

A NEW AGE OF THE INTERNET:

# THE METAVERSE, AND NFTS (WAVE 5)

May 2023 Global Consumer Opinion Report Across 19 Markets



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# STUDY BACKGROUND



### STUDY BACKGROUND

The growing interest in cryptocurrency over the past decade has turned people's attention to the blockchain—the technology through which cryptocurrencies are sold and stored online. In short, the main advantages of leveraging the blockchain for cryptocurrencies are privacy and data security. And many see the opportunity to extend these benefits to the greater internet by reshaping the digital space with blockchain technology.

Today, crypto blockchains are helping to advance the new age of the internet, which was termed 'Web 3.0' by Ethereum's co-founder back in 2014. Web 3.0 is birthing new ways of consumer engagement, and these will only continue to evolve in the coming years. Consumers are gradually embracing these new ideas as organizations strive to learn more about the potential of Web 3.0.

With Web 3.0 encompassing many different concepts—including the Metaverse, NFTs, and Cryptocurrency—Toluna conducted a wide-scale tracking study spanning across 19 global markets to understand how consumers perceive and interact with these innovations. The first wave of the study was commenced in June '22, followed by subsequent waves on a quarterly basis. The findings have provided us with a glimpse into the future of consumer engagement and how brands can stay relevant in this new digital landscape.





### OUR ONLINE SURVEY INCLUDED RESPONDENTS FROM ACROSS THE GLOBE

To ensure representativeness across each market, we set quotas for national representation of consumers aged 18 - 64 years, SES ABCD, Urban population.











LATAM



EMEA

























Singapore

Indonesia

Philippines

India















### MARKET DEFINITION

#### **EMERGING VS DEVELOPED MARKETS**

#### **EMERGING**



(n=500)



Brazi

APAC

(n=3500)



India



Philippines



Indonesia



**(**\*\*

Malaysia



Vietnam

#### **DEVELOPED**

APAC

(n=2500)



Singapore



Hong Kong



China



Australia



(n=3500)



Germany



Spain



France



Noted Visador







(n=500)







#### **METAVERSE/NFT**



## PROMISING OPPORTUNITIES IN METAVERSE AND NFTS

The Metaverse has seen a surge of new visitors in Q2 '23 (+3% vs Feb '23), while many more are interested in diving into the virtual reality within the next year (56%).

This appetite for virtual experiences may accelerate as consumers inch towards virtual interactions & connections. In fact, many consumers are making meaningful connections in a virtual space (+2% vs Feb '23), with some even finding more meaningful connections online (+3% vs Feb '23) than in person.

Fun and casual activities like shopping, watching TV or movies, tourism, and gaming are still the main opportunities for a branded Metaverse experience.

Likewise, NFTs are also here to stay. They have gained traction in both ownership (+4% vs Feb '23) and interest (+4% vs Feb '23). With consumer interests ranging from fashion and art to food/ beverage and real estate, opportunities exist for virtually any form of NFTs.





# KEY FINDINGS



BLOCKCHAIN TECHNOLOGIES FROM MAJOR CRYPTO PLAYERS HAVE CONTINUED TO DRIVE THE DEVELOPMENT OF WEB3.

AS MANY EMBRACE
THE BLOCKCHAIN'S
POTENTIAL TO
REVOLUTIONIZE THE WORLD,
WHAT IS THE CURRENT
OUTLOOK FOR WEB3
AND ITS APPLICATIONS?





#### **PUBLIC AWARENESS OF WEB 3.0 CONTINUES TO GROW SLOWLY, BUT STEADILY...**



+2% vs Feb'23

+5% vs Oct'22

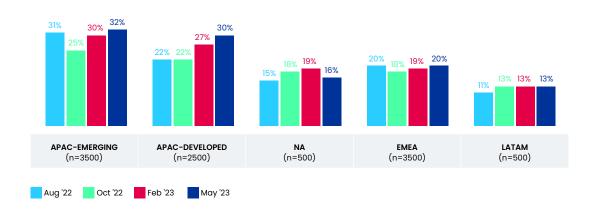


Are aware and know what it means

#### Are either

- i. completely unaware or
- ii. aware but don't know what it means

#### AWARE OF WEB 3.0 & KNOW WHAT IT MEANS (%)



Base: Total (n= 10,500)

B02. Have you heard of Web 3.0? (SA)



#### ...BUT PUBLIC UNDERSTANDING OF THE CONCEPT IS STILL MODERATE AT BEST





[...] Web 3.0 is meant to be decentralized, open to everyone, and built on top of blockchain technologies and developments in the Semantic Web[...]

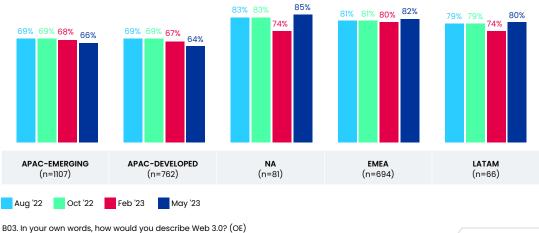


[...] Web 3.0 will give users ownership stakes in platforms and applications rather than tech giants controlling the platforms.



It's a version of the internet that is more secure, an upgrade from the current web.

#### **UNDERSTANDING WEB 3.0 (MODERATE UNDERSTANDING %)**



B03. In your own words, how would you describe Web 3.0? (OE)
B04. Which of these statements below do you think correctly describe Web 3.0? (MA)



# WHATIS WEB3?

Web 3.0 (Web3) is the third generation of the evolution of web technologies.

It is still evolving and being defined, and as such, there isn't a canonical, universally accepted definition. What is clear, though, is that Web3 will have a strong emphasis on decentralized applications and make extensive use of blockchain-based technologies. Web3 will also make use of machine learning and artificial intelligence (AI) to empower more intelligent and adaptive applications.

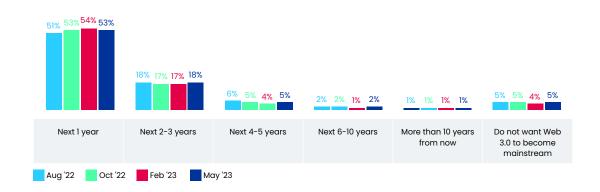
https://www.techtarget.com/whatis/definition/Web-30



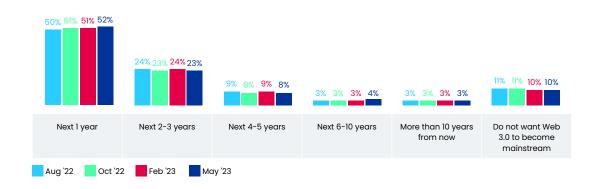


# THE PUBLIC REMAINS IN FAVOR OF WEB3 BECOMING MAINSTREAM

#### **WANT WEB3 TO BECOME MAINSTREAM?**



#### **EXPECT WEB3 TO BECOME MAINSTREAM?**



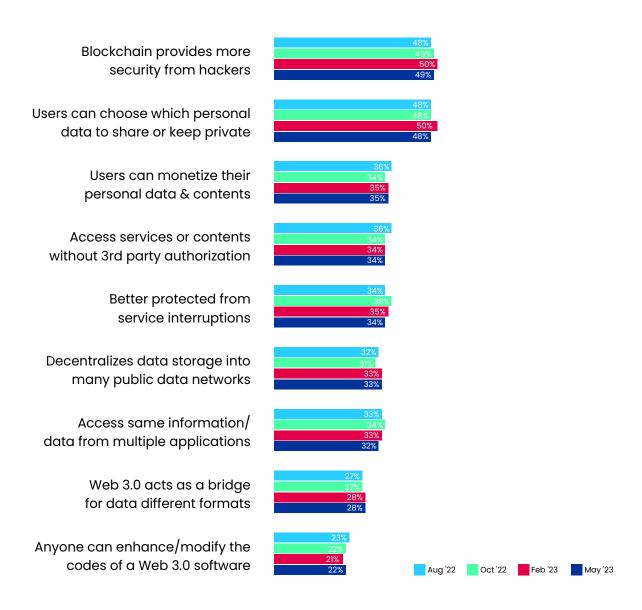
Base: Total (n= 10,500)

B09. Do you want Web 3.0 to become mainstream & more widely used? If yes, how soon? (SA) B10. Do you expect Web 3.0 to become mainstream & more widely used? If yes, how soon? (SA)



#### WHAT ASPECTS OF WEB3 ARE CONSUMERS MOST LOOKING FORWARD TO?

Above all else, people want better, hack-proof security and control over personal data.



Base: Total (n= 10,500)

B07. Here is a list of key characteristics of Web 3.0, which of these are you most looking forward to? You may select up to 5 options from the list below. (MA, MAX 5)



# POPULAR EXAMPLES OF WEB3 TODAY





**METAVERSE** 

**NFT** 

# METAVERSE - GROWING SLOWLY BUT STEADILY



#### 4 IN 10 KNOW THE METAVERSE, BUT THE NUMBER OF THOSE AWARE HAS BEEN GROWING VERY SLOWLY

Have not heard of the metaverse 18%

+1% vs Feb'23

Have heard of the metaverse and know what it means

40%

+1% vs Feb'23

Have heard of the metaverse but not sure what it is

42%
-2% vs Feb'23



#### VIRTUAL REALITY/WORLD

The majority can correctly cite virtual reality or virtual world when asked to describe the metaverse.

#### THE FUTURE

Many described the Metaverse as the future of the Internet world.



A virtual world with virtual interactions between people and things, with clones of ourselves.



The metaverse is a digital representation of the real world through which people can interact with each other and businesses.



It is a platform that unites everyone online.







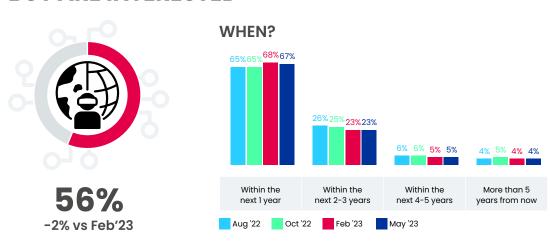
Base: Total (n= 10,500)

D01. Have you heard of the Metaverse? (SA) D02. In your own words, how would you describe the metaverse? (OE)

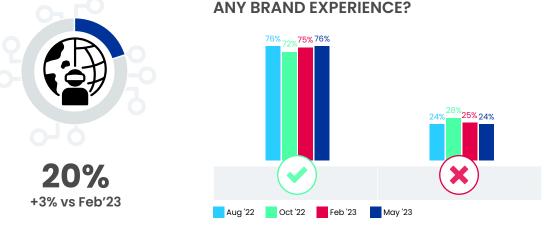


#### **MANY HAVE YET TO EXPERIENCE THE METAVERSE, BUT INTEREST REMAINS STRONG**

#### HAVEN'T EXPERIENCED THE METAVERSE, **BUT ARE INTERESTED**



#### HAVE EXPERIENCED THE METAVERSE



Base: Total (n= 10,500)

D04. Do you have any experience with the metaverse? (SA)

D05. When do you intend to hop into the metaverse? (SA)
D08. Do you have any brand-related experience in the metaverse so far?

(e.g. apparel brands, tech brands, food & beverage brands) (SA)

D09. Can you elaborate as detailed as possible, what brand(s) was it/were they,

and what did you experienced? (OE)



# CURRENT METAVERSE USERS SKEW TOWARDS EMERGING APAC, THOUGH OTHER MARKETS ARE NOT FAR BEHIND

Have 18% 11% 17% 16% experienced the vs 23% (Feb'23) vs 15% (Feb'23) vs 18% (Feb'23) vs 14% (Feb'23) vs 11% (Feb'23) metaverse APAC-EMEG APAC-DEV LATAM (n=544) (n=933) (n=455) (n=86)(n=54)ROBIOX SANDBOX ROBIOX ROBIOX ROBIOX WHERE? SANÖBOX ROBIOS SANÖBOX SANDBOX-SANDBOX ট্র Spatial STAGEVERSE 🕖 Decentraland Decentraland STAGEVERSE 30% 31% 25% 26% 36%

APAC-DEV

(n=455)

NA

(n=86)

**EMEA** 

(n=544)



LATAM

(n=54)

APAC-EMEG

(n=933)

#### **MORE CONSUMERS IN EMERGING APAC AND LATAM EXPECT TO HOP INTO THE METAVERSE SOON**

Intend to experience the metaverse



vs 65% (Feb'23) vs 54% (Feb'23)



vs 53% (Feb'23)



APAC-EMEG (n=2134)

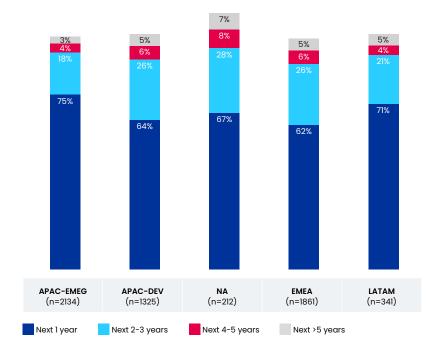
APAC-DEV (n=1325)

vs 41% (Feb'23) NA (n=212)

EMEA (n=1861)

v71% (Feb'23) LATAM (n=341)

#### WHEN?

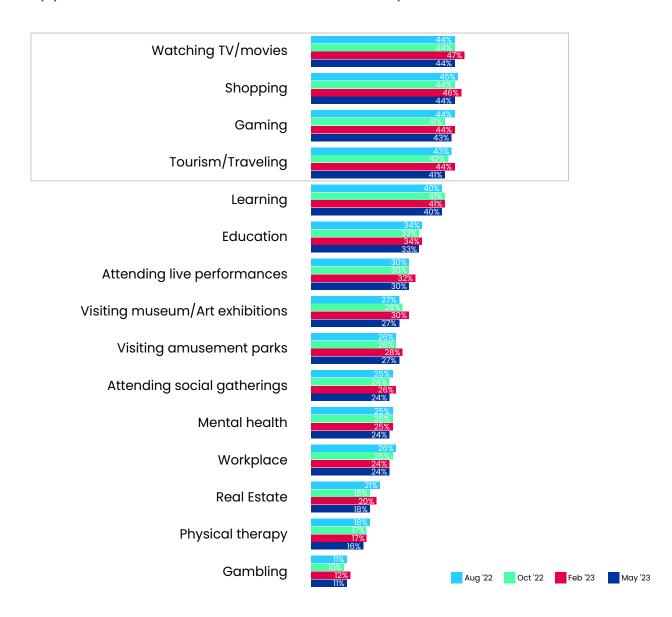


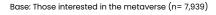


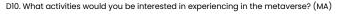
# WHAT OPPORTUNITIES EXIST IN THE METAVERSE?

# WHAT METAVERSE EXPERIENCES INTEREST CONSUMERS THE MOST?

Fun and casual activities—such as shopping, watching TV or movies, tourism, and gaming—remain the biggest opportunities for branded Metaverse experience.









#### CONSUMERS CONTINUE TO WARM UP TO VIRTUAL INTERACTIONS AND CONNECTIONS

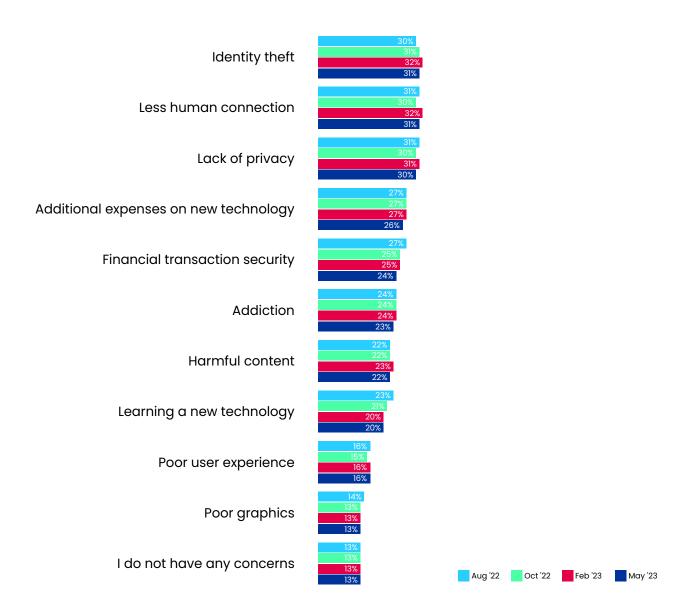
	vs Feb'23			vs Feb'23	
I want to experience (touch, feel, see) products in person before purchasing	59%	58%	42%	41%	I am completely comfortable purchasing something I've only seen online or virtually
In person interactions are the most meaningful	60%	58%	42%	40%	You can have meaningful connections online or in a virtual space
My most meaningful personal connections usually occur in person	70%	67%	33%	30%	My most meaningful personal connections usually occur online
It's difficult to succeed in work or school unless you are there in person	45%	44%	56%	55%	You can succeed at work or school when most interactions happen online or virtually
Digital interactions via mobile device, tablet or desktop is more comfortable	66%	65%	35%	34%	Digital interactions via a wearable device like VR headset is more comfortable
It's gimmicky when companies offer VR experiences and activations	44%	43%	57%	56%	I am intrigued by companies that offer VR experiences and activations
I am skeptical of metaverse providers	45%	47%	53%	55%	I trust metaverse providers
I prefer to interact with people in person	64%	62%	38%	36%	I prefer to interact with people online or virtually

Base: Total (n= 10,500)



## ...THOUGH MANY OF THE SAME CONCERNS PERSIST

Consumers' fears mainly revolve around isolation from human connections and security concerns (identity theft, privacy, security of financial transactions).



Base: Total (n= 10,500)

D13. Which, if any, concerns do you have about the metaverse in general? (MA)



### NFTS: A BOOST TO THE CONSUMPTION OF VIRTUAL GOODS?



# UNDERSTANDING IS ON THE RISE, WITH ONE IN THREE CLAIMING TO KNOW AND UNDERSTAND NFTS

Have not heard of NFTs

30%

-1% vs Feb'23

Have heard of NFTs and know what they are

29%

- +2% vs Feb'23
- +4% vs Oct'22

Have heard of NFTs, but are not sure what they are 41%

-1% vs Feb'23

#### **BLOCKCHAIN**

the blockchain as an essential part of NFTs.

#### **ART**

'Art' continues to be one of the most-used terms when consumers are asked to describe NFTs.



NFTs are a unique digital identifier that cannot be copied, substituted, or subdivided that is recorded in a blockchain.

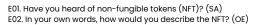


Ownership or worthless online pictures that you can download or screenshot for free.



Digital assets of art that was created on computer and to claim the ownership of the original stuff.

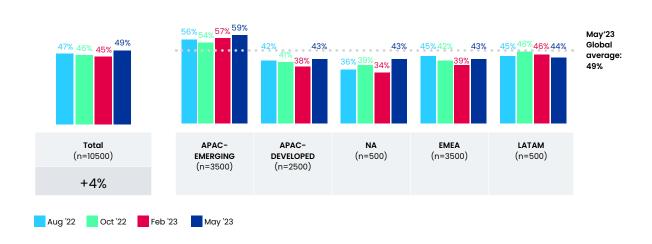




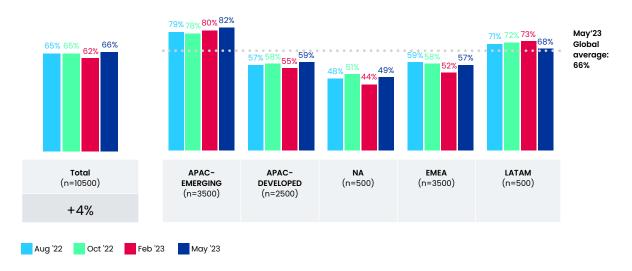


#### GLOBALLY, NFTS GAINED EVEN MORE OWNERSHIP AND INTEREST IN Q2, EXCEPT FOR LATAM

#### PURCHASED VIRTUAL GOODS BEFORE?



#### INTERESTED TO PURCHASE VIRTUAL GOODS?



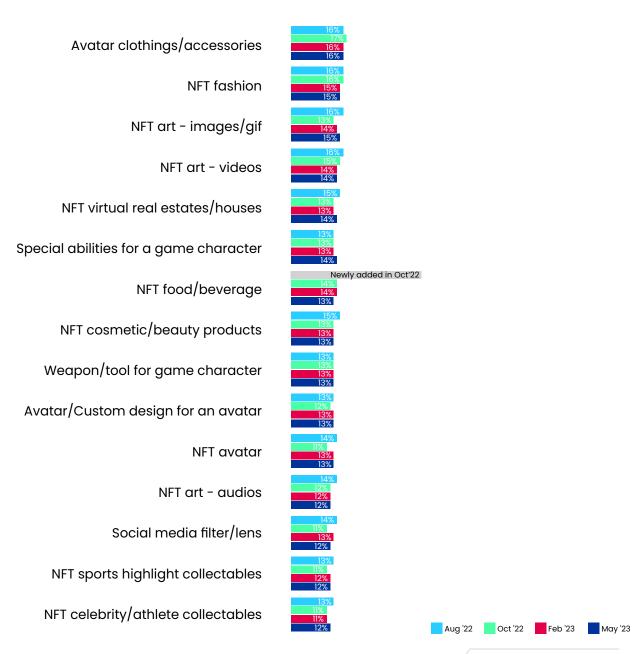
E06. Which, if any, of the following digital products/virtual goods have you ever purchased? We are referring only to objects and/or currencies you have used in video games and other metaverse activities. (MA)

E07. And which of these are you interested to purchase in the future? (MA)



# OPPORTUNITIES EXIST FOR VIRTUALLY ANY FORM OF NFTS, AS CONSUMERS' INTERESTS RANGE FROM FASHION AND ART TO FOOD/BEVERAGE AND REAL ESTATE

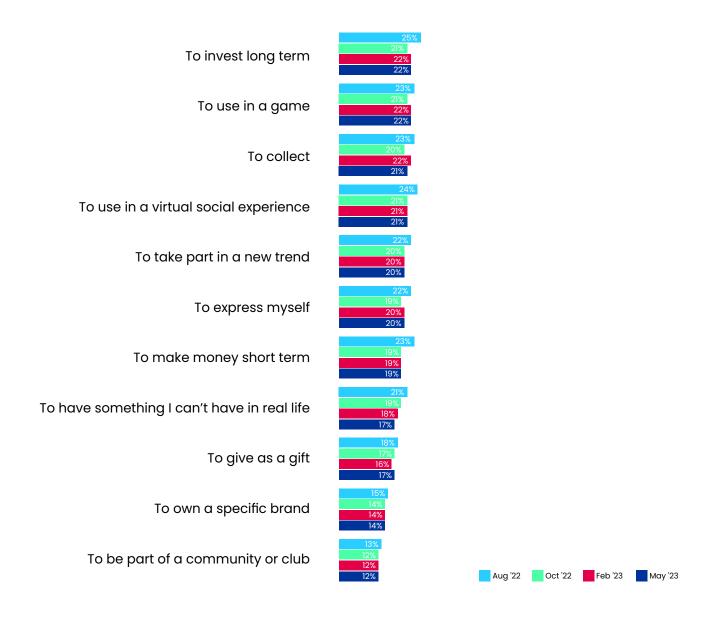
#### WHICH OF THESE ARE YOU INTERESTED IN?





## WHY THE INTEREST IN VIRTUAL GOODS?

Motivation continues to vary person to person. Virtual goods are bought as investments, to use in games or social experiences, as collector's items, and more.



Base: Interested in NFT (n=6,562)

E08. Why are you interested in purchasing digital products/virtual goods? Please select up to 3 reasons. (MA, MAX 3)



## MOVING FORWARD...







Consumers in the digital space are becoming more averse to tracking of their online activities, which gets monetized by targeting them via personalized and intrusive ads.

As innovations strive to give more power back to users and communities, brands will find it harder to connect with consumers—as it will be up to them to initiate communication and not the other way around. As such, brands should consider exploring new avenues to stay relevant and connect with consumers in the digital world.

Consumers are optimistic and open to new ideas in the digital space—such as Web 3.0, the Metaverse, and NFTs—even if they're still in their early stages. Many have already expressed their interest in these ongoing innovations.

By continuing to monitor trends and consumer sentiments in Web 3.0, the Metaverse, and NFTs, you'll be able to shape your brand strategy and futureproof your business in the new age of the internet.





# INTERESTED TO FIND OUT MORE?



### **LEARN MORE**

Contact us so we can walk you and/or your team through the report and discuss how we can customize a study based on your needs and requirements. Following the discussion, we will submit a detailed proposal with quotations for your consideration.

CHRISTINE TAN SENIOR DIRECTOR





# PROPOSAL & **QUOTATION SUBMISSION**

Following the discussion, we will submit a detailed proposal with quotations.



## THANK YOU



