Metaverse technology: Promoting freedom and comprehensive development of human beings

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ABSTRACT

People are living beings who desire to maximize the value of life. The value of an individual's life requires the practice of labor to be manifested. However, human beings always face constraining conditions that limit the maximization of life value. First, the span of human life (time) is limited. Restricted by class, occupation and role, it is difficult for individuals to accomplish more tasks in their limited lives; secondly, social resources, i.e. labor opportunities, are limited. As the productivity of society increases and robots appear in large numbers, the total labor opportunities of society gradually decrease. The Metaverse technology solves these two limitations. First, the Metaverse allows individuals to experience more diverse and richer life experiences as much as possible within the limited length of life. Secondly, the Metaverse provides more workplaces and labor opportunities through the creation of a pluralistic virtual society. The Metaverse manifests and practices the value of individual life, promotes the free and comprehensive development of human beings, and is an effective “ultimate care” that can play a constructive role in society.

Keywords: Metaverse; free and comprehensive development; labor practice; time and space; “Metaverse” governance

1. Introduction

On October 28, 2021, Facebook in the United States officially changed its name to Mate, announcing that it would focus on the “Metaverse”, which opened the global “Metaverse” research and development boom and technology competition. “Metaverse” technology is an inevitable direction for the development of artificial intelligence, holographic technology, interactive technology, and intelligent algorithms to a certain extent. The main contradiction in our society at present is the contradiction between the people’s ever-growing needs for a better life and unbalanced and inadequate development. With the advent of the era of artificial intelligence and the further development of social productive forces, people’s material life is relatively rich, and there is an urgent need for the supply of spiritual products to enhance the people’s sense of happiness, pride, and self-confidence. Correctly oriented “Metaverse” technology can enrich the spiritual and cultural life of the people and help resolve the basic social contradictions in my country’s new era. In the long run, the “Metaverse” technology will help promote the comprehensive and free development of human beings. And this is the central feature of the communist society that Marxists seek[1]. The “Metaverse” can play an active role not only in current socialism, but also in the construction of a communist society in the future.
2. The connotation of “people’s free and comprehensive development”

What is “the free and all-round development of man”? The Marxist “free and comprehensive development of man” and the “individuality and freedom” advocated by capitalist production relations are not the same concept. According to the development of human beings, Marx divides human society into three stages: natural community (human dependence on human beings), abstract community (human dependence on things), and real community (free and comprehensive development of human beings). The development of capitalism promotes social development in terms of productive forces and enters the stage of abstract community. At the same time, capitalism has brought deep social contradictions, resulting in people being bound by material (people’s dependence on things). The outstanding performance is the “alienation of labor”, which causes the proletarian individuals to be controlled by the materialized world and lose their subjectivity and independence. As Marcuse believes, “under the capitalist modern civilization, science, philosophy, everyday thinking and other aspects are one-dimensional”. Man becomes a slave of capitalist rule and a vassal of the objectified world, a “one-dimensional” man. To prevent humans from becoming “one-dimensional people”, many philosophers have come up with solutions. Before Marx, Hegel proposed that people should realize personal liberation and gain self in spirit and concept. Bauer, a contemporary of Marx, proposed that the liberation of the individual is not to get rid of the dirty behavior of profit-seeking, and advocated that it should be solved by implementing the private ownership of property. Marx believed that the above solutions would not work and failed to capture the core contradiction. The fundamental cause of the loss of human self is the contradiction between the socialization of capitalist production and the private ownership of the means of production. The capitalist relations of production (private ownership of means of production) cannot meet the needs of human society for large-scale socialized production.

Capitalism cannot lead to common prosperity, cannot solve the “one-dimensional” problem of human beings, nor can it promote the free and comprehensive development of human beings.

The ultimate goal of communism is the establishment of free men’s associations. This kind of “free man” is a person who has released the nature of life and is free from material constraints, that is, a person who has developed freely and comprehensively. Firstly, the “people” that Marx refers to means “all people”, not “some people”. “Human” is a person who is engaged in practical activities, carries out material production practice, and exists in life activities, that is, “real person” and “existent person”. Capitalism defines human existence. In terms of “possession”, and Marx returned to the “existence” of life itself. “Labor” should include not only physical labor, but also Internet, virtual space, and “Metaverse” labor, because they all reflect the “existence” of individual life. Secondly, the “free” development of human beings refers to the ability of human beings in the free-human association. To overcome the limitations of external conditions to the greatest extent, and to develop one’s own mental and physical processes voluntarily and voluntarily, its premise and authenticity are reflected in “labor practice”. The fundamental stipulation that distinguishes man from other animals is labor practice. Labor is based on social relations, showing the social relations attributes of human existence, making it the essential attribute of human life activities. In the “Metaverse” space, individuals will fully mobilize their brain power and wisdom to engage in productive labor. Thirdly, the “comprehensive” development of man is premised on “free” development. Free development and comprehensive development are closely related, “freedom” is the height of human liberation, and “comprehensive” is the practical breadth of freedom. “The free and all-round development of man” is the organic unity of the objective realm and the subjective realm of human development. All in all, “people” can achieve all-round development through labor, to get rid of the control of alienation. Human beings are living
beings, and they need to practice their “free and comprehensive” life value through labor. In the “Metaverse” space, individuals will gain a huge degree of freedom of development through different roles, scenarios, and life experiences of species. Therefore, the “Metaverse” technology will promote the free and comprehensive development of human beings.

3. “Metaverse” technology supports “needs for a better life”

With the improvement of social productivity, “Metaverse” technology will play an increasingly important and constructive role in solving basic social contradictions. The basic social contradictions in our country have undergone several changes, such as in 1956 (the contradiction between backward agricultural countries and advanced industrial countries, between the people’s growing material and cultural needs and backward social production), in 1981 (the contradiction between the people’s growing material and cultural needs and backward social production), since the 19th National Congress (the contradiction between the people’s growing need for a better life and the unbalanced and inadequate development). From the perspective of evolution, the main contradictions in society also have commonalities. The first is the emphasis on material life products. Matter is the basic and decisive condition for the existence and life of an individual. Reform and opening is to meet the needs of all members by continuously liberating and developing productive forces and producing material products. The premise of the application of “Metaverse” technology is that the material life of society reaches the standard of “abundance”; the second is to pay more and more attention to spiritual and cultural products. With the gradual enrichment of social material products, my country has entered the era of material abundance from the era of material scarcity, and the demand for spiritual and cultural products is increasing. “Metaverse” technology will provide rich and multi-source spiritual and cultural products to improve people’s sense of happiness and experience; the third is the demand for a better life. “The need for a better life” includes both the material level (perfect infrastructure) and the spiritual level (a rich and colorful spiritual and cultural life). The current “Metaverse” technology is undoubtedly a new engine that enriches people’s spiritual and cultural life and resolves the main social contradictions.”

The general secretary has repeatedly pointed out: “Happiness comes from struggle and hard work”[9]. In the new era, the party leads the people of the whole country to promote “high-quality development”, and the core is to create a “good life”. Material life has reached a certain height, and the focus is to create a “good life” at the spiritual and cultural level. The realization path still requires the labor practice of all members of society. The world is entering an intelligent society, social productivity is improved, and repetitive tasks will be completed by robots[10]. As the carrier of life value[2], people need a new field of labor practice to define life value. “Metaverse” technology provides many labor scenes, which facilitates the labor practice of each member, magnifies the inner spiritual value, enhances the life experience, and enriches the spiritual and cultural life. Humans are living individuals, and both labor and practice require a certain amount of time and space, so that it is possible to achieve comprehensive and free development and demonstrate the value of life. In the pre-Metaverse era, time and space were limited, which greatly restricted the comprehensive and free development of human beings. The “Metaverse” greatly expands the time and space of labor. This is because first, the “Metaverse” expands the time of labor. As people’s living standards improve, they also lose work time. Legal working hours will be further reduced from 8 hours. “Metaverse” provides a lot of labor time and labor opportunities through various roles, scripts, elements, scene settings and their arrangements. Second, “Metaverse” expands the space for labor. In the “Metaverse” world, individuals can practice labor in various places, scenes, and fields. Third, the “Metaverse” expands the attribute state of laborers. People can define the identity of the “Metaverse”
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according to their own wishes, including gender, appearance, class, role, etc. Fourth, “Metaverse” expands the time, space, attribute status, etc. of workers, so the individual’s life status become rich and diverse. The content and quality of individual life experience will jump, and the “Metaverse” has greatly promoted the free and comprehensive development of human beings.

4. “Metaverse” promotes the freedom of working time

“Metaverse” adopts cutting-edge technology to design scenes, elements, props, evolution, paths, rules, etc. of human society. “Metaverse” uses AI, virtual-real interaction, augmented reality and other technologies to build a holographic social scene[11]. In the development of the “Metaverse” in our country, “nihilism” should be avoided, the social knowledge system of the past should be loaded, and attention should be paid to improving the people’s sense of historical pride and cultural belonging. Social knowledge includes all texts, pictures and other multimodal records in human history. Classic ancient books, celebrity biographies, historical records, myths and legends, research papers, academic works, etc., will become the principles and basis for building a holographic society. Our country can form a holographic game script with unique culture, distinctive features and self-contained system. “Holography” means that individuals can achieve relative freedom of “time travel” and “shuttle” by abiding by human social knowledge and scientific basis, and not subjectively making up.

4.1. The labor of fishing and hunting societies

Domestic museums have adopted immersion technology, VR technology, etc. to create a sense of “immersion”. This contains “Metaverse” thinking. Based on historical knowledge, people will holographically build the “Metaverse” of ancient society, which can refer to the Yellow River Basin, the Huai River Basin, and the Jianghan Plain. It can restore the Huangdi tribe, Yandi tribe, Chiyou tribe and Dongyi tribe to the greatest extent, and rebuild their social production and way of life. In the “Metaverse” era, individuals are deeply involved. Don’t be surprised if you see a man “casting a net” by a small river, he may be doing productive labor. Through a variety of “game” script designs, individuals can fully participate. In terms of game scripts, it includes gathering fruits, weaving nets and fishing, offering sacrifices to heaven and earth, weddings and funerals, tribal wars, and elections for alliances and alliances. The individual is not only an “immersive” observation, but is himself a “real” member of the tribe. Based on the “Metaverse” technology, Chinese people will have a profound understanding of the entrepreneurial process of the ancestors of the Chinese nation and enhance their historical pride.

4.2. Labor in agrarian societies

In the same way, if someone is waving a “hoe” on the grass, he may be engaged in agricultural production. From the Qin Dynasty (221 BC) to the Ming and Qing Dynasties (1912), China was in an agrarian imperial society for 2132 years[12]. Different from the gathering, fishing and hunting society, the agricultural society has richer historical records and accumulated a large amount of social knowledge, which can be used as the scientific basis for the construction of the “Metaverse”. Based on this, the “Metaverse” agricultural society can be restored nearly holographically, as the basic scene of social activities. There are many scripts that can be designed, such as farming, planting flowers and tea, raising horses and pigs, studying hard in cold windows, doing business in society, border guarding, imperial examinations, becoming an official in the dynasty, factional struggle, poetry and songs and other social activities. Because of the agricultural social experience, it increases the sense of identity and pride in the history of the Chinese nation. In a holographic society, members are real people, and real people can interact and play games. This not only increases the fun and interactivity, but essentially creates a “parallel society”.
4.3. Labor in industrial society

The so-called “parallel society” because individuals are in the same social environment, all have real consciousness and thoughts, but there are differences in form. Therefore, one can also construct an industrial society. There is no doubt that this is also a kind of “parallel society” or “parallel universe”. In modern times, capitalism has dominated the narrative of human “modernization”[13], giving the West a huge discursive advantage. In “industrial society” labor, the main social contradiction shifts from the relationship between peasants and landlords to the relationship between workers and capitalists. Our country is an accelerated transformation under the superposition of the two relationships. The “Metaverse” will bring about innovations in the way China’s national narrative is presented, and enhance the people’s perception and understanding of history. In terms of script, it can design major historical scripts. The people “truly” participated in major historical events in modern times and deeply understood that “the party is the choice of history and the people”.

4.4. Labor in the current society

The social scene constructed by the “Metaverse” should firstly be a “mirror” of the real society, in order to avoid the excessive abstraction of “nihilism”. In society, the life trajectory of others is also a “mirror” reference for the individual himself. From the perspective of algorithms, individuals can “simulate” other people’s life trajectories in the “Metaverse”, and get feedback through the results, which is of great significance in the choice of development direction. The “Metaverse” can establish a correct outlook on life, values and struggle for most young people. From the perspective of individual development, you can experience the life trajectories of entrepreneurs, scientists, politicians, military strategists, artists, writers, musicians, etc. These trajectory parameters can be modeled in advance. Through experience and simulation, teenagers can discover the direction of expertise early, reserve knowledge and skills in advance, and maximize the value of life. For example, through “Mock Mayor”, they can understand whether they are suitable for the career of politicians and understand what knowledge and skills are required; “Simulation Entrepreneurs” can learn about business operation, management knowledge, and how to improve the business environment through policies. Through “simulated scientists”, they can understand the literacy, knowledge, and skills necessary for scientists, so that young people can make up their minds, make high aspirations, and do target learning and training, and promote the matching of people and occupations.

4.5. Labor in the virtual world

The “Metaverse” can be either a “mirror image” of real society, or a distorted, disparate, sci-fi “virtual world” construction that can be allowed to a certain extent. The so-called “virtual world” refers to the “Metaverse” world constructed through subjective phenomena that does not exist in history or reality. Everyone has a fantasy, whimsical instinct. Therefore, labor in the “virtual world” still has its meaning, which can enhance individual satisfaction and happiness. At the technical level, multiple virtual worlds can be created in parallel using methods such as social simulation, reinforcement learning, virtual games, blockchain, and virtual reality. The virtual world has a “mix and match” style, with both reality mapping and “anti-reality” components. Structural elements can not only obtain inspiration and basis from history and reality, but also can be created out of imagination, with a sci-fi temperament. The “Metaverse” technology is constructed through the virtual world to create extremely rich social labor scenes. Giving individuals many near-infinite labor opportunities has greatly promoted free and comprehensive development.
5. “Metaverse” promotes the freedom of labor space

The “Metaverse” is a redefinition of human attributes, which profoundly changes the social pattern. Before the “Metaverse”, algorithms were external to individuals, and the degree of transformation was not deep. In the era of “Metaverse”, algorithms and people are in “coexistence and symbiosis”. All actors (human and machine things) are unified into agents, realizing a kind of “equality of all beings” in the “Metaverse” society. As a living body, people have highly intelligent capabilities such as behavior, state, consciousness, and emotion. Humans themselves are highly sophisticated machines or agents\[14\]. If you add interactions, VR equipment, etc., the hybrid state will be a highly intelligent agent. With the development of artificial intelligence technology, the social attributes of people are changing every day. Ultimately, “quantitative change leads to qualitative change”, resulting in a systematic “phase change”. Based on Kurzweil’s “Singularity Theory”, human society will usher in a historic moment when AI surpasses humans\[15\]. At that time, pure human civilization will come to an end, and the intelligent body mixed with human and machine will become the main species of society. From the perspective of social life, the emergence of the “Metaverse” signifies that the value and meaning of material life will be surpassed by digital life and virtual life. The role of material life will mainly exert a biological and physical support, and the spiritual world will be the main pursuit of human beings. “Metaverse” provides labor opportunities, enabling individuals to work in a variety of spaces, enhancing the value of life. Specifically include:

- Work in the “holographic twin society”. Marx believed that in a society with great material abundance, labor would become a luxury, a privilege\[16-18\]. Because the real society does not need so much labor to produce a enough material goods. In the pre-Metaverse era, this will lead to social problems such as unemployment and unrest. However, the emergence of “Metaverse” technology has solved this problem. Since there are insufficient labor opportunities in the real society, models and algorithms are provided to replicate one or more real societies. In theory, an infinite number of labor opportunities will be provided to meet national, global, and all-weather needs. Based on network big data, authoritative databases, simulation technology, acoustic-optical technology, etc., “Metaverse” will technically “holographic twin” to create (replicate) the real society. Compared with the real society, this society has great similarity. Given that the “holographic twin society” is a “mirror” of the real society, the “Metaverse” will play a role in feeding back and governing the real society to a large extent. The state should encourage the development of “Metaverse” game projects based on social welfare purposes. There will be many volunteers (players) in the whole society who will consciously and voluntarily complete social welfare tasks such as dredging the river, protecting the environment, planting trees, being brave, family service, social work, etc., to practice the value of life.

- Working in “Holographic Twin China”. We distinguish that “holographic twin society” is a smaller concept, a local and local concept (Local). A community, a street, a county, a city, etc. can all be thought of as a society or a socio-ecological system concept. Therefore, the “holographic twin society” has the connotation of local governance. With the construction of “holographic twin society” in various places, it will gradually be spliced into an overall national picture, which will directly serve the “modernization of national governance”. At the national level, we are developing the “Metaverse” project based on the “Holographic China” model, which will bring AI social governance to a new level and strengthen the institutional advantages of socialism with Chinese characteristics at the theoretical and algorithmic levels. In the pre-Metaverse era, the central planning system may face the risk of inaccuracy and failure due to insufficient data, algorithms and computing power. In the “Metaverse” era, data is holographic, algorithms are intelligent, and computing power is sufficient. This will theoretically support my
country’s institutional advantages and strengthen the “four self-confidences”. In China, intelligent body-based information profiling, intelligent computing, and global optimization will achieve precise governance with a global optimization function. For example, in the development of the “Mother River Protection Action” project, many “Metaverse” players will spontaneously participate in the research, inspection and feedback of the entire river basin of the Yellow River, Yangtze River and Han River. It not only reflects the individual value, but also realizes the group macro intelligence.

Work on the “Holographic Twin Earth”. With the advancement of the holographic “Metaverse” project at the national level, all countries will have holographic twin “mirrors” in the “Metaverse” world. If we build “Metaverse” projects for various countries, we will spliced into a huge “holographic earth” model, which covers the key data information of all current and past human civilizations. Players can freely choose countries, so this will undoubtedly promote cultural exchanges between peoples of various countries. Furthermore, the individual can experience the experience of working in a “Metaverse” in another country. Americans can work in the “Metaverse” in China, Japan, and South Korea, and obtain the “Metaverse” virtual nationality. Chinese people can also work in the “Metaverse” of the United States, Britain, Japan and other countries and obtain virtual nationality. In the “Metaverse” game, player agents are real individuals. Civilizations can communicate and learn from each other, and political systems can coexist harmoniously. With the advent of the “Metaverse”, the importance of Western intervention in the Chinese system declined. Because, players around the world can experience the systems of other countries, and they are all practicing, which promotes the understanding and reconciliation of different political systems. In the “Metaverse” Earth, individuals around the world may be partners and collaborative relationships, promoting bonds and connections between citizens under different political systems. In the “Holographic Twin Earth”, based on China’s “Metaverse” scripts, projects, models and practices, it will have a major impact on the world and lead the future development of mankind.

Labor on the “Holographic Twin Moon”. Because socialism with Chinese characteristics has the institutional advantage of “concentrating strength to do big things”, it has an increasingly strategic advantage in space exploration. Once upon a time, the moon was a celestial body that the Chinese looked up at the sky, visible to the naked eye, and dreamed about. In the pre-Metaverse era, due to the lack of observation technology and data, people could only imagine. The introduction says that the moon is composed of seven treasures. The bright part of the moon is where the sun shines on the convex part. There are 82,000 people repairing the moon (he is one of them). He also displayed tools such as chisels and axes, as well as the food “jade shavings rice”, which he said could ensure that “people will never get sick in their lifetime”. But in the “Metaverse”, the dream of humans to work on the moon can be maximized. Because we have accumulated a large amount of information such as lunar soil, maps, landforms, temperature, humidity, gas, etc., and are constantly splicing and superimposing them. The United States, Russia, Europe, and China have all drawn high-precision maps of the lunar surface. Humans initially have the necessary parameters to build a “holographic twin moon”. By developing the “moon labor” Metaverse project, people will realize social activities such as mining, travel, work, living, picnics, and gatherings on the “moon”.

Labor on “Holographic Twin Mars”. The future development direction of mankind is a common concern and common interest of all people around the world. The moon is not an ideal place for space immigration, because the lunar soil, atmosphere, temperature, etc. are quite different from the earth. Scientists believe that in the solar system, Mars is the most likely to be transformed into a destination for space migration[19]. Therefore, there are Mars exploration practices in Europe, the United States and China, but these are all resource inputs, and
project funds have not been returned. Through the development of the Mars “Metaverse” project, our country will lead the global Mars exploration model in two aspects. The first is to optimize the “Mars Exploration” funding ecology. “Metaverse Moon” will stimulate enthusiasm for exploring Mars, experiencing Mars and space travel in the whole society. Huge traffic (labor volume) brings wealth and will form a strong capital pool to support Mars exploration. Realize the “cash return” of Mars exploration projects and form an effective supplement to the national science and technology financial budget; the second is to obtain the experience of “Mars social governance” in advance through the interactive data of agents. Where there are people, there is society, so it is necessary to mediate interpersonal relationships and conduct social governance. On “Mars”, individuals (agents) need to continue to communicate, interact, and collide in order to complete their predetermined tasks in their life cycle. Since all agent behavior data will be recorded and stored, it will undoubtedly accumulate valuable social governance experience and serve the real Martian space immigrants.

Working in the “holographic twin universe”. For all human beings, where to come from and where to go is an ultimate problem, and it is the problem to be solved that can best lead mankind. We stretch the scale again and go beyond the solar system to build a “holographic twin” universe. These are the ultimate cosmic pictures that all space travel, space immigration, interstellar exploration and other activities will eventually be stitched together. Countless people “look up at the starry sky”, full of curiosity to explore the universe, but they could not make the trip due to constraints. Currently, these explorations are completed by professional astronauts and high-tech spacecraft. How to satisfy the wishes of ordinary people to “travel for nine days”, travel in space, and “settle in the universe”? Through the “Metaverse” project, these wishes will be “fulfilled” in advance with the highest degree of authenticity. Although the “holographic universe” model is virtual, it has real scientific parameter basis. In this regard, NASA in the United States has a large amount of cosmic information data, and China has also accumulated data in radio telescopes and other aspects. Based on the current data accumulation of the universe by all mankind, a virtual universe can be created to provide a “high-precision, low-latency” experience. Interstellar travel and time and space travel can all be realized in the “Metaverse”. People drive “spaceships” to explore the universe outside the solar system by learning knowledge, earning money through labor, group cooperation, exchanging equipment, buying tickets, etc. This will be a great incentive and benefit to most teenagers, science enthusiasts, UFO enthusiasts, and universe enthusiasts, and will optimize the social participation ecology of space exploration.

6. Maximize the meaning of life based on free and comprehensive development

This paper believes that the “Metaverse” can expand human time and space to a great extent, promote the free and comprehensive development of human beings, and enhance the meaning of individual life. People are a kind of living body, eager to maximize the value of life. Humans are essentially animals, and animals are essentially living entities, that is, living individuals. Maslow’s famous “hierarchy of needs” theory takes “self-actualization” as the highest goal, which refers to the realization of the existence value of life. Humans, as active animals, subjectively have the desire to maximize the value of life despite the constraints of social reality. How do people realize the value of life? Marx believes that to embody and realize the value of life, it is necessary to engage in meaningful labor and practical activities. The meaningful labor and practice of human needs the support of labor time, space and other conditions. As a living body, human beings also face binding restrictions. It is inferred from this that human success is the realization of the value of life, which is essentially embodied in the possession of time and the possession of space. However, people are always faced with restrictive constraints. First, the life span
of human beings is limited, the shorter is a few decades, the older is more than 100 years, and the effective working time is even shorter; Second, social resources, namely labor opportunities, are limited. The trend of human development shows that the real society will leave less and less labor opportunities for people. This desire to possess time and space, and the limited time and space of individuals, form a huge tension. The Metaverse provides a solution to expand time and space. “Ultimate care” is a question related to the highest value of the human spiritual world. It is the inexhaustible questioning of metaphysical issues by human beings, pointing to the exploration of the infinite realm of human spirituality.[21]. In the development of human beings so far, there has never been the “ultimate care” that can take care of people’s lives better than the “Metaverse”. “Metaverse” uses time expansion to solve the limited life, and space expansion to solve the limited resources. First, within the limited life span, the “Metaverse” allows individuals to experience a more diverse, richer and more complex life experience as much as possible. Individuals can experience life, as well as the life course of flowers, plants, trees, birds, animals, insects and fish; second, the “Metaverse” is created with a multi-virtual society, providing more workplaces and opportunities for labor. Individuals can work in the mirror image of the “Metaverse” of the real society, or they can perform activities in the “Metaverse” that is separated from the science fiction, magic, and mashup of the real society. These space-time expansions promote the depth and breadth of individual life experience. Promote the free and comprehensive development of people and help maximize the value of life. To sum up, under the limited constraints, the Metaverse greatly improves the utilization rate of time and space, enabling individuals to carry out social activities in the “Metaverse” time and space with a broader and greater degree of freedom. In the end, because the system stores the labor data of all individual players, the “Metaverse” realizes the continuous existence of individual life. It is foreseeable that now of the end of an individual’s physiological life, the derived “Metaverse” advocates that life persists in the “Metaverse” system, and the “strategy and timing” data is still used for the development of intelligent algorithms for individuals. The accumulated individualized experience will still be indexed, referenced, and compared by other players. In this sense, man has achieved “immortality” in time and “permanence” in space. Based on this, the life value of the individual is maximized.

Conflict of interest

The author declares no conflict of interest.

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