



JOURNAL OF EMERGING TECHNOLOGIES AND INNOVATIVE RESEARCH (JETIR)

An International Scholarly Open Access, Peer-reviewed, Refereed Journal

CONCERTS IN METAVERSE / VIRTUAL REALITY

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Abstract: The popularity of virtual concerts in the metaverse is rising. Without leaving their homes, fans may see their favourite musicians play live.

A virtual concert is a performance that takes place in the metaverse, or a virtual world, where a virtual avatar's image is displayed on a stage inside of virtual reality while the music is pre-recorded. It gives fans a fresh, exciting method to interact with their favourite musicians; especially in light of COVID, this appears to be a novel development.

Virtual people are no longer constrained by physical boundaries in the Metaverse. By altering the surroundings in the virtual world, a performer can swiftly switch between clothing during a virtual concert or build a new stage. The boundaries between reality and virtuality are becoming more hazy every day as more individuals venture into the Metaverse and more virtual pop stars invade our world.

Keywords: Metaverse, virtual reality, concerts, music, events.

I. Introduction

digital concerts are nothing new. But starting with his Fortnite Travis Scott show in 2020, the music industry has paid renewed attention to his platforms Fortnite, Roblox, Minecraft and more. While we continue to debate what the 'metaverse' is and how much time we want to spend there, concerts that can bring thousands or millions of people together to see a show all over the world. It has been clear for some time that .

Musicians have long been at the forefront of many internet trends; music videos have helped turn YouTube into a giant, and artists make up many of the biggest names on social media. People connect with music and the people who make it in a unique way.

I. A New Type of Concert Experience

Live VR concerts offer a number of advantages. Since the cameras are mostly located on the stage, the audience is not so much watching the concert as experiencing it - from the band's point of view. For most VR concerts, the participant looks from the stage into the crowd, offering an approximation of what it's like to be a singer or guitarist during the show. In other words, it's better than the best seat in the house.

There are other benefits. By using the camera's 180-degree view, you could look back a few rows and see whole area from time to time. VR concert experiences are likely to evolve as well. it can make user feel the presence and make them more immersive even make them see every details in the congs they hear.

II. Virtual Reality in Live Music Concerts

Live concerts are often the place to be immersed in an amazing socially charged experience. While the experience is great, the physical attendance isn't flawless either. First you have to leave your home to the venue, you may miss out on tickets, you can't control the volume and the sounds of the people at the concert, you may have to wait in line for the toilet and even get stuck at the back. among other tall people. This is why the future of virtual reality in the music industry is bright!

With a VR headset, you can immerse yourself in a live concert and see your favorite artist without leaving your home. Think of people who cannot physically attend a live concert due to distance or several limitations. Doesn't he deserve another way to be a part of the concert than live? With VR, you don't watch, you experience the concert. Cameras are placed on stage. This way you look like you are among the band. No one is stopping you. You can use the camera to turn around and see people in the audience. Don't be surprised to see your friends at the concert too!

III. Virtual Reality is the Future of Music

While virtual reality is still a technology in its infancy, several areas have taken advantage and seen huge benefits. Music, being one of them, sees no signs of decline in this technology. Several studies and researches paint future live music concerts characterized by the use of virtual reality. The most popular suggestions from consumers think that VR should be used for sports, games and concerts. The younger generation has also shown more interest in using VR for live events. That VR in the music industry will grow is also evidenced by the fact that the younger generation is rowing.

IV. Will Virtual Reality Kill the Concert Industry?

Arguing that VR will kill the concert industry is premature. At the moment, VR is targeted as an alternative and not a replacement. One of the chief propellers for the adoption of VR in the music industry is the need to bring performance to a wider audience. People from different continents can seamlessly attend a live concert from the comfort of their homes. Some people don't have a chance to physically attend some concerts because of restrictions or other unavoidable constraints. However, the adoption of VR in live music concerts will give them a chance to also be part of the concerts. Technology is going to improve and so do VR headsets and systems. The good thing is that VR is improving to give the audience the best live concert music experience. The adoption of VR will improve with time and in the future people are going to enjoy it more. This experience is a win-win situation for artists and fans rather than a dangerous competition between physical live concerts and VR.

V. Challenges of VR in the Music Industry

There's no doubt that artists and fans around the world are used to physical live music concerts. Frankly, there are certain human aspects that technology often finds difficult to replicate. The presence of an audience and the energy they give off at a concert can be difficult for technology to replicate. However, technology and music should coexist. VR technology and gadgets should improve to offer a better experience. However, these issues should not outweigh the huge benefits of VR at live music concerts. There is always room for improvement and things would be tweaked for a better experience in the future. Camera flexibility is one area that would improve the user experience. VR directors can jump from one camera to another to make the whole thing feel like a story. Also, adding elements like augmented reality and animation will take the experience to another level. At the moment, fans can only watch the concert in real time due to copyright issues. In the future, things can be aligned so that people can watch at their leisure..

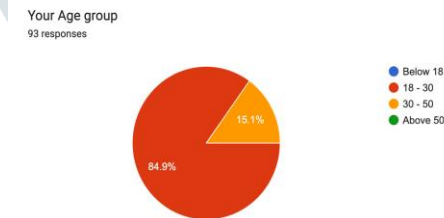
VI. Public Survey:

A. Questionnaire:

1. Have you ever attended a metaverse or virtual concert?
2. Do you think metaverse concerts are immersive?!
3. Do you think metaverse concerts can be life changing for
4. Do you often get time to go for concerts?
5. What type of concert you prefer?

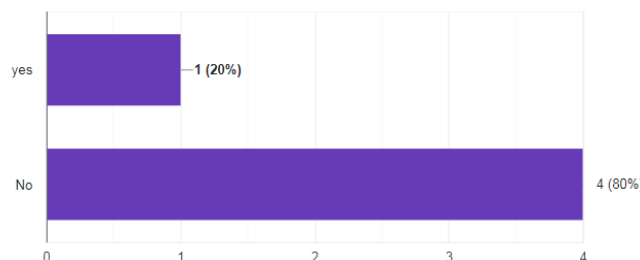
B. Results

1. Your Age group?



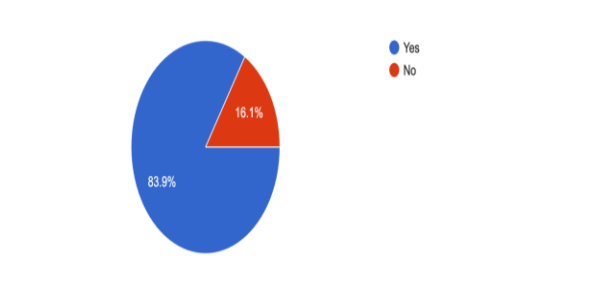
The graph above shows that 84.5% of participants were young adults (18-30), while 15.1% were older.

2. Have you ever attended a metaverse or virtual concert?



The graph above shows that 80% of the people haven't attend a virtual concert.

3. Do you think metaverse concerts are immersive?!



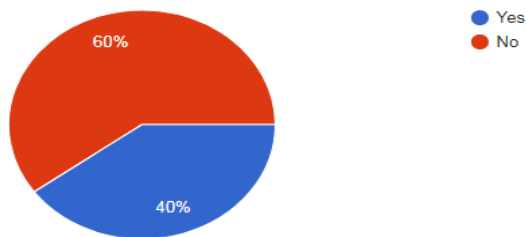
The graph above shows that 83.9% of participants think metaverse concerts are immersive and 16.1% do not..

4. Do you think metaverse concerts can be life changing for



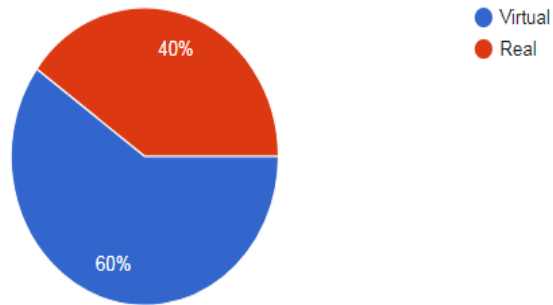
The graph above shows that 80% of participants think its good for all, and 20% think its good for disabled people

5. Do you often get time to go for concerts?



The graph above shows that 60% of participants do not get time to go for concerts while 40% gets time for concerts.

6. What type of concert you prefer?



The graph above shows that 60% of participants like virtual concerts while 40% were not willing to do the same.

XIII. Conclusion

With this research, I came to the conclusion that a virtual concert is a great way to watch your favorite musicians perform live. It's a great way to connect with your fans and let them know about your latest releases. Considering all my findings I am concluding that metaverse/virtual concerts will be the future of concerts..

