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6G, Next G, and the Metaverse: Toward the Peak-Experience Machine

Prof. Martin Maier

The “Mysteries of Eleusis”

EXPERIENCES



- Athens' **best and brightest** flocked to Eleusis for two thousand years
- Mysteries were said to **hold the entire human race together**
- Plato was **permanently transformed** by whatever he observed in Eleusis
- Aristotle: “Initiates came to Eleusis not to learn something, but to **experience** something”
- Mystery – Greek *muo* ($\mu\upsilon\omega$):

“To shut one’s eyes”



TECH

How Meta is trying to make VR indistinguishable from reality

The prototype VR headsets Mark Zuckerberg demoed could be game-changers, but they're still many years from release, and ignore the metaverse's current issues.

THE VISUAL TURING TEST

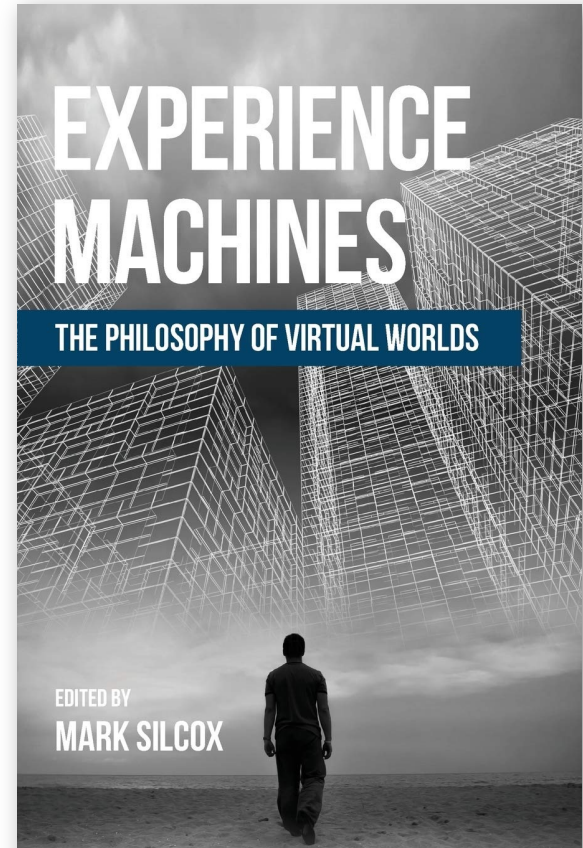
“We **NEED** a **REASON**
to put on these fancy **VR**
HEADSETS right
NOW.”

Mark Zuckerberg

The “Experience Machine”

Robert Nozick (Harvard, 1974):

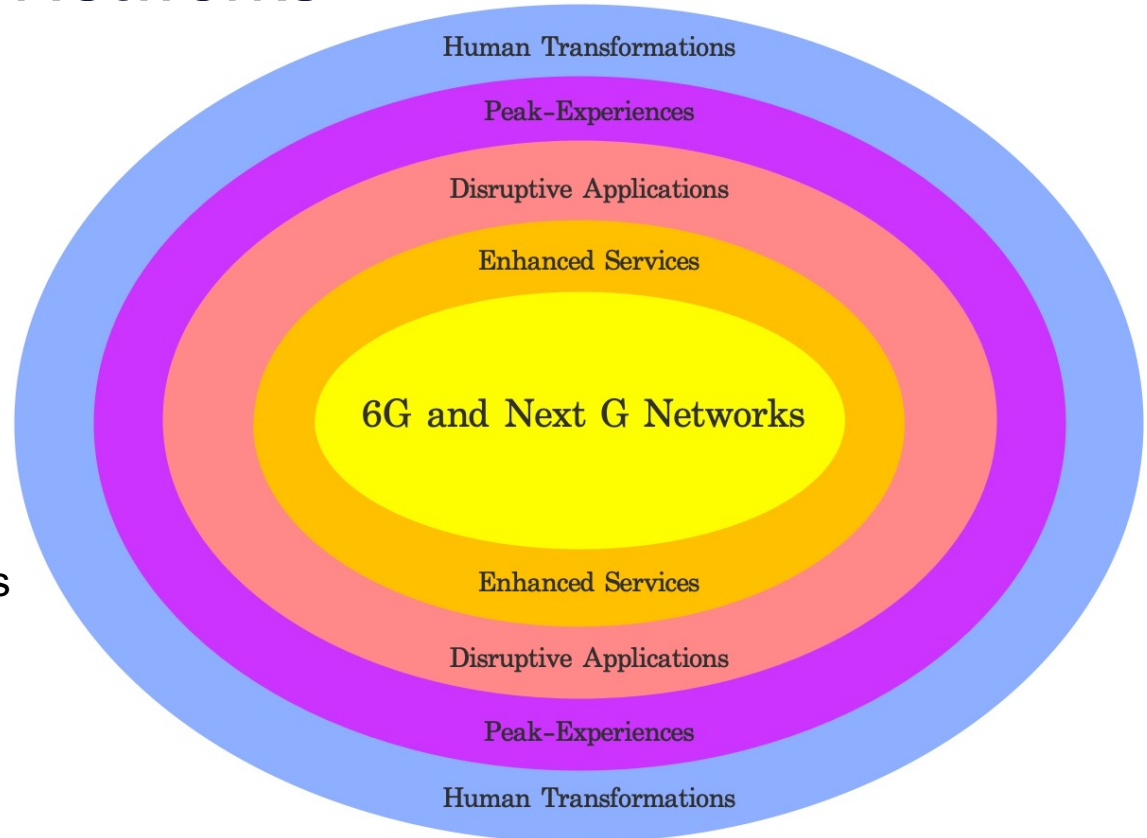
- **Definition:** An imaginative machine that produces favorable sensations by giving users whatever desirable experiences they might want.
- **Nozick:** “People refuse to be plugged into the experience machine ... people want to do the **actions**, and not just have the experience ... there is no actual contact with a **deeper reality**.”



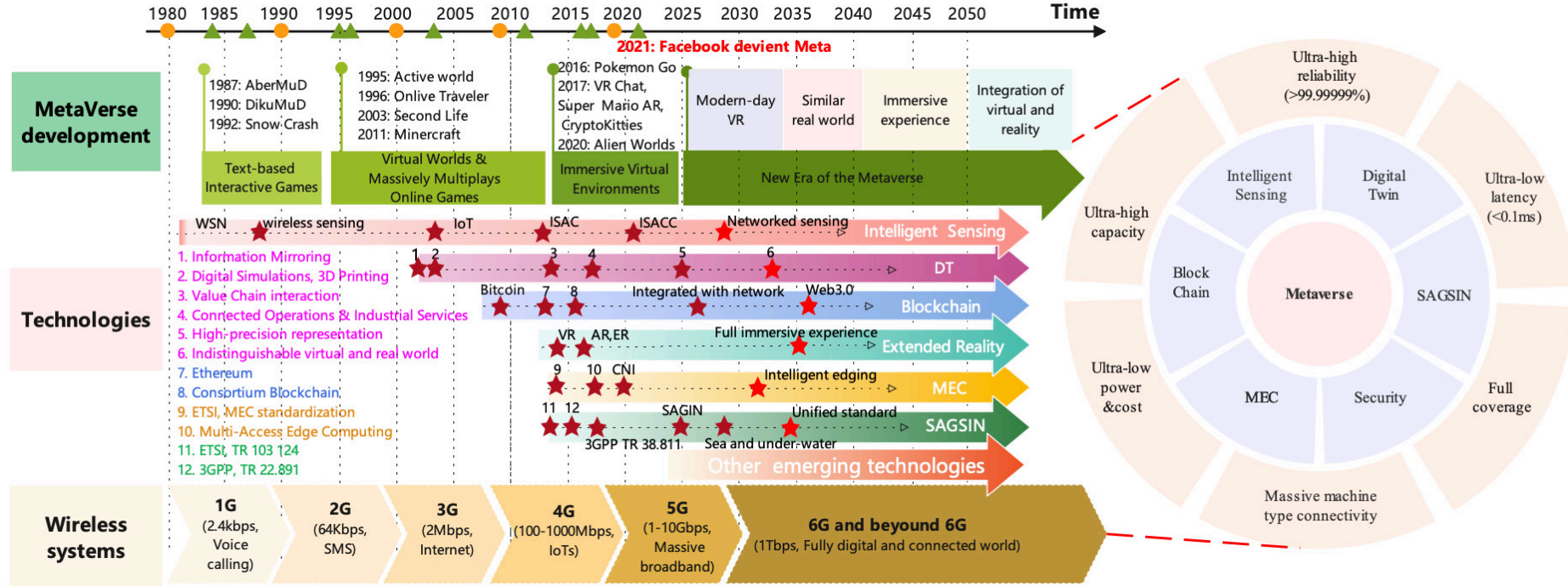
6G and Next G Networks

Next G Alliance Roadmap

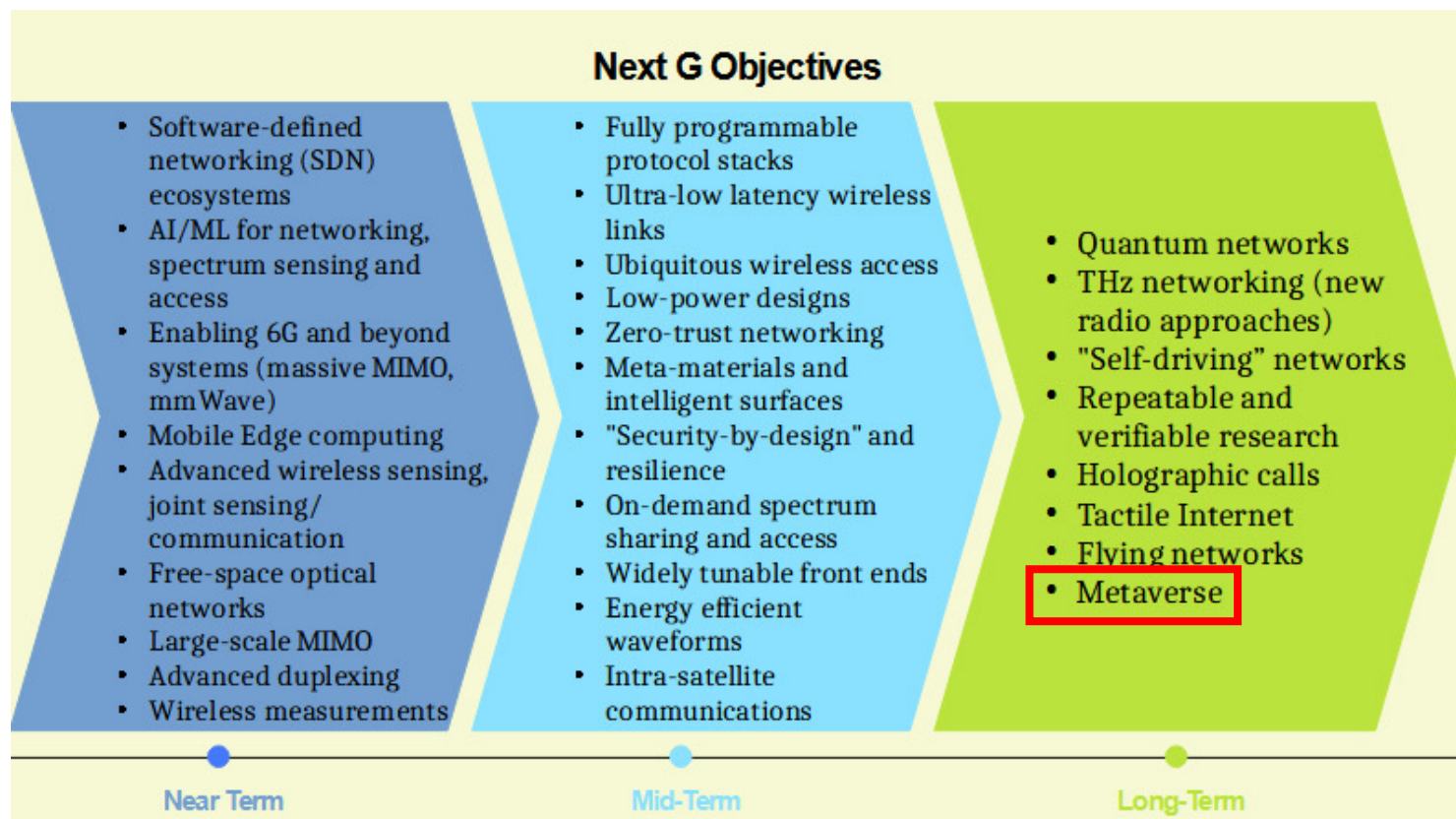
- Enhanced Services
- Disruptive Applications
- Peak-Experiences
- Human Transformations



“Metaverse” Roadmap of 6G

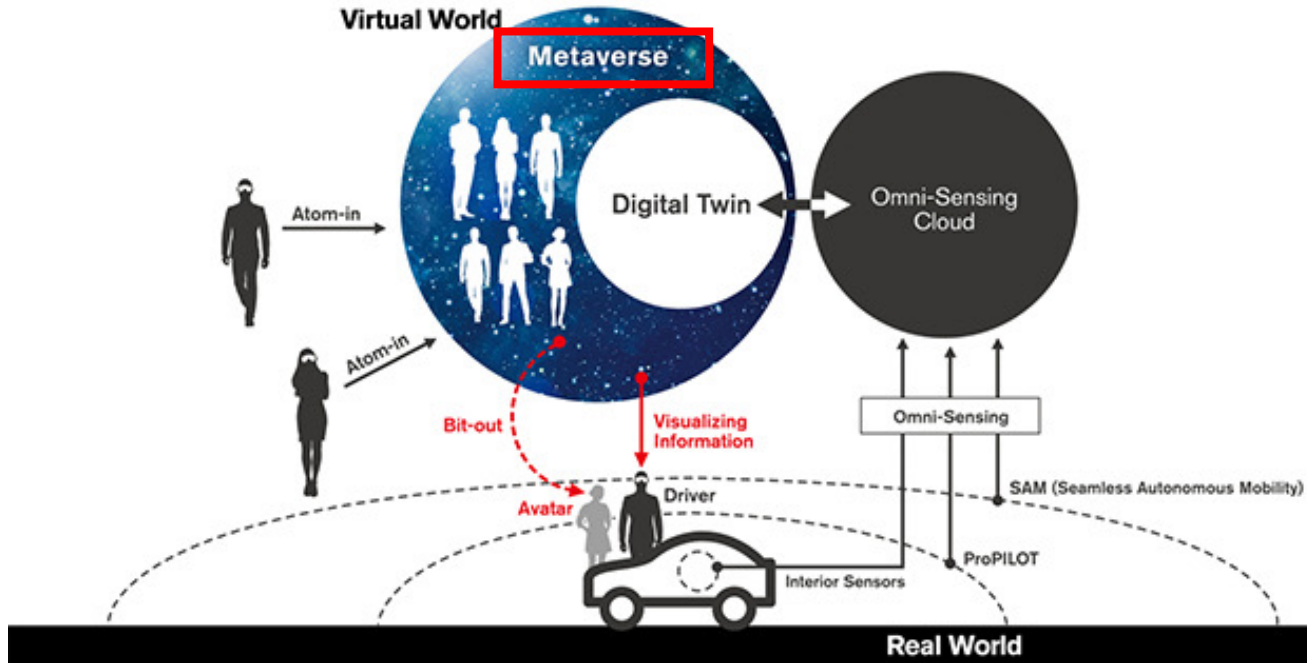


NSF: Next G Research



Nissan's I2V Concept to 'See the Invisible'

Invisible-to-Visible



Nissan's I2V Concept to 'See the Invisible'



Internet of No Things*

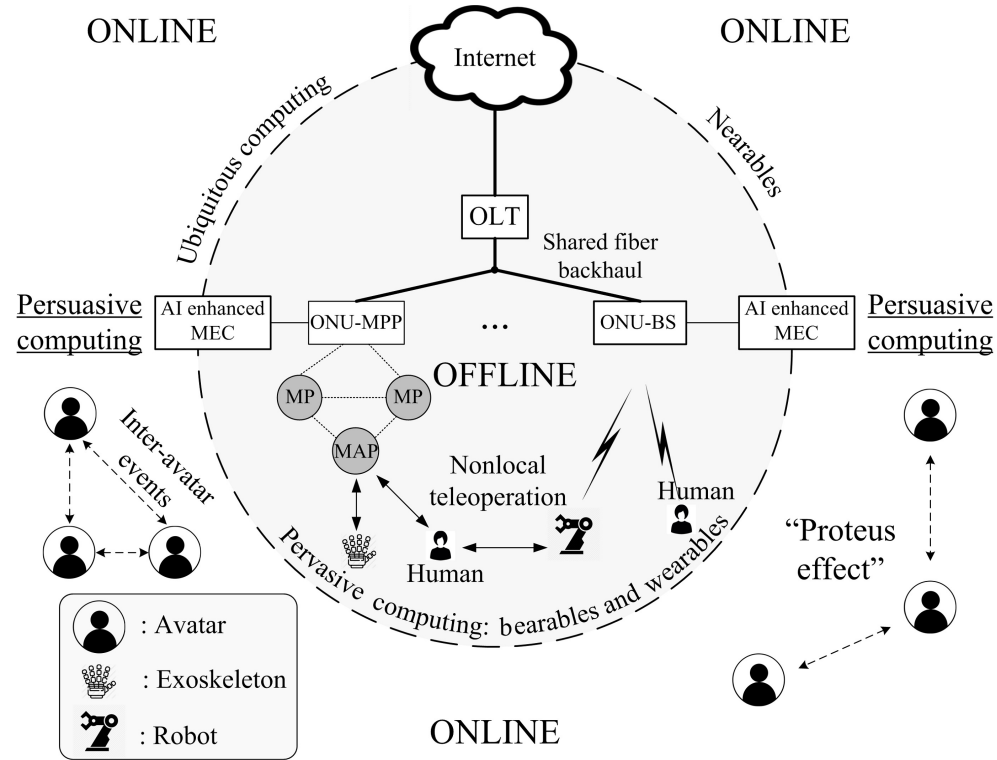
Bearables (e.g., smartphones)



Wearables (e.g., V/AR goggles, haptic gloves for avatars/robots)



Nearables (e.g., AI enhanced MEC)



* The term *Internet of No Things* was first coined by Demos Helsinki founder Roope Mokka in 2015.

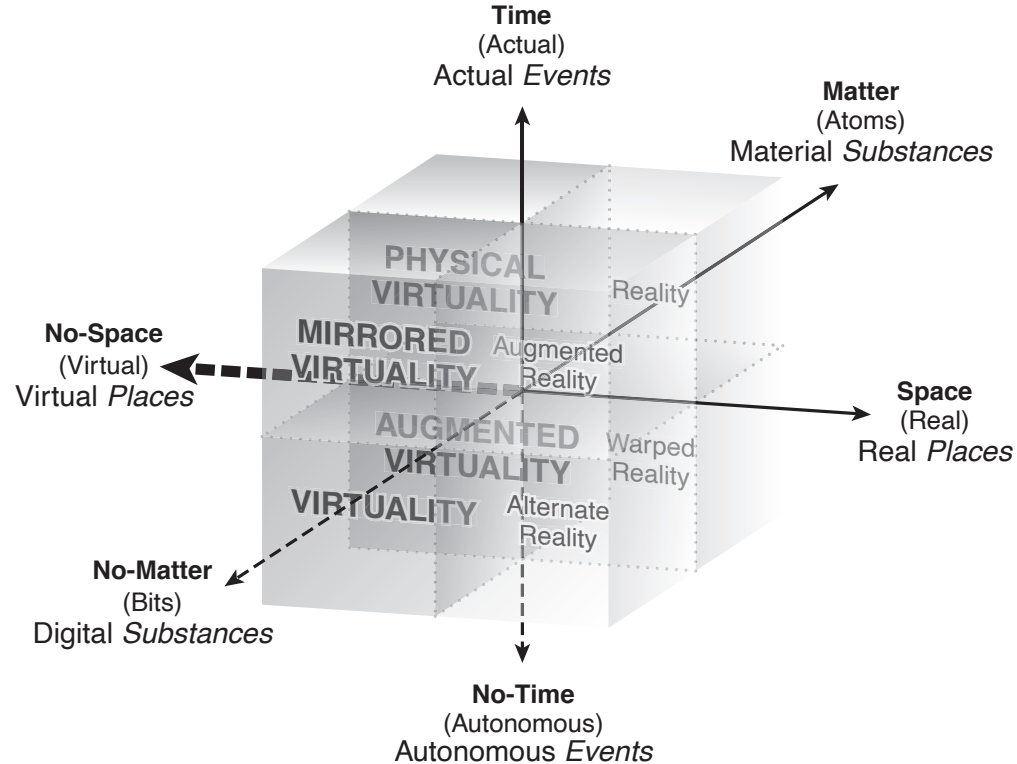
Fusion of Digital and Real Worlds

The Multiverse:

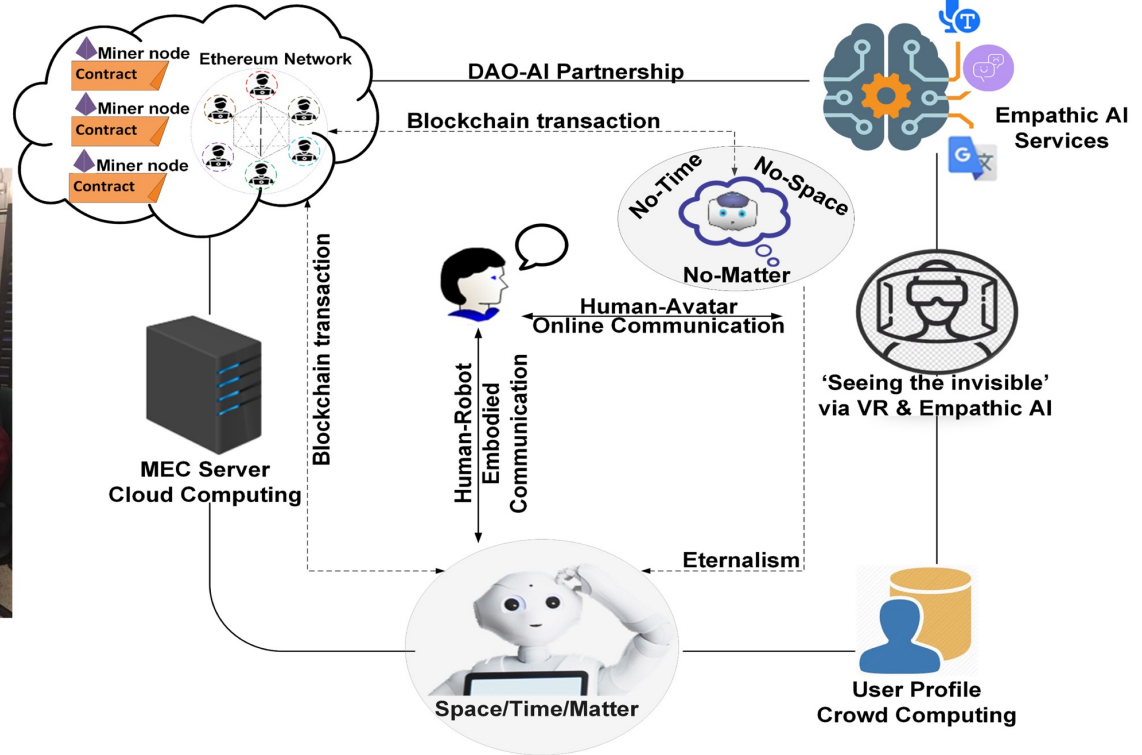
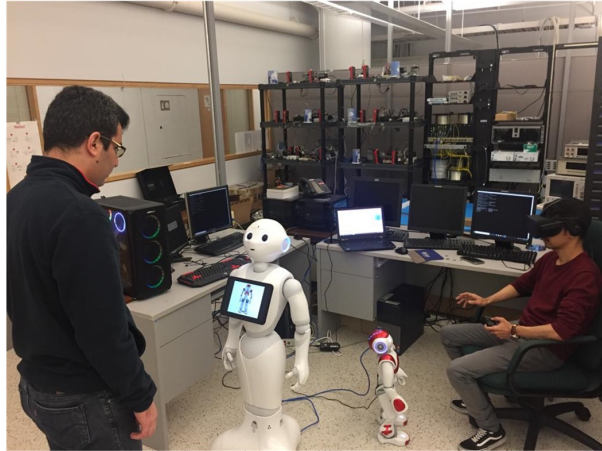
An architecture of
Extended Reality
(XR) experiences



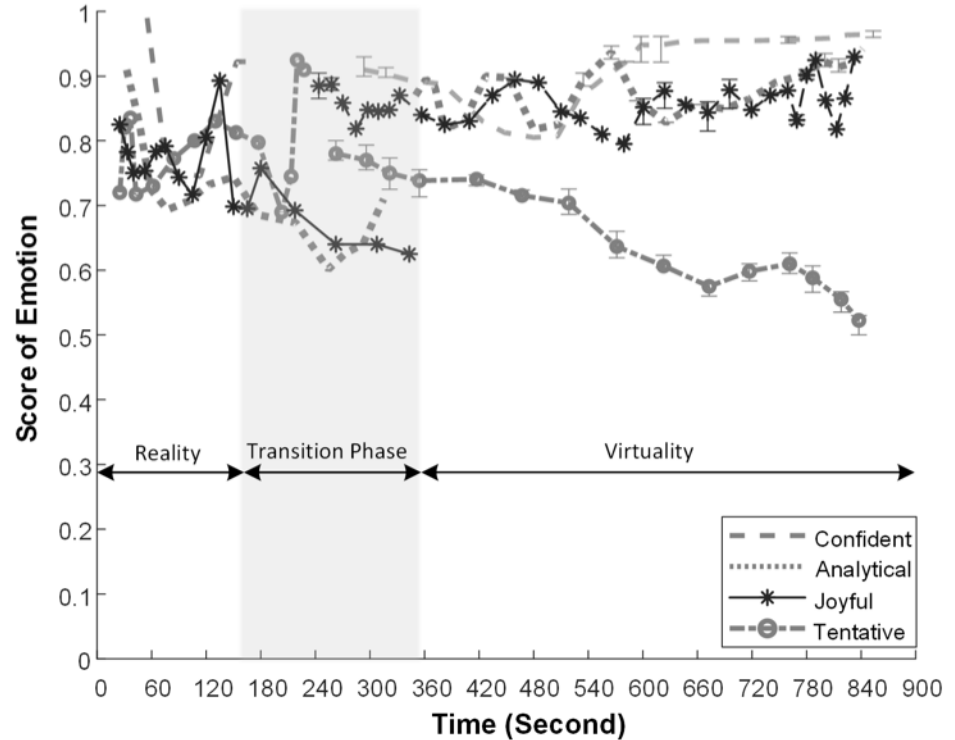
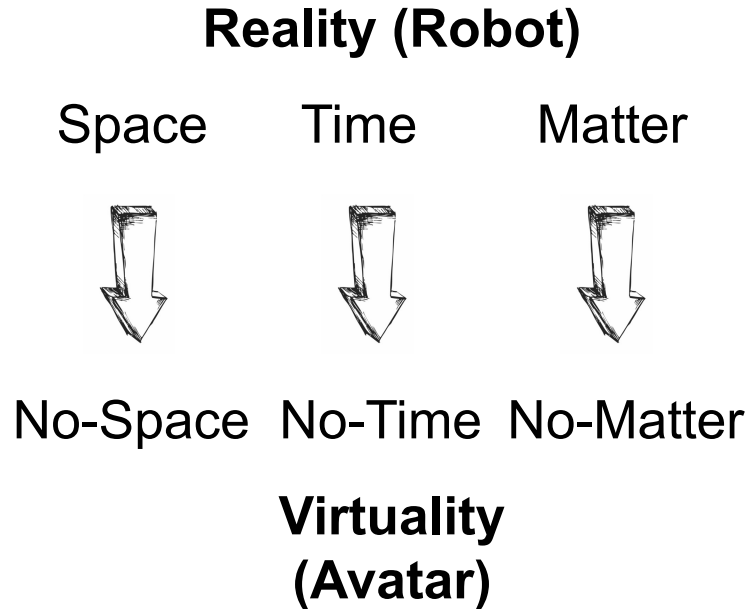
Creation of **cross-
reality environments**



Extrasensory Perception Network (ESPN)



Empathic AI Services



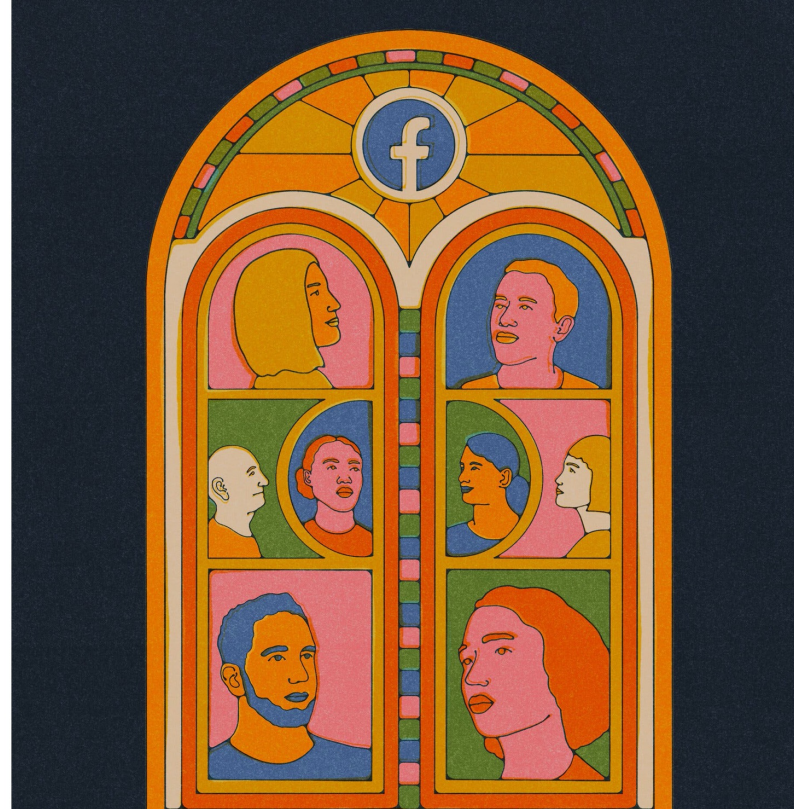
Toward Peak-Experiences



The New York Times

Facebook's Next Target: The Religious Experience

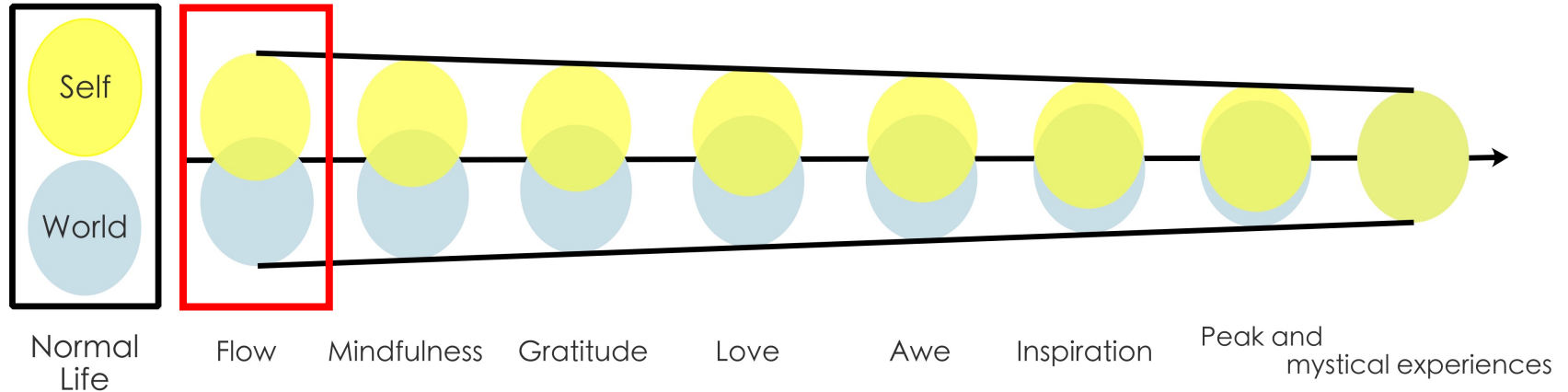
The company is intensifying formal partnerships with faith groups across the United States and shaping the future of religious experience.



Fusion of Self and World

The Unitary Continuum

Increasing Degrees of Perceived Unity



“Deus Ex Machina” Technologies

- **Origin:** Term “Deus Ex Machina” stems from ancient Greek theater, where actors **play god using a machine**
- **Modern Ecstatic Technologies:** Induce “in the zone” **flow** moments, where focus gets so intense that everything else disappears
- **Four Signature Characteristics:** Peak-experiences exhibit *Selflessness*, *Timelessness*, *Effortlessness*, and *Richness*, or *STER* for short



Sun God in Euripides' Medea in Syracuse, Italy, 2009 (Wikipedia).

Example 1: Out-of-Body Experience & NDE



Example 2: Afterlife Experience




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“To shut one’s eyes”

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Are we in the
midst of the Next
Renaissance?



IN
RS