# Welcome to Planet B

A different live is possible !
But how ?

Traumschiff ?

Metaverse ?

Weltall ?

# Zeit wird’s …

# It’s now or never …

Unless global greenhouse gas emissions peak no later than three years from now and are cut nearly in half by 2030, the world will likely experience extreme climate impacts.

**IPCC Report 2022**

If urgent action is not taken, humanity will fail to limit warming to 1.5 degrees Celsius, the threshold for a future of more fires, drought, storms, and more.

At their presently rising levels, however, greenhouse gas emissions are likely to create twice as much warming: approximately 3.2°C by 2100.

**IPCC Report 2022**

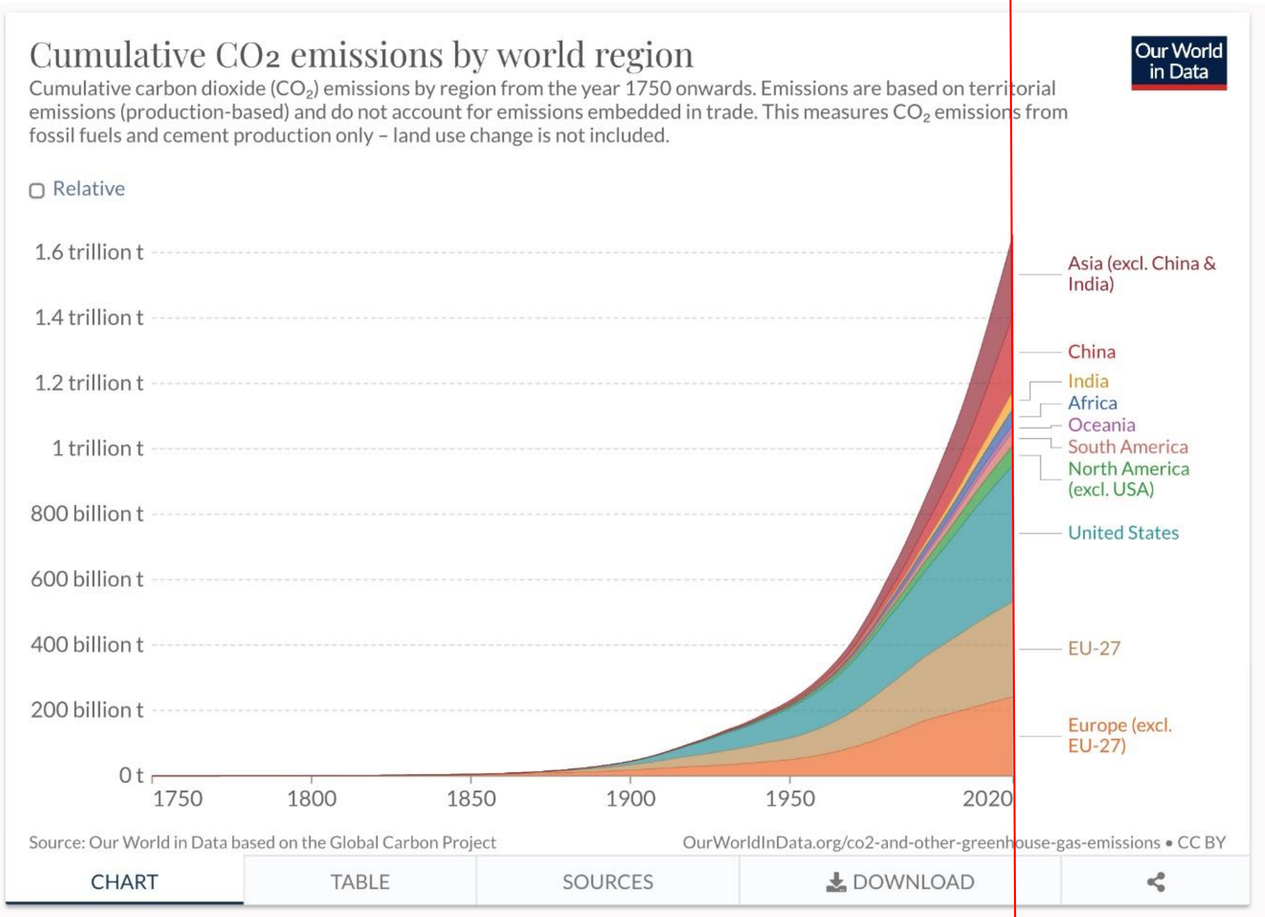
For there to be any hope of limiting warming to 1.5°C,

the use of coal must be slashed by 95 percent worldwide,

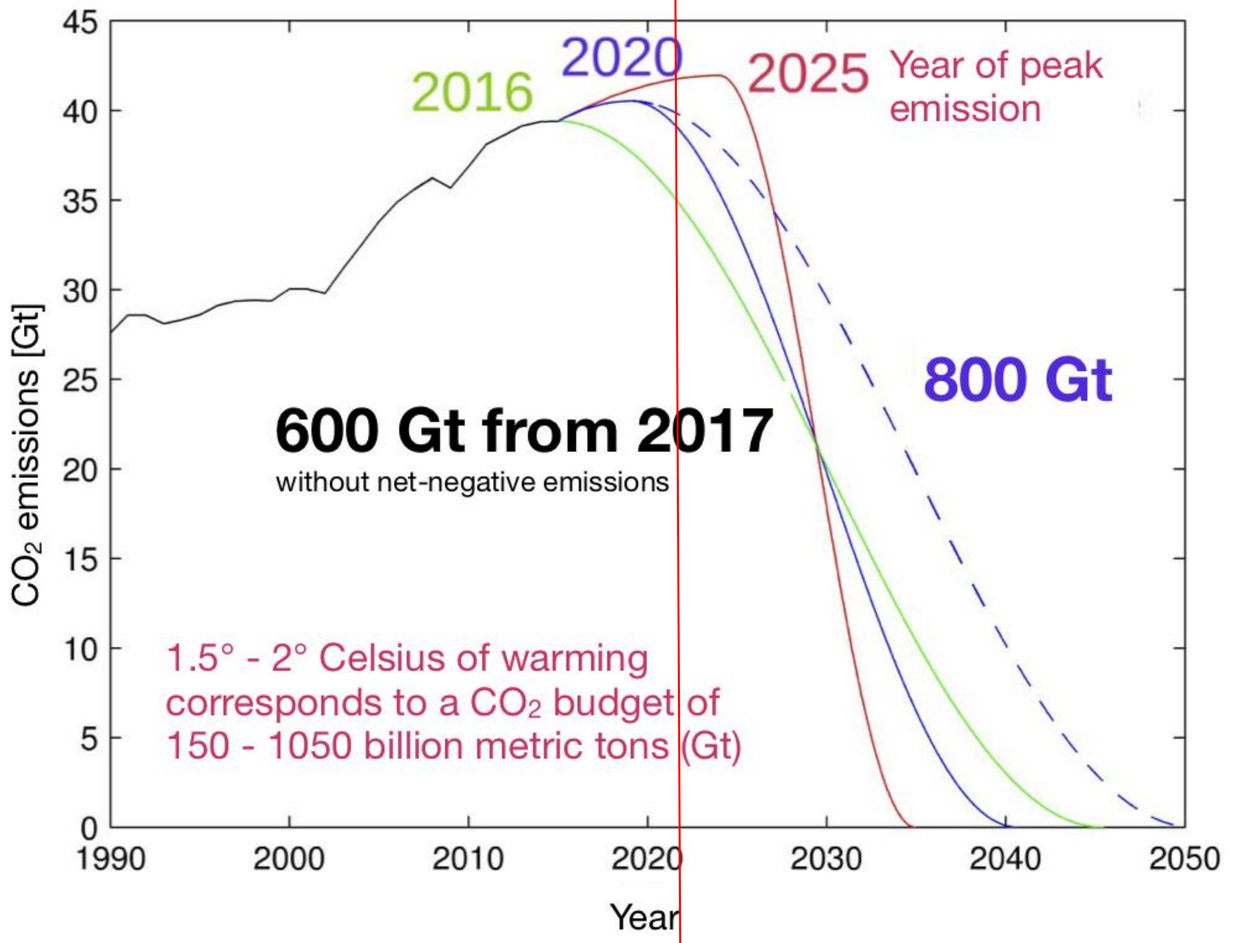
while consumption of oil and gas has to be reduced by 60 percent and 45 percent, respectively,

by 2050.

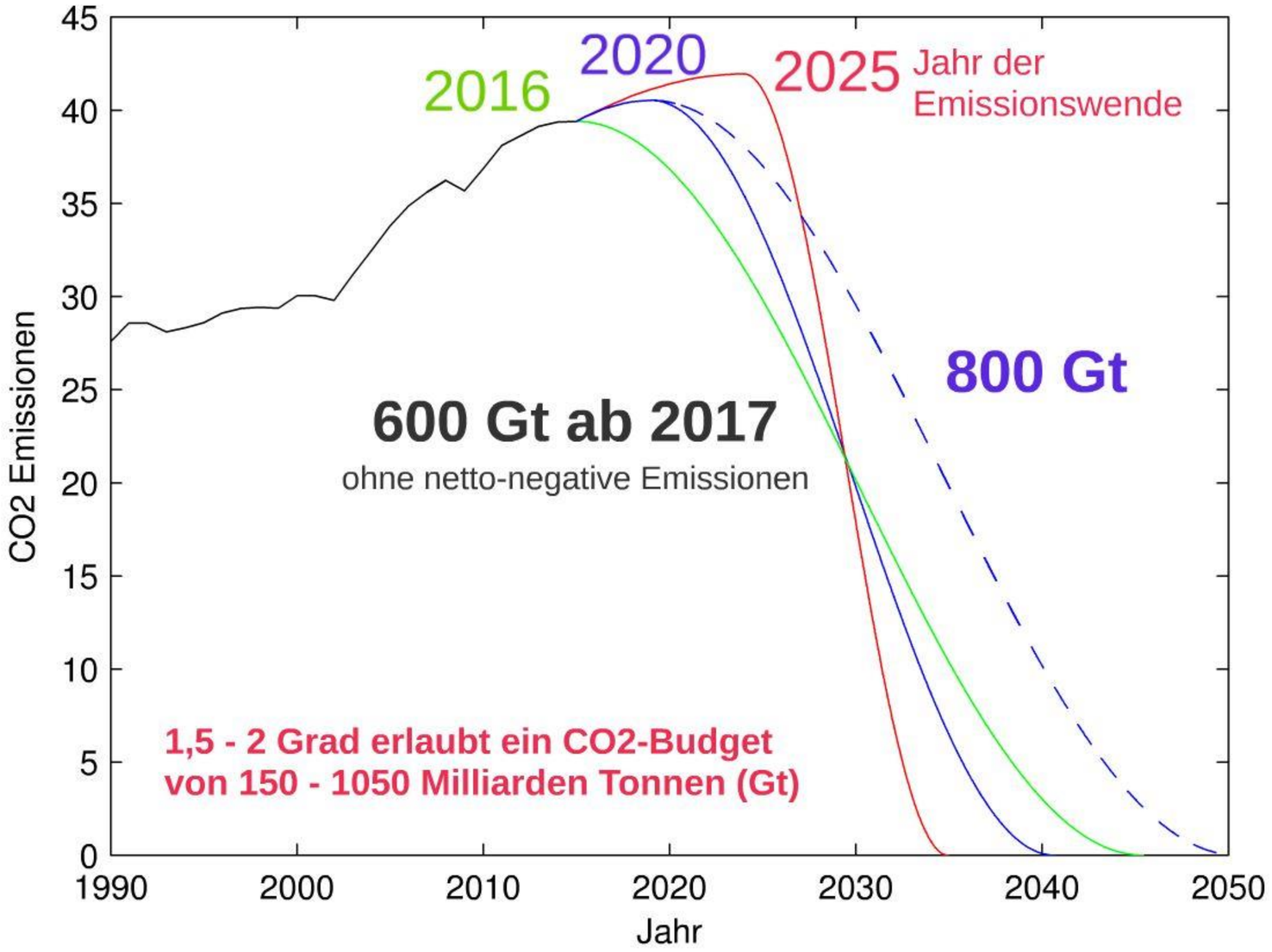
**IPCC Report 2022**


Cumulative CO2 emissions by world region
Cumulative carbon dioxide ($CO_2$) emissions by region from the year 1750 onwards. Emissions are based on territorial emissions (production-based) and do not account for emissions embedded in trade. This measures $CO_2$ emissions from fossil fuels and cement production only – land use change is not included.
Our World in Data
Relative
1.6 trillion t
1.4 trillion t
1.2 trillion t
1 trillion t
800 billion t
600 billion t
400 billion t
200 billion t
0 t
1750
1800
1850
1900
1950
2020
Asia (excl. China & India)
China
India
Africa
Oceania
South America
North America (excl. USA)
United States
EU-27
Europe (excl. EU-27)
Source: Our World in Data based on the Global Carbon Project
OurWorldInData.org/co2-and-other-greenhouse-gas-emissions • CC BY
CHART
TABLE
SOURCES
DOWNLOAD

2022


2016
2020
2025
Year of peak emission
800 Gt
600 Gt from 2017
without net-negative emissions
1.5° - 2° Celsius of warming corresponds to a $CO_2$ budget of 150 - 1050 billion metric tons (Gt)
$CO_2$ emissions [Gt]
Year
0
5
10
15
20
25
30
35
40
45
1990
2000
2010
2020
2030
2040
2050

2022




2019 lagen die CO2-Emissionen von Österreich um 1,9 Millionen Tonnen über dem EU-weit vereinbarten Zielen.

Die digitalen Zeiten in die wir gehen, werden sehr bald stärker von den Erfordernissen der Energiewende geprägt sein, als von neuen digitalen Devices und Services.

Viele der digitalen Zukunftstechnologien, AI, Blockchains, Metaverses, haben enorm hohen Strombedarf, was ihre weitere Entwicklung hemmen wird.

zwei wesentliche dynamiken

# Die globale Demografie der digitalen Welt

Die Pandemie hat eine neue „Immigrationswelle“ in den "digitalen Raum" gebracht:
Nicht nur mehr Professionals,  Early Adopters, Geeks etc, also Menschen mit Begeisterung für die Möglichkeiten der digitalen Welt, sondern sehr viele Menschen, denen gar nichts anderes übrigblieb.

# Demographie der digitalen Welt

>4,83 Mrd. Menschen sind im Internet

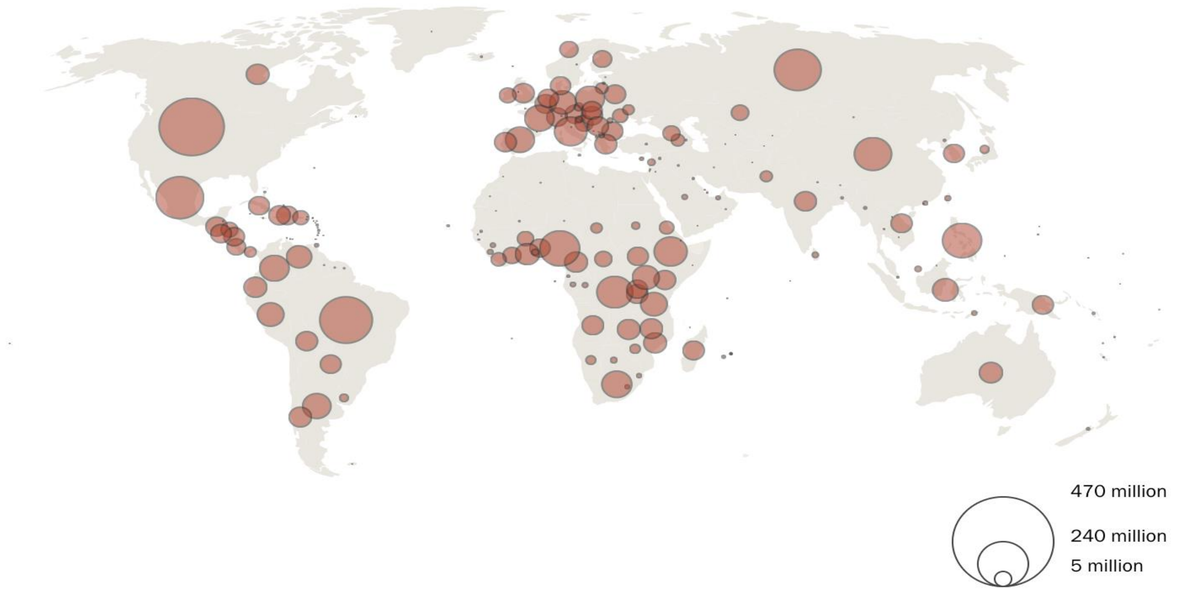
>5,11 Mrd. Menschen haben ein Smart Phone

>3,78 Mrd. Menschen nutzen Social Media

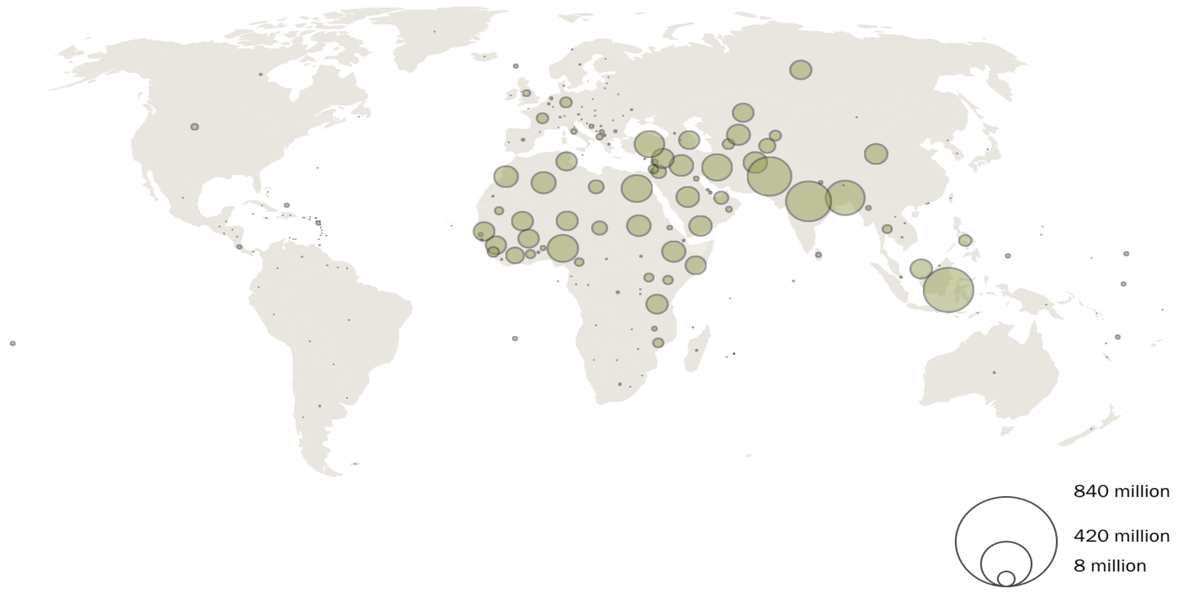
>2,7 Mrd. Menschen nutzen Facebook

| Buddhists | Christians | Hindus | Jews | Muslims | Unaffiliated |
|---|---|---|---|---|---|
| 488 million | 2.2 billion | 1 billion | 13.9 million | 1.6 billion | 1.1 billion |
| 7.1% | 31.4% | 15.0% | 0.2% | 23.2% | 16.4% |
| of World Population | of World Population | of World Population | of World Population | of World Population | of World Population |

Worldwide Christian Population, 2010

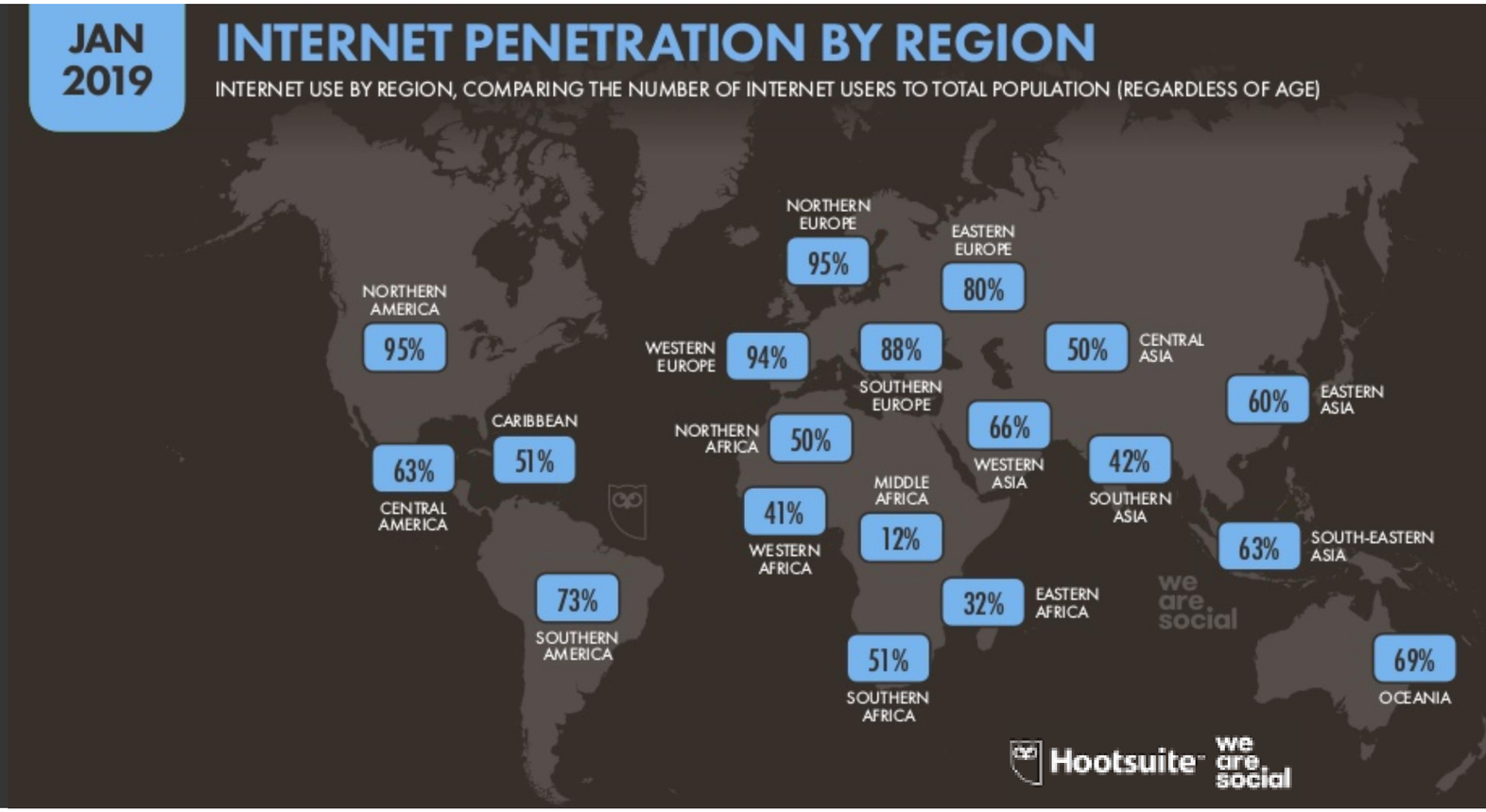



Worldwide Muslim Population, 2010



Germany … 72.3 Mio – 89,6%
Nigeria … 91,6 Mio – 47,7%
Russia … 109,5 Mio – 76,4%
Japan … 118,6 Mio – 93,3%
Indonesia … 143,3 Mio – 53,7%
India … 452 Mio – 34,1%
China …772 Mio – 54,6%

according to data from ITU



APR 2020

# MOBILE INTERNET CONNECTION SPEED RANKINGS

COUNTRIES AND TERRITORIES* WITH THE FASTEST AND SLOWEST MOBILE INTERNET CONNECTION SPEEDS

## FASTEST MOBILE INTERNET CONNECTION SPEEDS

| # | COUNTRY / TERRITORY | MBPS | ▲ Y-O-Y |
|---|---|---|---|
| 01 | UNITED ARAB EMIRATES | 83.52 | +55% |
| 02 | SOUTH KOREA | 81.39 | +48% |
| 03 | QATAR | 78.38 | +29% |
| 04 | CHINA | 73.35 | +154% |
| 05 | CANADA | 73.16 | +11% |
| 06 | NETHERLANDS | 72.10 | +19% |
| 07 | NORWAY | 69.33 | +2.7% |
| 08 | BULGARIA | 65.37 | +58% |
| 09 | AUSTRALIA | 63.98 | +8.7% |
| 10 | CROATIA | 55.13 | +20% |

## SLOWEST MOBILE INTERNET CONNECTION SPEEDS

| # | COUNTRY / TERRITORY | MBPS | ▲ Y-O-Y |
|---|---|---|---|
| 141 | AFGHANISTAN | 6.01 | -12% |
| 140 | VENEZUELA | 6.30 | -11% |
| 139 | SUDAN | 6.93 | -35% |
| 138 | IRAQ | 7.00 | +16% |
| 137 | PALESTINE | 7.07 | +9.4% |
| 136 | ALGERIA | 7.73 | +30% |
| 135 | LIBYA | 9.54 | -3.7% |
| 134 | BANGLADESH | 9.87 | +2.9% |
| 133 | UZBEKISTAN | 10.07 | +6.1% |
| 132 | RWANDA | 10.08 | -12% |



**SOURCE:** OOKLA (APRIL 2020). FIGURES REPRESENT AVERAGE DOWNLOAD SPEEDS FOR MOBILE CONNECTIONS IN MARCH 2020, AND COMPARISONS TO AVERAGE DOWNLOAD SPEEDS FOR MOBILE CONNECTIONS IN MARCH 2019. ***NOTES:** DATA ARE NOT AVAILABLE FOR ALL COUNTRIES. RANKINGS ONLY INCLUDE COUNTRIES WHICH HAVE POPULATIONS OF AT LEAST 50,000 PEOPLE AND FOR WHICH RELEVANT DATA ARE AVAILABLE IN APRIL 2020.

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## Die globale Demografie der digitalen Welt

Die Pandemie hat eine neue „Immigrationswelle“ in den "digitalen Raum" gebracht:
Nicht nur mehr Professionals,  Early Adopters, Geeks etc, also Menschen mit Begeisterung für die Möglichkeiten der digitalen Welt, sondern sehr viele Menschen, denen gar nichts anderes übrigblieb.

# „Contra-Trends", die sich verstärken werden

- Akzeptanz von digitalen Geräten und Dienstleistungen.
- Frust mit der grauenhaft schlechten Bedienbarkeit und UserInnen Unfreundlichkeit der digitalen Services.

- Akzeptanz von digitaler Kommunikation, virtuellem Entertainment, online Freundschaften etc...
- Wertschätzung von Authentizität, IRL-Experience, Körper und Gesundheit ...

# Meta's AR/VR segment made £2.2bn in 2021 despite record operating loss

## Reality Labs' operating loss amounted to $10.2 billion last year

Meta (formerly Facebook) has shared its financial results for the full year 2021, with its VR and AR segment making $2.2 billion in revenue, compared to $1.1 billion in 2020.

This includes "augmented and virtual reality related consumer hardware, software and content," which are now known under the name Reality Labs since the rebrand in December.

**Marie Dealessandri**
Features Editor
Thursday 3rd February 2022

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Recommend | Tweet | Share

COMPANIES IN THIS ARTICLE

Facebook
Oculus VR

However, operating loss for the segment amounted to $10.2 billion for 2021 -- an upward trend compared to a $6.6 billion loss in 2020, and $4.5 billion in 2019.

In the earnings call, a question was asked about this loss, to which CFO Dave Whener just replied that Meta does "expect Reality Labs operating loss to increase meaningfully in 2022, and that's incorporated into [its] outlook."

CEO Mark Zuckerberg touched upon Oculus Quest 2's sales, saying it's seeing "real traction" and that over $1 billion has been spent on its store.

"We had a strong holiday season and Oculus reached the top of the App Store for the first time

RELATED JOBS

Director of Business Development

Yet there is another big driving force

TechCrunch

## Meta says its metaverse biz lost another $3B… but the 2030s will be ‘exciting’

For the second time since its rebrand from Facebook, Meta has reported ... Zuckerberg said that the new, premium headset will be “focused on...

vor 9 Stunden

The Verge

## Mark Zuckerberg says Meta will pull back spending after Q1 ...

The Reality Labs division of Meta, which makes the Quest VR headset and future AR glasses, has about 17,000 employees and lost almost $3 billion...

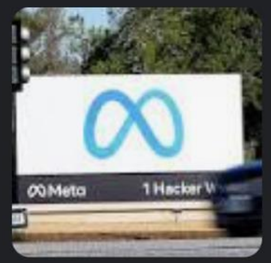
vor 6 Stunden

ABC News

## Shares of Facebook parent Meta soar despite growth slowdown

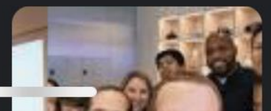
Google also reported a revenue growth slowdown, but for Meta this appeared to have been mitigated by an increase in daily active users that “was...

vor 9 Stunden




Mashable India

## Facebook’s Parent Meta To Unveil World’s First Physical



- Meta (Facebook) invests >10 Mrd Dollar in VR
- Elon Musk buys Twitter for 44 Mrd Dollar
- Joe Biden proposes 44,9 Mrd Dollar budget for climate crisis

Road to VR

Facebook CEO Mark Zuckerberg: 'In Five to Ten Years AR Will Be ...

Photo courtesy Mark Zuckerberg

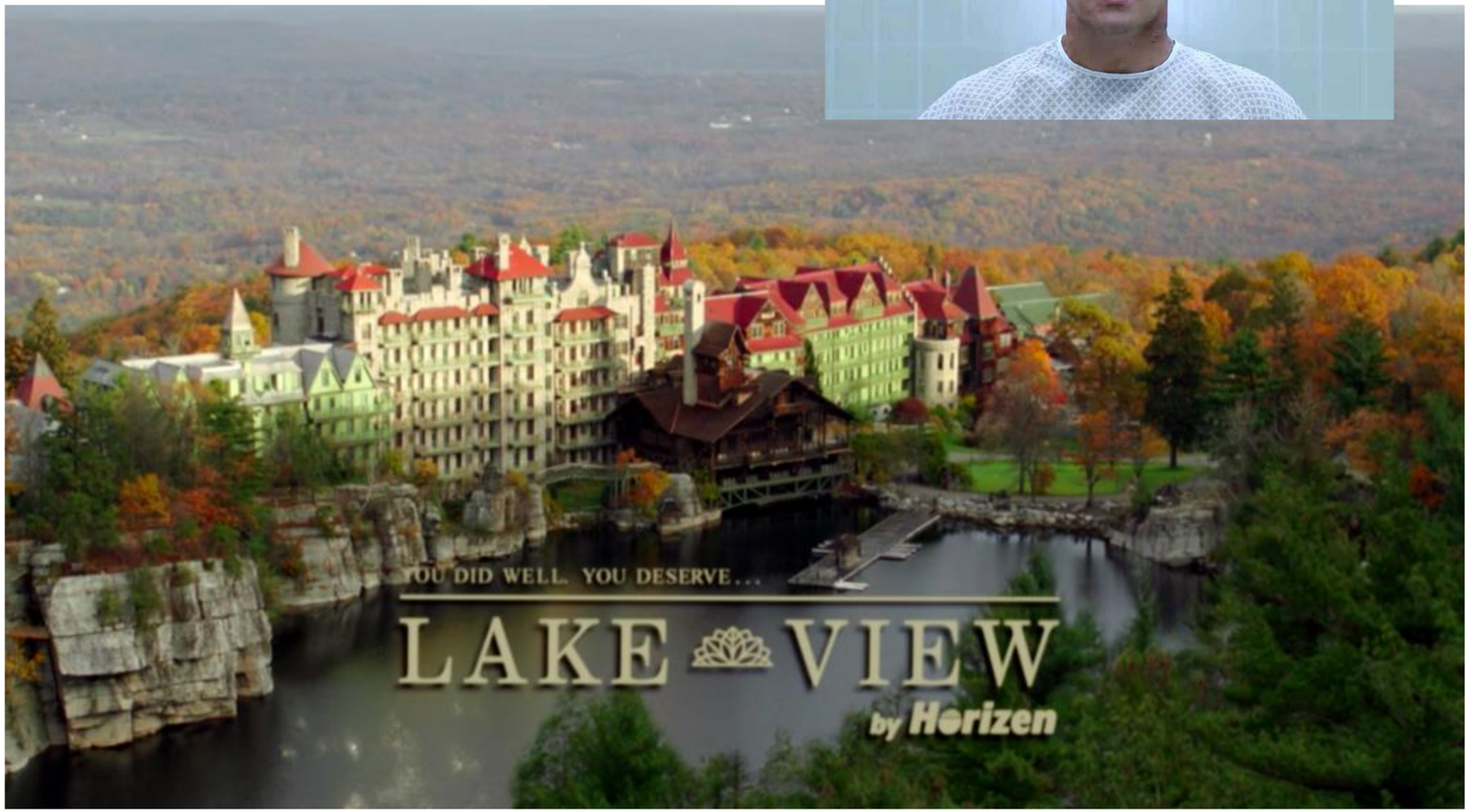
The next level digital travel agent...

knowing everything about you and your preferences since many many years ...

... creating the perfect simulation.

AMAZON ORIGINAL
FROM GREG DANIELS WHO BROUGHT YOU
THE OFFICE AND PARKS AND REC
UPLOAD

UPLOAD


YOU DID WELL. YOU DESERVE...
LAKE VIEW
by Horizen

The hype of a so called Metaverse has been adopted by the advertisment industry with big excitment.

Just recently, the largest fast-food restaurant chain in the world with over 39,000 outlets in about 100 countries, McDonald’s filed for trademarks to set up a metaverse restaurant.

McDonald’s applied for a Metaverse Trademark in February 2022, despite the fact that it had not yet begun. McDonald’s appears to be the latest company to capitalize on the metaverse’s expanding popularity.

According to Insider, the golden arches fast-food chain has filed trademarks for a totally virtual metaverse restaurant that would serve your meal in real life.

McDonald’s is planning a virtual and real-world eating experience that doesn’t even require you to leave your game to order, according to trademark attorney Josh Gerben, who broke the story on Twitter.

Overall, McDonald’s wants to have a foothold in the Metaverse before the AR/VR-based concept takes off. It would be one of the first corporations to provide its virtual products and services in the Metaverse, capturing a substantial market share.

## Sublimotion (Island of Ibiza Spain)

Sublimotion, which opened in 2014 on the Spanish island of Ibiza, is much more than the world's most expensive restaurant. It's weird, futuristic, and thought-provoking eating at its finest.

Sublimotion is a molecular restaurant located inside the Hard Rock Hotel Ibiza on Playa d'en Bossa, serving Spanish avant-garde food at its finest. A 20-course tasting menu with wine and champagne costs 1,500€ per person, but some feel it's a modest amount to pay for such a spectacular gastronomy-meets-virtual-reality experience.

## Tree by Naked (Tokyo, Japan)

Naked Tokyo's Tree debuted in July of 2017. Muramatsu, a Japanese visual artist known for his films and global installations, came up with the concept.

Diners will be required to wear virtual reality headsets for one dish. Diners may get the complete VR experience by wearing a VR headset that transports them to a farm where they are surrounded by farm animals dressed in elegant attire. While in space, diners can watch luminous fish float across their plate and wagyu beef being prepared right in front of their eyes.

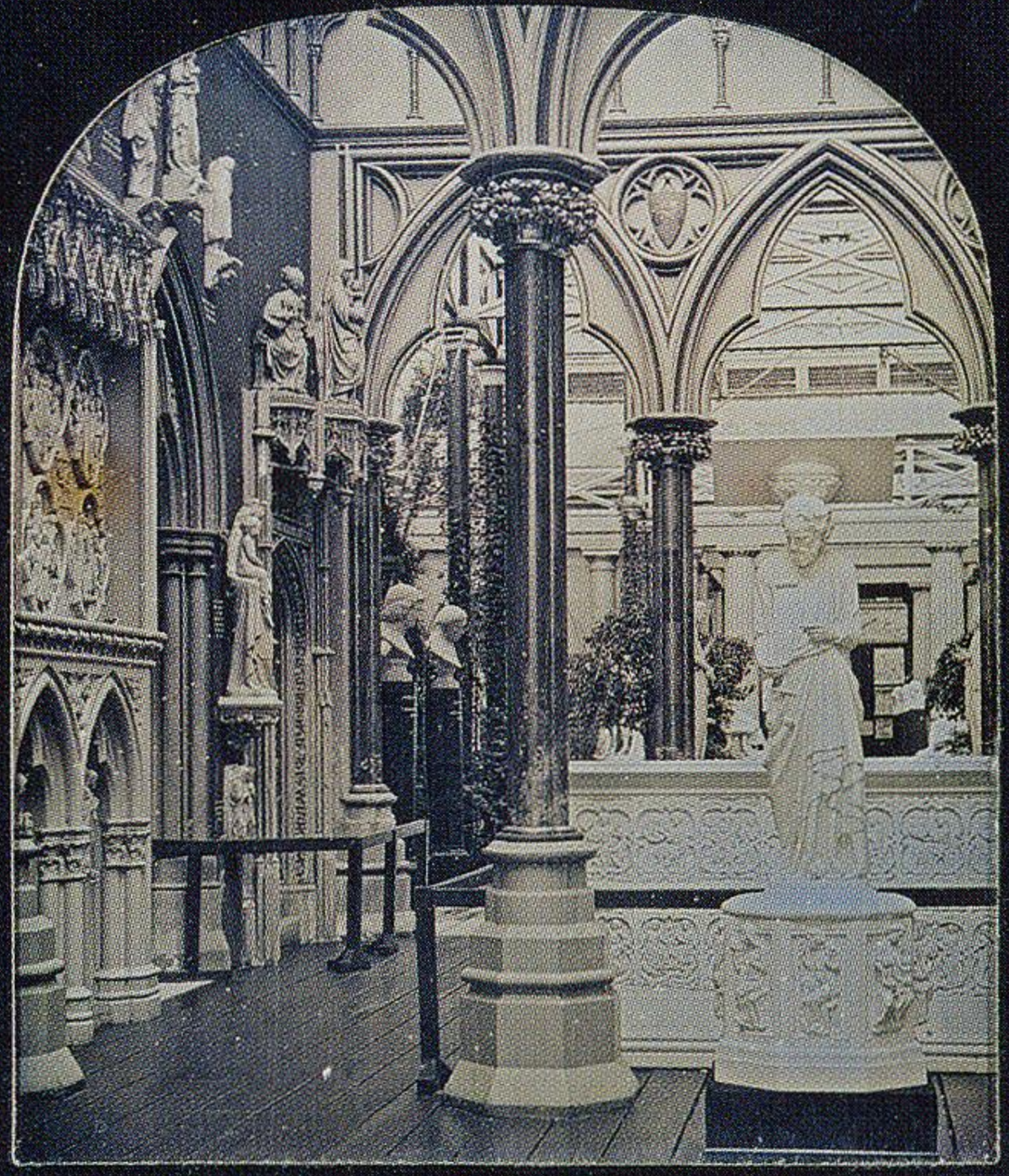
The virtual reality dining room at iChina. | Cathy Park

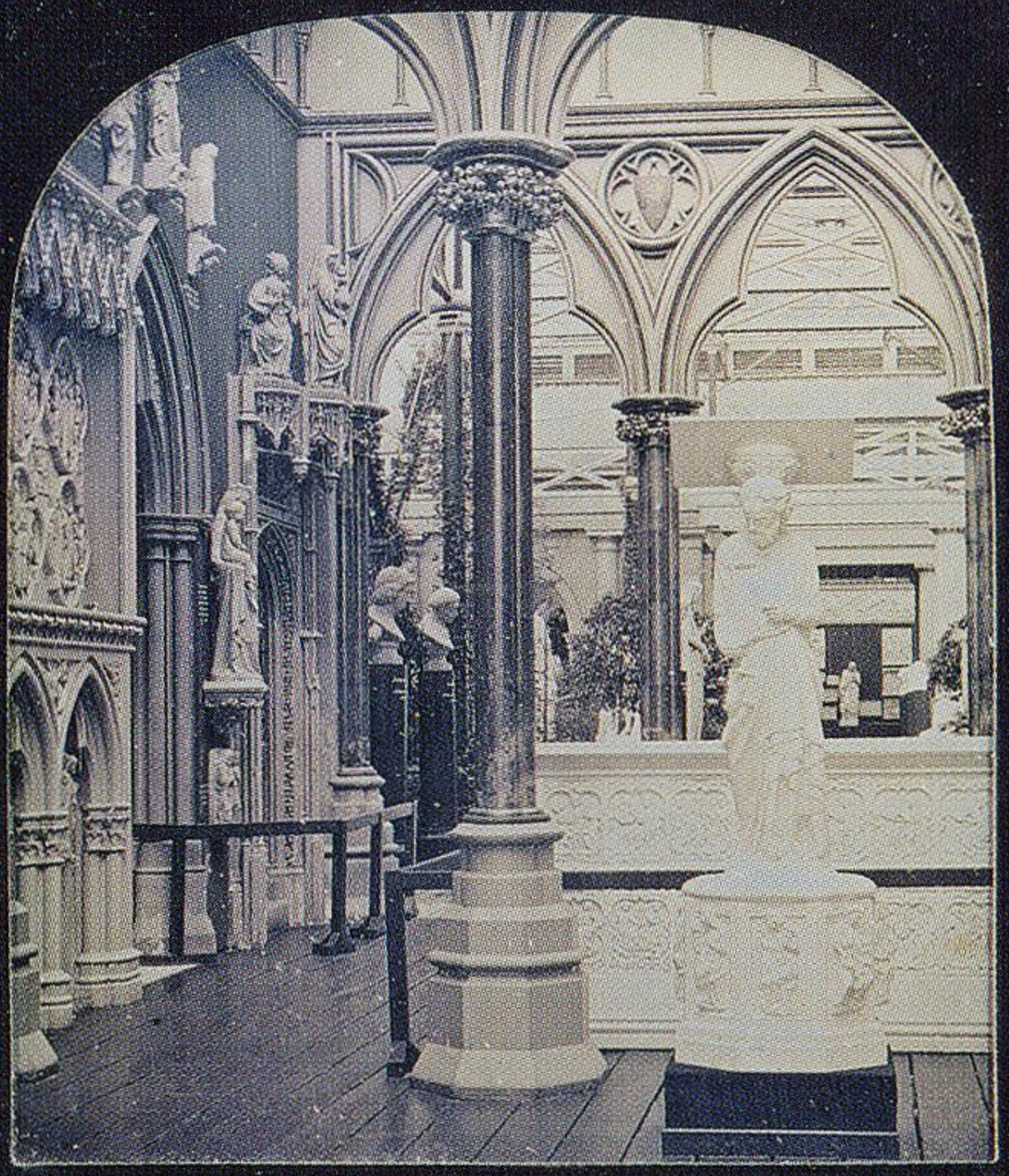
The main dining room at iChina. | iChina

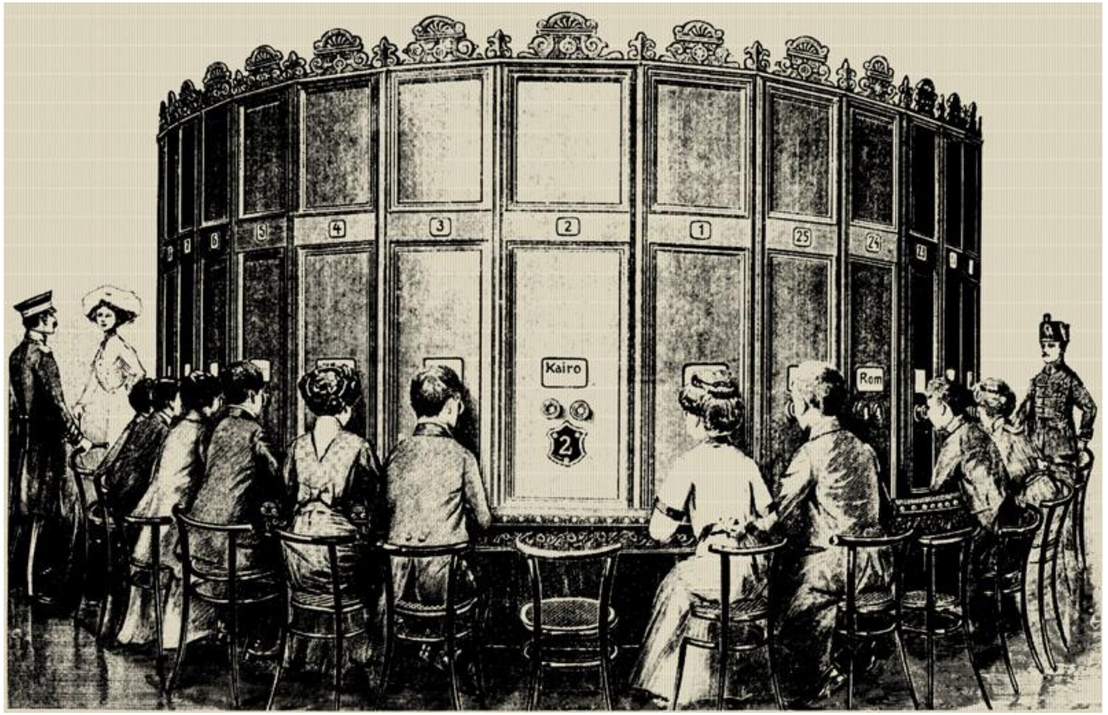
# The Silicon Valley Restaurant Betting Big on Virtual Reality Dining

2389. — Vue des deux plus grandes Pyramides à Gizeh, n° 2.

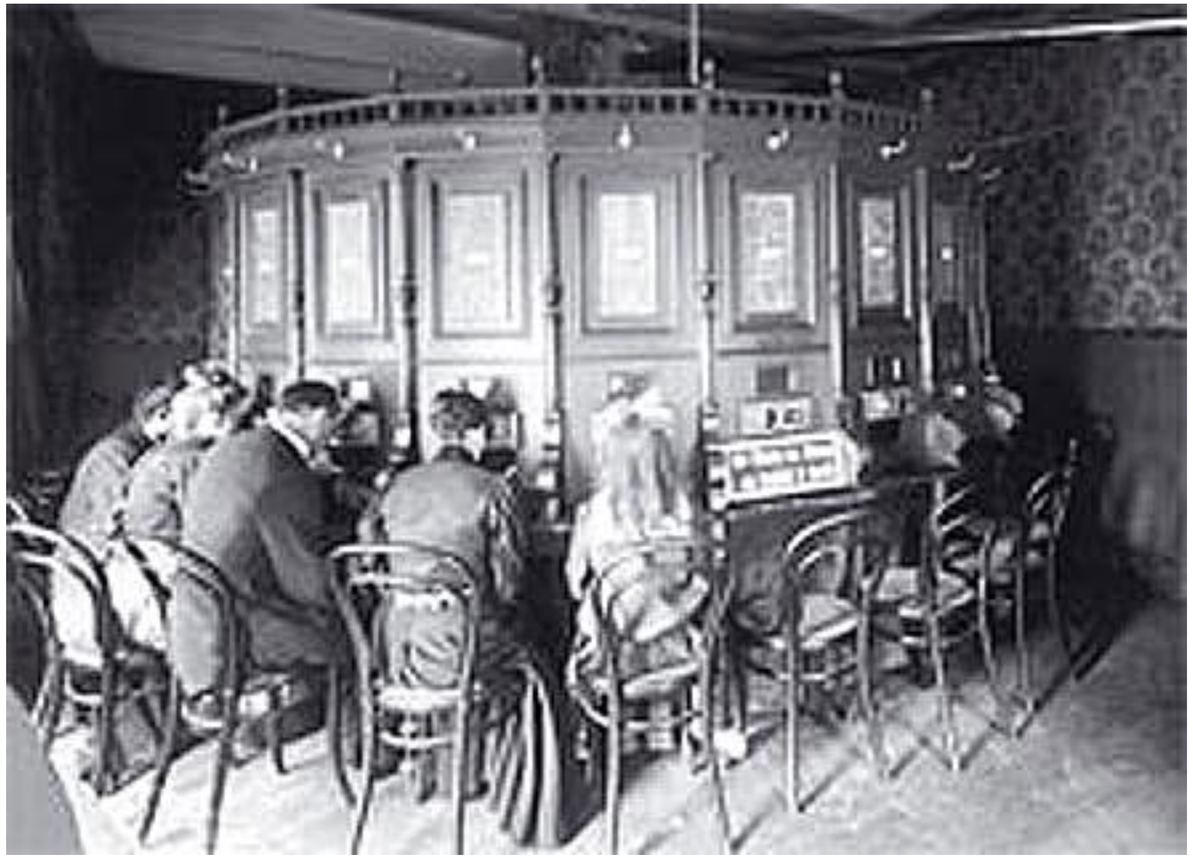
Ces Pyramides sont les plus anciens monuments de l'art humain. La plus grande a été bâtie sous le règne de Chéops. Son antiquité remonte à quatre mille ans. 360 mille hommes furent employés pendant 20 ans à sa construction. Sa hauteur est de 150 mètres. La deuxième pyramide, bâtie par Chéphrem frère, de Chéops, conserve encore le granit poli qui en formait le revêtement extérieur. La grande en est complétement dépouillée, les kalifes l'ayant fait enlever pour la construction des monuments du Caire.








Kaiserpanorama consists of a multi-station viewing apparatus and sets of stereo slides. Patented by A. Fuhrmann around 1890.



https://en.wikipedia.org/wiki/Kaiserpanorama

Ivan Sutherland Virtual Reality in the 1960's

around 1990

# 1993

*Anheuser-Busch's virtual reality game at a food marketing expo in Chicago in 1993.*

*A woman trying out the "Reality +" system at the Virtual Reality Systems show in New York in 1993.*

*Visitors experience a "virtual reality performance" at the IAA in Frankfurt in 1997.*

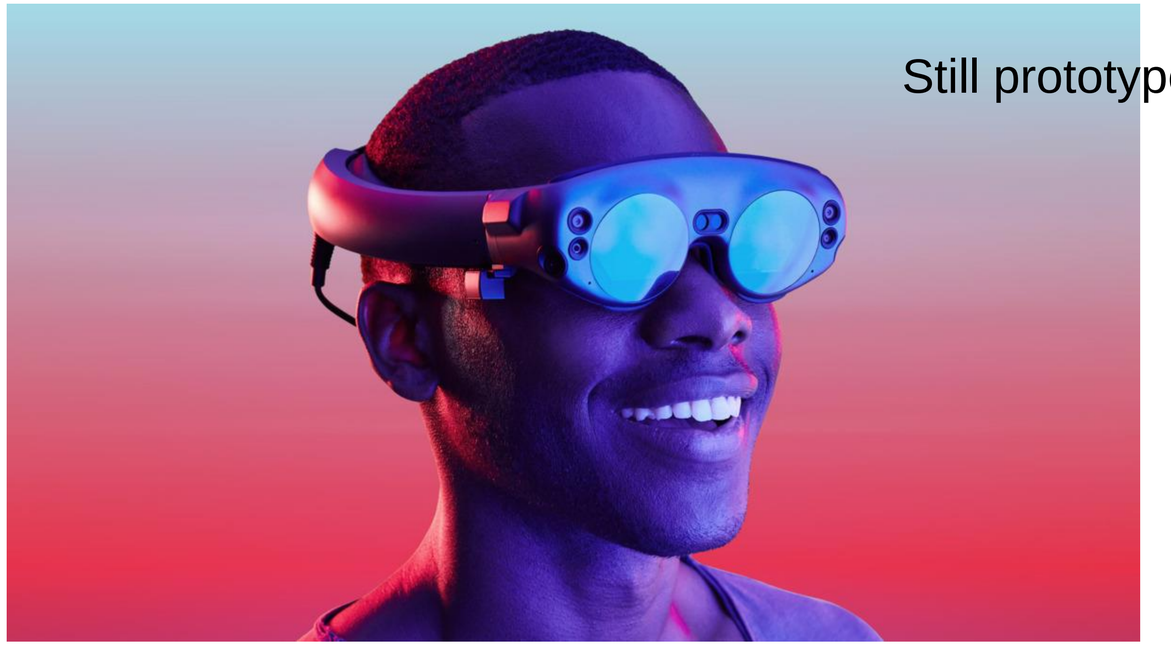
2015

2018

Microsoft Hololens

AR

Still prototype



Leap

Google Glass … (a story on its own)

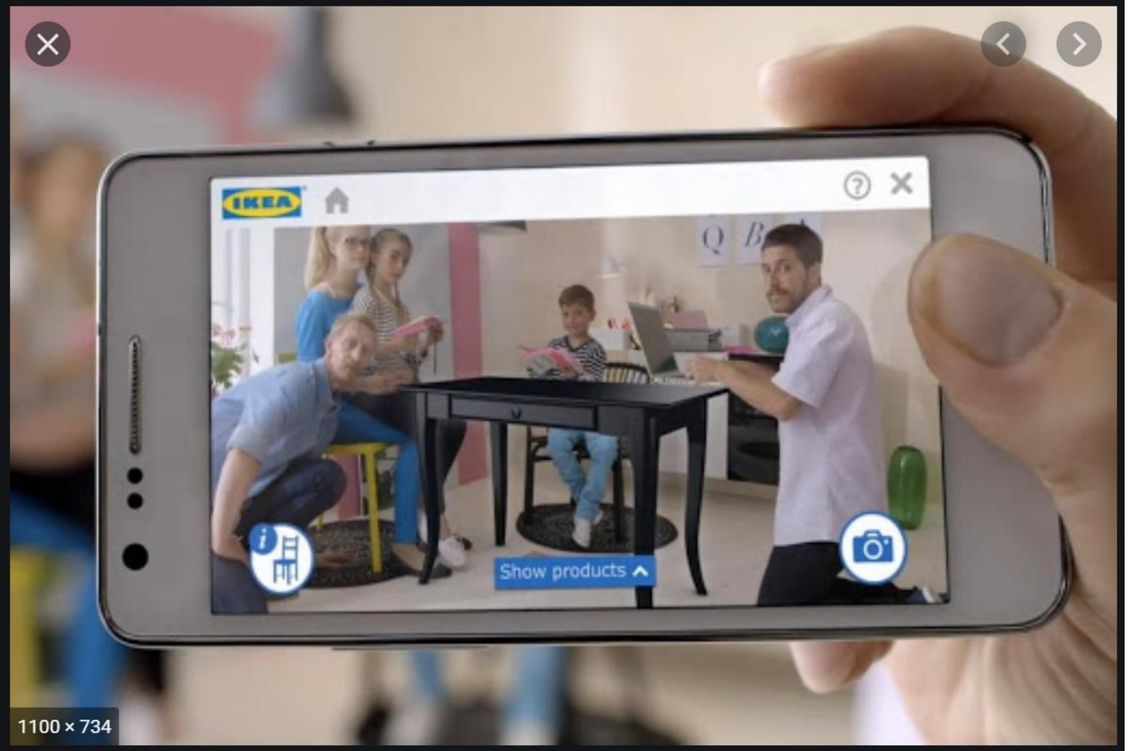
Still virtual tourism is one of the big selling propositions

these days...

https://www.youtube.com/watch?v=9TCHlT3B24w

*Pokémon Go* is a 2016 augmented reality (AR) mobile game developed and published by Niantic in collaboration with The Pokémon Company for iOS and Android devices. A part of the *Pokémon* franchise, the game is the result of a collaboration between Niantic, Nintendo and The Pokémon Company. It uses mobile devices with GPS to locate, capture, train, and battle virtual creatures, called Pokémon, which appear as if they are in the player's real-world location.

https://en.wikipedia.org/wiki/Pok%C3%A9mon_Go




1100 × 734

Cross Retail

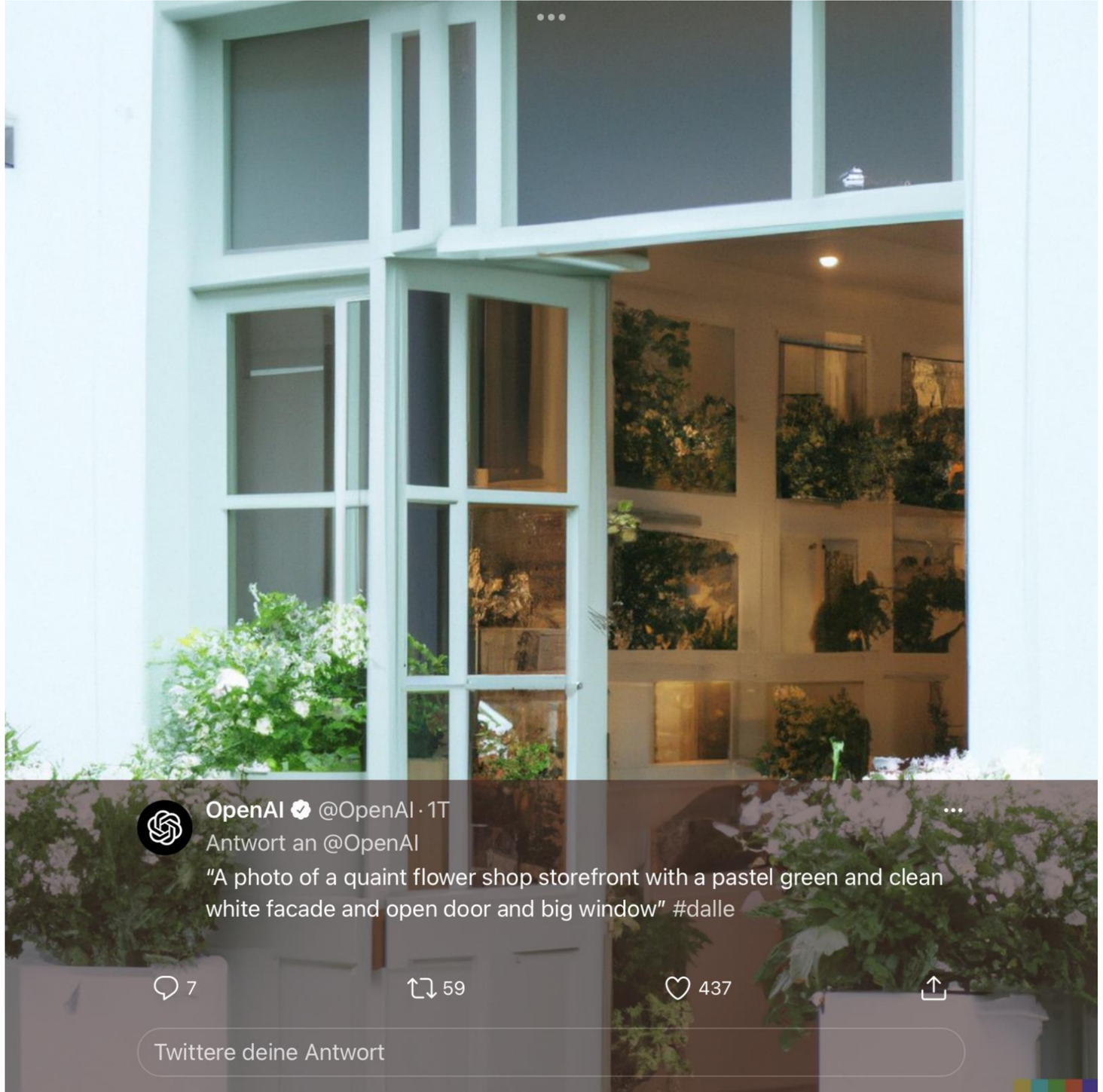
IKEA erweitert Katalog mit Augmented Reality | Cross-Retail

Images may be subject to copyright. **Learn More**

1000 × 667

Two explorers next to their tent and a campfire watching a snowy landscape in the mountains

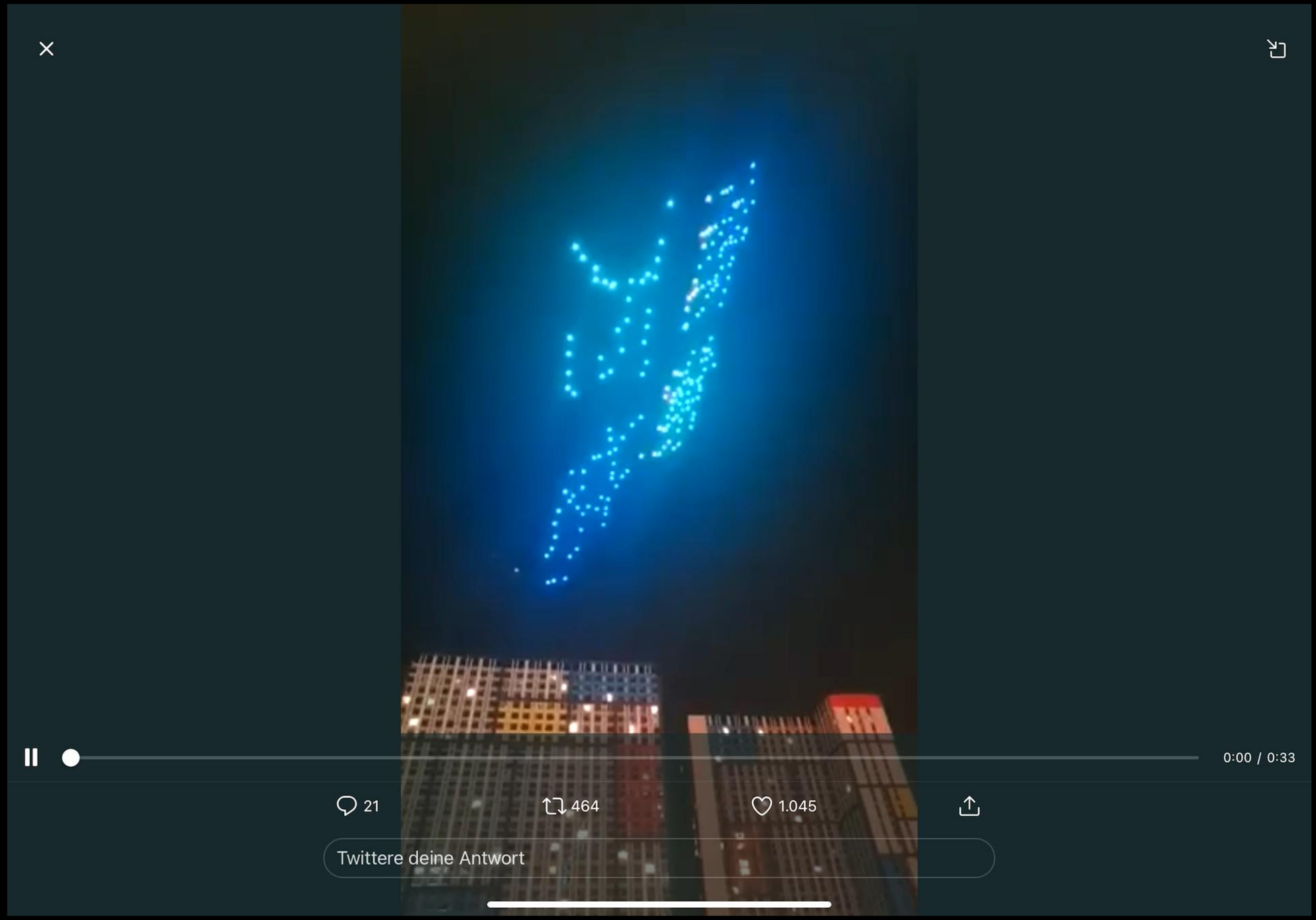
https://openai.com/blog/dall-e/




„A Photo of a quaint flower shop storefront with a pastel green and clean white facade and open door and big window.“

**https://openai.com/blog/dall-e/**

Spaxels – Outdoor Drone Shows
invented by Ars Electronica Futurelab in 2012 with 50 UAVs
first Guinness-Book-Record with 100 UAVs in 2014


0:00 / 0:33
21
464
1.045
Twittere deine Antwort

**Matthew Brennan** @mbrennanchina · 19h

Simutaneous live-streaming on 40 accounts selling womens clothes.
#Chinaecommerce

291K mal angesehen

94 1.783 5.162

Lexikon **immersive**

# immersive | i'mərsiv |

adjective

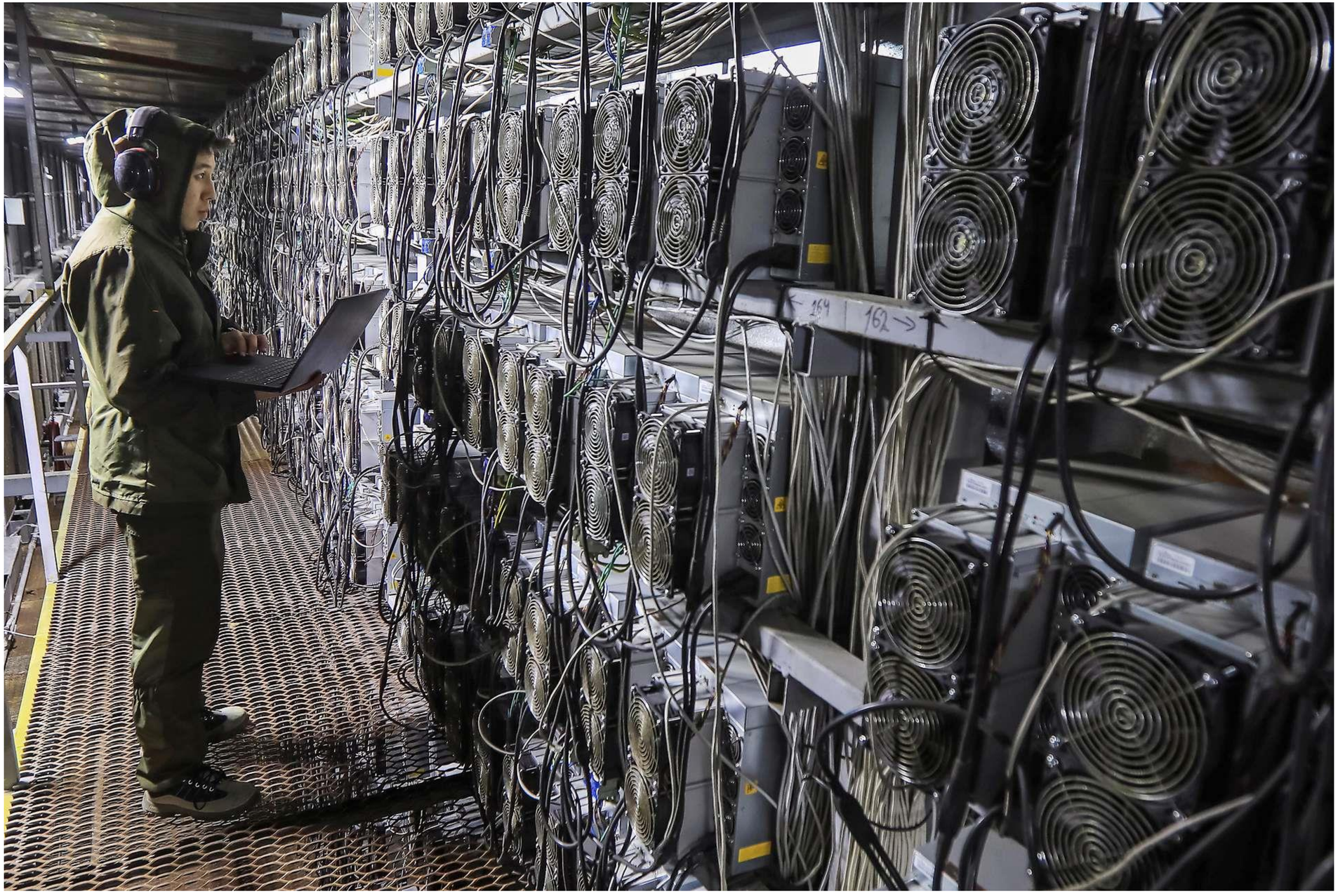
(of a computer display or system) generating a three-dimensional image which appears to surround the user.

# Click Baits and Click Farms

Embracing new technology: students at No 1 Primary School, affiliated to Shanghai Normal University, learn about the solar system via VR

“We want AI technologies to be our guiding light, and to train a new generation of children who can collaborate and compete with robots in the future.

Schools must provide more opportunities for students to experience transformative technologies.
Only then will they be able to tackle the challenges of the intelligent age.”


164
162

IEEE SPECTRUM

Follow on:

# Why the Biggest Bitcoin Mines Are in China

The heart of Bitcoin is now in Inner Mongolia, where dirty coal fuels sophisticated semiconductor engineering

Posted 4 Oct 2017 | 19:00 GMT

By **MORGEN E. PECK**

Bitmain acquired this mining facility in Inner Mongolia a couple years ago and has turned it into one of the most powerful money factories on the Bitcoin network. It quite literally metabolizes electricity into money. By my own

Photo: Stefen Chow

**Harsh Conditions:** Inner Mongolia has some of the cheapest electricity prices in the world (4 U.S. cents per kilowatt-hour, a government-reduced rate), which is the primary reason miners are setting up shop here. But it comes with a trade-off: The climate outside Bitmain's warehouses can be brutal, especially in the summer.

Photo: Stefen Chow

**Inner Mongolia, 8 a.m.:** A me
Bitcoin network is on these she

# A US company has turned a former coal plant into a gas-fired Bitcoin mine

8 hours ago | Technology

Bitcoin mines require a lot of energy to power the computers inside. Greenidge Generation in New York has converted a former coal plant into a gas-fired Bitcoin mine.

Facing criticism from environmentalists, the company argues it offsets its

# Bitcoin mining machines steamrolled by Malaysia police

20 Jul 2021 | Business

Police in the Malaysian state of Sarawak recently found themselves saddled with 1,069 Bitcoin mining machines - and found an innovative way to dispose of them.

The cryptocurrency mining rigs, worth an estimated $1.25m (£920,000), had been seized in raids between February and April this year.

According to police, the machines were being powered with stolen electricity.

Bitcoin mining rigs carry out complex computations and in return are rewarded with the cryptocurrency - a process which consumes large amounts of energy.

*Footage from Dayak Daily.*

https://www.youtube.com/watch?v=nhspLX0_r6k