48.980] I think the hardest thing - it's like in the attention economy, the hardest thing is actually how do you get, like, mass scale to come to whatever it is you're doing.  
[00:29:49.340 -> 00:29:51.320] Once you're there, then you can figure out - like, if you have that attention, then the framework, the economics.  
[00:29:51.740 -> 00:29:56.020] So it feels like the attention first.  
[00:29:56.940 -> 00:30:03.060] The winners here are the ones that actually bring mass audience and keep them around.

Sentiment Score: 8

Reasoning: The sentiment towards the 'metaverse' in this mention is relatively positive as it highlights the significant attention and potential market dominance major platforms like Roblox, Epic with Fortnite, and Meta have achieved, demonstrating strong engagement and success in this space.

### 31. Podcast: Kindly Gifted: The Business Of Influence and Personal Branding with Kate Terentieva

Episode: 200. Unmasking Gucci: The Rise, Fall, and Rebirth of an Iconic Luxury Brand

Date: November 01, 2024 06:29 PM EST

Passage:

[00:21:53.020 -> 00:21:54.080] licensing and  
[00:21:54.080 -> 00:21:55.300] collaboration strategy  
[00:21:55.300 -> 00:21:55.700] for the Gucci  
[00:21:56.560 -> 00:21:57.320] empire.  
[00:21:58.060 -> 00:21:58.660] For instance,  
[00:21:58.660 -> 00:21:59.320] together with  
[00:21:59.720 -> 00:22:00.840] Balenciaga,  
[00:22:00.840 -> 00:22:02.640] who is another  
[00:22:02.640 -> 00:22:03.200] caring portfolio  
[00:22:03.760 -> 00:22:04.840] brand,  
[00:22:04.840 -> 00:22:06.260] Gucci collaborated  
[00:22:06.260 -> 00:22:07.900] on Gucci's  
[00:22:07.900 -> 00:22:09.020] 100th anniversary  
[00:22:09.020 -> 00:22:09.720] collection with  
[00:22:09.840 -> 00:22:10.880] Balenciaga,  
[00:22:10.880 -> 00:22:12.360] something that  
[00:22:12.360 -> 00:22:13.240] caring saw as a  
[00:22:13.240 -> 00:22:13.480] match made in  
[00:22:13.720 -> 00:22:13.960] heaven.  
[00:22:13.960 -> 00:22:14.260] And this is  
[00:22:14.260 -> 00:22:14.880] something that  
[00:22:14.880 -> 00:22:15.320] was recalled in  
[00:22:15.320 -> 00:22:15.720] the Harper's  
[00:22:15.780 -> 00:22:16.080] Bazaar,  
[00:22:16.360 -> 00:22:18.340] actually.  
[00:22:18.640 -> 00:22:19.120] So Michele also,  
[00:22:19.120 -> 00:22:19.420] in addition to  
[00:22:19.640 -> 00:22:21.340] this,  
[00:22:21.340 -> 00:22:21.780] brought Gucci  
[00:22:21.780 -> 00:22:22.320] into the  
[00:22:22.580 -> 00:22:22.880] **metaverse**,  
[00:22:22.880 -> 00:22:23.780] into the  
[00:22:23.780 -> 00:22:24.560] virtual reality  
[00:22:24.720 -> 00:22:24.840] kind of world,  
[00:22:25.220 -> 00:22:26.100] right?  
[00:22:26.100 -> 00:22:26.920] Designed for the  
[00:22:26.920 -> 00:22:27.660] controversial  
[00:22:27.660 -> 00:22:28.620] House of  
[00:22:28.620 -> 00:22:29.320] Gucci film that  
[00:22:29.940 -> 00:22:30.660] we talked about,  
[00:22:30.660 -> 00:22:31.280] starring his  
[00:22:31.280 -> 00:22:31.700] dear celebrity  
[00:22:32.040 -> 00:22:32.540] friends,  
[00:22:32.540 -> 00:22:33.160] Jared Leto  
[00:22:33.400 -> 00:22:34.040] and Lady Gaga,  
[00:22:34.040 -> 00:22:35.080] who he was  
[00:22:35.080 -> 00:22:35.740] also dressing for  
[00:22:35.740 -> 00:22:36.480] red carpets  
[00:22:36.480 -> 00:22:36.820] in press  
[00:22:37.980 -> 00:22:38.620] interviews.  
[00:22:38.620 -> 00:22:39.180] And in  
[00:22:39.180 -> 00:22:40.040] addition to  
[00:22:40.040 -> 00:22:40.860] his countless  
[00:22:40.860 -> 00:22:41.380] amounts of  
[00:22:41.820 -> 00:22:42.840] successes,  
[00:22:42.840 -> 00:22:43.620] Michele also  
[00:22:43.620 -> 00:22:44.420] received criticism  
[00:22:44.420 -> 00:22:46.660] from consumers  
[00:22:46.660 -> 00:22:47.560] for the \$890  
[00:22:47.560 -> 00:22:48.220] sweater that  
[00:22:48.220 -> 00:22:48.960] drew backlash  
[00:22:48.960 -> 00:22:49.600] for depicting  
[00:22:49.780 -> 00:22:51.000] blackface,  
[00:22:51.000 -> 00:22:52.300] a \$790  
[00:22:52.300 -> 00:22:53.160] turban that

Sentiment Score: 5

Reasoning: The mention of the 'metaverse' in the podcast is brief and factual, noting Michele's contribution to bringing Gucci into the virtual realm, without expressing any positive or negative emotions, leading to a neutral sentiment.

### 32. Podcast: TechStuff

Episode: Tech News: Elections and Tech Clash

Date: November 01, 2024 03:21 PM EST

Passage:

[00:15:26.120 -> 00:15:27.540] or wherever you listen to your favorite shows.  
[00:15:28.100 -> 00:15:31.940] Okay, we're back.  
[00:15:31.980 -> 00:15:39.500] Meta held its third quarter earnings call this week,  
[00:15:39.600 -> 00:15:40.620] and CNBC's Jonathan Vania has a piece all about the Reality Labs part of that call,  
[00:15:40.860 -> 00:15:43.920] which was just one part.  
[00:15:43.940 -> 00:15:48.620] There were more things to talk about than just Reality Labs,  
[00:15:48.620 -> 00:15:51.900] but you might remember that Reality Labs focuses on all things mixed reality.



[00:15:52.100 -> 00:15:53.620] So that includes virtual reality and augmented reality.  
[00:15:53.980 -> 00:15:58.920] As well as the **metaverse**.  
[00:15:59.140 -> 00:16:04.340] you know, this supposed future of our computational approach.  
[00:16:04.340 -> 00:16:08.820] And, you know, this has really served as a great way for Meta to spend tons of money  
[00:16:08.820 -> 00:16:10.640] while having to assure investors that the **metaverse** is very much going to happen,  
[00:16:10.860 -> 00:16:13.680] and it will be the future of computing.  
[00:16:13.740 -> 00:16:15.140] And that's something that stakeholders remain skeptical about,  
[00:16:15.360 -> 00:16:16.540] I think for good reason.  
[00:16:16.760 -> 00:16:20.980] That's my personal opinion.  
[00:16:20.980 -> 00:16:25.540] I remain unconvinced that the **metaverse** is going to be a significant thing.

Sentiment Score: 3

Reasoning: The sentiment regarding the 'metaverse' is primarily negative, as the speaker expresses skepticism about its future significance and critiques Meta's investment strategy as needing to convince stakeholders of its viability.

### 33. Podcast: TechStuff

Episode: Tech News: Elections and Tech Clash

Date: November 01, 2024 03:21 PM EST

Passage:

[00:17:20.500 -> 00:17:27.380] Further, the division as a whole chalked up an overall operating loss.  
[00:17:27.600 -> 00:17:28.420] So yeah, it made \$270 million, but it spent way, way more than that.  
[00:17:28.620 -> 00:17:34.560] How much more?  
[00:17:35.100 -> 00:17:39.580] Well, the operating loss is at \$4.4 billion with a B dollars.  
[00:17:39.940 -> 00:17:40.580] So yeah, you make \$270 million, but you spent more than \$4.4 billion.  
[00:17:40.980 -> 00:17:45.920] Yikes.  
[00:17:45.920 -> 00:17:48.240] Zuckerberg continues to insist that VR, AR, and the **Metaverse** are the future.  
[00:17:48.240 -> 00:17:57.120] And he might be correct, right?  
[00:17:57.120 -> 00:17:58.720] Just because it doesn't appeal to me and doesn't really seem to fit with my concept of what computing really is all about,  
[00:17:58.840 -> 00:18:00.000] that doesn't mean anything at all.  
[00:18:00.200 -> 00:18:06.840] I'm just one person.  
[00:18:07.220 -> 00:18:09.640] But I've yet to see a demonstration of this technology that convinces me that the pros actually outweigh the cons.  
[00:18:09.860 -> 00:18:10.500] I mean, you know, feeling immersed is amazing.  
[00:18:10.800 -> 00:18:15.100] Don't get me wrong.  
[00:18:15.220 -> 00:18:17.620] Like, if you can experience a really immersive presentation of some sort,

Sentiment Score: 4

Reasoning: The sentiment towards 'metaverse' is somewhat negative, as the speaker highlights significant financial losses and expresses personal skepticism about the metaverse's potential, despite acknowledging the immersive experiences it offers.

### 34. Podcast: TechStuff

Episode: Tech News: Elections and Tech Clash

Date: November 01, 2024 03:21 PM EST

Passage:

[00:25:53.220 -> 00:26:08.720] So, you know, I feel conflicted about this because I do think that if you're going to really invest in a company's future, being willing to do that and know that you're not going to see returns right away takes a lot of bold decision making and ultimately can be the best thing for the company.  
[00:26:09.080 -> 00:26:10.980] On the flip side, I remain unconvinced that the **metaverse** and AI is really going to give Meta the ability to stand apart from other competitors in the space or that the company has established that there's a future in that particular type of computing in the first place.  
[00:26:10.980 -> 00:26:22.420] So double edged sword kind of thing.  
[00:26:22.640 -> 00:26:26.100] But I would actually like to see more companies take a firm stance on, yes, this is a painful decision in the sense that, you know, we're investing money in something that's not going to be an immediate payoff.  
[00:26:26.300 -> 00:26:33.780] But down the road, it's going to be the best thing for our company.  
[00:26:33.780 -> 00:26:43.060] I am really tired of seeing companies that almost sacrifice everything for the purpose of getting short term gains.

Sentiment Score: 5

Reasoning: The sentiment regarding 'metaverse' is mixed, as it reflects skepticism about its potential to differentiate Meta from competitors and establish a viable future, yet acknowledges the boldness necessary for long-term investment, resulting in a cautiously neutral stance.

### 35. Podcast: The Ricochet Podcast

Episode: Higher Ground with Andrew Klavan

Date: November 01, 2024 03:08 PM EST

Passage:

[00:34:01.660 -> 00:34:03.160] are left wing, but until Elon Musk comes along, nobody does anything about it.  
[00:34:03.160 -> 00:34:09.900] I think we should be inventing that stuff.  
[00:34:09.900 -> 00:34:12.200] 3d immersive meta style virtual reality is interesting, but it seems to me like it's  
[00:34:12.480 -> 00:34:13.080] the cold fusion of entertainment.  
[00:34:13.160 -> 00:34:16.840] It's always this.  
[00:34:16.920 -> 00:34:19.180] It's always just one step away from really being the big thing.  
[00:34:19.320 -> 00:34:23.440] I've been watching VR come down the pike for an awful long time.  
[00:34:23.580 -> 00:34:29.240] I had an experience that early on when meta Facebook came up with their ghastly system,  
[00:34:29.240 -> 00:34:35.200] the **metaverse**, which, which instantaneous, which was a nightmarish world of, of, of sliding  
[00:34:35.300 -> 00:34:36.280] around a disembodied torso in these jaggy brooms with people babbling about it.  
[00:34:36.460 -> 00:34:39.360] It was the worst.  
[00:34:39.460 -> 00:34:40.700] I, I said, all right, let's just wait for Apple to do it.  
[00:34:40.760 -> 00:34:44.140] And Apple has done it.  
[00:34:44.140 -> 00:34:48.880] And Apple's going to come out with something cheaper, but yet, but yet, but yet there is  
[00:34:48.880 -> 00:34:53.520] still something that seems to me fundamentally isolating about sitting somewhere with this  
[00:34:53.700 -> 00:34:57.920] alien face hugger on your face, engaged in an alternate reality, engaged in a feely,  
[00:34:57.920 -> 00:34:58.400] engaged in another world while the rest of life goes about you in what we used to call

[00:34:58.640 -> 00:34:59.620] a meat space.

Sentiment Score: 2

Reasoning: The sentiment towards the 'metaverse' in the podcast mention is very negative, highlighting it as a "nightmarish world" and "ghastly system," conveying skepticism and dissatisfaction with the immersive virtual experience.

### 36. Podcast: The Woody Show

Episode: The Woody Show November 1st 2024 Podcast

Date: November 01, 2024 01:00 PM EST

Passage:

[00:33:23.420 -> 00:33:23.460] questions with Greg, he asked Greg, he goes, do you have any kind of birthday message?  
[00:33:23.740 -> 00:33:24.160] Yeah.  
[00:33:24.280 -> 00:33:25.300] Because it was a birthday party.  
[00:33:25.440 -> 00:33:27.980] Do you have any kind of like.  
[00:33:28.040 -> 00:33:28.240] Which a normal person would have said something nice, right?  
[00:33:28.620 -> 00:33:28.760] Right.  
[00:33:28.880 -> 00:33:30.860] Yeah.  
[00:33:31.240 -> 00:33:31.680] I think you were pretty kind.  
[00:33:32.180 -> 00:33:33.060] Menace.  
[00:33:33.800 -> 00:33:41.640] Happy birthday.  
[00:33:42.000 -> 00:33:48.420] If I had one wish for you, it would be stop saying that's what I've been saying.  
[00:33:48.420 -> 00:33:50.600] When you think that Facebook changed their name to meta because of the **metaverse** and you  
[00:33:51.380 -> 00:33:55.540] go, oh, that's what I've been saying.  
[00:33:55.900 -> 00:33:56.320] That's what motherfuckin' Mark Zuckerberg has been saying.  
[00:33:56.320 -> 00:33:57.740] Yeah.  
[00:33:57.920 -> 00:34:02.900] The whole world has been saying.  
[00:34:03.200 -> 00:34:04.700] You're like, oh, when it comes to socks, buy low, sell high.  
[00:34:05.640 -> 00:34:05.800] No sh\*\*, you motherf\*\*ker.  
[00:34:05.800 -> 00:34:07.540] Wow.  
[00:34:07.540 -> 00:34:11.120] That's what everybody's been saying.  
[00:34:11.540 -> 00:34:12.720] Oh, that's a good TV show and it's on Amazon.  
[00:34:13.060 -> 00:34:13.180] That's what I've been saying.  
[00:34:13.340 -> 00:34:13.460] Yeah.  
[00:34:13.720 -> 00:34:14.980] No.  
[00:34:15.320 -> 00:34:15.660] F\*\*k you motherf\*\*ker.  
[00:34:16.720 -> 00:34:17.960] Wow.  
[00:34:18.360 -> 00:34:23.320] Everybody's been saying that.

Sentiment Score: 3

Reasoning: The sentiment of the podcast mention regarding the keyword 'metaverse' is negative, as the speaker criticizes someone for stating the obvious about Facebook's name change to Meta and sarcastically highlights that it was already a widely known fact, implying frustration and annoyance.

### 37. Podcast: Most People Don't... But You Do!

Episode: #159 Minou Clark, CEO of RealSelf, former VP of Paris Hilton's 11:11 Media- "The ICK's to Avoid in Leadership"

Date: November 01, 2024 10:51 AM EST

Passage:

[00:01:15.260 -> 00:01:17.600] So, currently the CEO of RealSelf. She has won incredible awards and I'm going to list a few of them.  
[00:01:17.600 -> 00:01:22.020] Adweek Top 50 Business Leader.  
[00:01:22.420 -> 00:01:26.360] She had also worked for Parents Hilton's 1111 Media.  
[00:01:27.040 -> 00:01:31.220] Had done some consulting work for other organizations.  
[00:01:32.300 -> 00:01:36.380] Awards at age social campaign of the year in 2024.  
[00:01:37.520 -> 00:01:39.580] Shorty award finalists for two **metaverse** brand activations in 2023.  
[00:01:39.580 -> 00:01:44.060] And let me just read just a few more things.  
[00:01:44.360 -> 00:01:46.720] You're with 1111 Media for about two and a half years.  
[00:01:47.400 -> 00:01:49.520] Head of audience development for Yahoo.  
[00:01:50.140 -> 00:01:52.800] Director of growth for Dot Dash Meredith.  
[00:01:53.060 -> 00:01:55.060] Senior manager audience development for PopSugar.  
[00:01:55.700 -> 00:01:59.080] And some other incredible experiences.  
[00:01:59.640 -> 00:02:01.320] I'm going to stop talking and just say welcome to the show, Minou.  
[00:02:01.560 -> 00:02:06.420] Thank you so much for having me.  
[00:02:06.420 -> 00:02:10.160] I, it's funny hearing all of those accomplishments read out loud.

Sentiment Score: 9

Reasoning: The sentiment towards the 'metaverse' in this podcast mention is positive, as Minou Clark's work in the field has earned her recognition as a Shorty award finalist for successful metaverse brand activations, indicating her efforts in the space are being acknowledged and celebrated.

### 38. Podcast: The L0WL1F3 Podcast

Episode: s4e21 L0WL1F3 "Crimes of the Future & Lifeorce"

Date: November 01, 2024 12:00 AM EST

Passage:

[00:43:18.260 -> 00:43:20.380] No, but the organic gooey controller thing.  
[00:43:20.680 -> 00:43:20.820] I was just like, no one is going to use that.  
[00:43:21.020 -> 00:43:27.880] Yeah.  
[00:43:27.880 -> 00:43:30.040] Like just the scene where they're at the gas station and it just says gas on the  
[00:43:30.440 -> 00:43:30.760] 58,000 people are going to use that controller.  
[00:43:30.940 -> 00:43:31.420] Okay.  
[00:43:31.640 -> 00:43:32.980] That's it.  
[00:43:35.740 -> 00:43:36.580] And they're all going to work for meta.  
[00:43:37.080 -> 00:43:37.820] Oh God.

[00:43:38.460 -> 00:43:39.800] Oh boy.  
[00:43:39.800 -> 00:43:40.380] They're going to need to, they don't have legs.  
[00:43:41.340 -> 00:43:41.580] Yeah.  
[00:43:41.580 -> 00:43:44.600] Yeah.  
[00:43:45.160 -> 00:43:46.160] So all it is, is like, you know, wait, why don't they have legs?  
[00:43:46.280 -> 00:43:47.740] Do they have your legs yet?  
[00:43:48.140 -> 00:43:49.080] I don't know if they have legs in the **metaverse**.  
[00:43:50.160 -> 00:43:52.120] Oh, right, right, right, right.  
[00:43:52.220 -> 00:43:52.400] The thing that has been around since second life.  
[00:43:52.840 -> 00:43:55.860] Anyway.  
[00:43:56.060 -> 00:43:56.380] Um, yes, that was crimes of the future.  
[00:43:57.200 -> 00:43:57.880] Yeah.  
[00:43:58.020 -> 00:43:58.500] It's really cool.  
[00:43:58.840 -> 00:44:01.620] It's very minimal.  
[00:44:01.760 -> 00:44:02.000] It's a, it's a, it's a tough watch, but it's absolutely worth it.  
[00:44:02.300 -> 00:44:06.000] Yeah.  
[00:44:06.000 -> 00:44:06.860] Especially if you're a Kronenberg head, you know, um, what are you doing?  
[00:44:07.780 -> 00:44:07.880] Why are you wasting time?  
[00:44:08.820 -> 00:44:09.260] Yeah.  
[00:44:09.660 -> 00:44:10.480] Okay.  
[00:44:10.560 -> 00:44:11.220] I liked it.  
[00:44:11.840 -> 00:44:13.200] I liked it.  
[00:44:13.440 -> 00:44:13.760] You know, I don't hate it.  
[00:44:14.040 -> 00:44:14.840] Yeah.  
[00:44:14.920 -> 00:44:15.920] I don't hate it.  
[00:44:16.080 -> 00:44:18.280] And it definitely occupy.

Sentiment Score: 2

Reasoning: The sentiment regarding the 'metaverse' in the podcast is mostly negative, as it is associated with a lack of physical realism (not having legs), a connection to a criticized future concept, and tied humorously to working for Meta, indicating skepticism or mockery.

