

The Effect of Cosmocracy in the Metaverse World on National Security (Arkycia Metaverse Case Study)

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Abstract

Mark Zuckerberg as the Facebook CEO who oversees the Instagram and Whatsapp platforms said that this was done as part of the company's rebranding. Metaverse is about bringing life back together, to recover all the hardships brought on in the original world. The anticipated truth and the future of the next evolution that is expected to develop by human hands. The technology used will involve the development of a combination of virtual reality and other technologies. The world of the Metaverse is very large, but in this case, the researcher will try to review further related to the scenario or influence that can be caused by the metaverse world, especially in relation to developing and implementing the concept of a utopian cosmocracy into something that might happen and have an impact on the reality that occurs in the world real.

Keywords

Cosmocracy; Metaverse;
National Resilience



I. Introduction

Social media is an example of a relatively recent development of information technology (Marbun et al, 2020). Communication through social media promises a comfortable state of communication, where someone who cannot compose words can be someone who is very poetic, with a very relaxed appearance and state, someone can carry out communication activities with others, lecturers, or someone when we communicate with it must take care of all things, appearance and style of language, but communicating through social media do not have to pay attention to it, sit back with a cup of coffee and use casual clothes a person can carry out communication activities (Marlina, 2020).

In 2021, to be exact, on October 28, 2021, the company Facebook Inc (FB. O) officially changed its name to Meta, Mark Zuckerberg as the Facebook CEO who oversees the Instagram and WhatsApp platforms said that this was done as part of the company's rebranding. It's quite interesting to delve deeper into why a company as big as Facebook is willing to take a big risk by changing the name of a company that previously raised its name. As we know the name meta itself is an abbreviation of the word "Metaverse" and this word itself is basically foreign to the ears of the general public. This word became a boom when Facebook took a big step to change its company name and explore deeper into the potential of this Metaverse world.

According to Mark Metaverse is a further form of the internet in the future. He described that the world of Metaverse that he and his company wanted to build was a virtual environment that users could enter, rather than just looking at the screen. And the technology used will also involve the development of a combination of virtual reality and other technologies (Tirta Anhari, 2021). This is reinforced through research conducted by Andrea Moneta from Nottingham Trent University which states that as a feature of the new communicative paradigm the term "Metaverse" has been used to describe future Internet iterations consisting of continuous 3D virtual spaces, simultaneously with other users

connected to the virtual universe. This world is generally referred to as a “collective virtual shared space” and therefore the Metaverse is considered the basis for the next version of the Internet, which will include all virtual worlds (Moneta, 2020)

Grayscale Research says that Metaverse is at the forefront of the evolution of the current Web 3.0 internet. The Metaverse is a set of interconnected, experiential 3D virtual worlds where people everywhere can socialize in real-time to form an economic-savvy user's internet that spans the digital and physical worlds. (Grider & Maximo, 2021). Many other observers also say that the current Metaverse is the basic foundation for further development of the Metaverse in the future. The whole series of actions taking place in the world of the Metaverse today has proven its potential to improve relations between the public and the real world. (Eurasia Group, 2021).

In addition, there have been several research studies related to the Metaverse world, although so far there has not been too much research that examines the potential threats or negative impacts, especially with regard to this virtual life. Some of this research often focuses on topics related to the potential that the metaverse can provide as part of the next generation of the Internet. According to several researchers in the journal entitled "Metaverse for Social Good: A University Campus Prototype" although the metaverse is a virtual world, the metaverse significantly reflects the vision of human-centered computing, which is very beneficial to society in terms of accessibility, diversity, equality, and humanity. (Duan, 2021).

Several other researchers in the journal entitled "3D virtual worlds and the metaverse: Current status and future possibilities" are quite skeptical assessing the development of the metaverse world and the possibilities that will occur in the future. In this journal, the researcher asks four big questions which are the main components of the world of Metaverse, namely 1) Realism. Is the virtual space realistic enough to allow the user to feel psychologically and emotionally immersed in an alternate realm (2) Ubiquity? Whether the virtual space that comprises the Metaverse is accessible through all existing digital devices (from desktops to tablets to mobile devices), and do virtual identities or collective personas of users remain intact throughout the transition in Metaverse (3) Interoperability. Whether the virtual space is standardized in such a way that (a) the digital assets used in the reconstruction or rendering of the virtual environment remain interchangeable across a given implementation and (b) users can move seamlessly between locations without interruption in their immersive experience (4) Scalability. Whether the server architecture provides sufficient power to enable the number of users to occupy the Metaverse without compromising system efficiency and user experience. (Dionisio, 2013).

A researcher named Tianyi Ai from the National University of Singapore tries to explain further about the characteristics of the metaverse from the perspective of philosophy and world architecture, by comparing the real world with the virtual world and proposing a lemma (simple theory) and three reference propositions that should be a guide in building the world. metaverse. The three postulates are 1) A metaverse must have Market Diversification 2) The metaverse must have two-way demands 3) The metaverse must be a world that increases entropy and a lemma which reads “Life is born with responsibility naturally, and more and more responsibilities from the world will be assumed”. Based on these propositions and lemmas, he argues that the metaverse can have the ability to develop its own culture and influence life in the real world. (Ai, 2021)

In the process of the formation of a new culture and the influence of the metaverse in real life, the idea of a new global government order concept that is interconnected without any barriers or what can be called a Cosmocracy is generated. According to John Keane

“cosmocracy is a system of worldwide webs of interdependence – of actions and reactions at a distance, a complex melange of networks of legal, governmental, police and military interdependence at worldwide distances”. Naturally, as a new form of polity, cosmocracy is laced through with various modern communications technologies, which have the combined effect of nurturing its operations by greatly reducing, sometimes nearly to zero, time and space barriers. (Keane, 2003). The existence of the internet and the virtual world of the metaverse in the 21st century makes this new concept of government not an impossibility to be realized. However, in his research, Keane also argues that Cosmocracy is an unstable form of government full of contradictions. Domination by one dominant political power, political entropy and producing irresponsible powers. Cosmocracy is felt to not bring peace and good governance to the world. (Keane, 2002). The potential and future possibilities for the development of the Metaverse World are indeed very large, but in this case the researcher will try to review further related to the scenario or influence that can be caused by the metaverse world, especially in relation to developing and implementing the utopian Cosmocracy concept into something that might happen and provide impact on the reality that occurs in the real world.

II. Review of Literature

2.1 Metaverse: Theory, Concept and Implementation

Until now, research related to the basis and theory of metaverse formation is still being carried out along with the development and use of the metaverse world in the future. One of the theories related to the formation of the metaverse was found from research entitled Metaverse Theory by Tianyi Ai which said that there are at least 3 basic formations of the metaverse world so that a virtual world can be included in the metaverse world category, namely 1) Market Diversification 2) Two-way demands and 3) Entropy increase. Furthermore, in his thesis Tianyi Ai said that the concept that Metaverse is trying to use is basically the same as the environment in the game world where players can buy and even sell items in the game world.

In the traditional game world, purchasing game items is used to increase the ability of players to compete with other players so that the more items they get, the greater their chances of winning the game. However, this is different in the metaverse world through blockchain technology, the concept that is trying to be developed is profit opportunities that can be obtained from both parties and not oriented to a single profit obtained from one player. Metaverse tries to adopt what happens in the real world where there is a diversified market for all users in the metaverse world.

The concept of Metaverse itself is basically not new for readers of science fiction novels, this word appeared and was first mentioned when Neal Stephenson created one of his science fiction novels entitled Snow Crash in 1992. Quoted from okezone.com the novel Snow Crash is told. about a pizza delivery man and a hacker named Hiro who makes the Metaverse an escape. In the Metaverse, Hiro spends a lot of time exploring the virtual world. So we can conclude that Metaverse is a virtual world that lives like the real world where users can access the world through a series of special technological devices such as virtual reality (VR) glasses.

Furthermore, the concept of the Metaverse becomes a concept that is felt by many parties, especially scientists as something that is considered not impossible to be realized in the real world. So that in 2008 a project called “Metaverse Roadmap (MVR): pathway to the 3D Web” appeared, which was initiated by the Acceleration Studies Foundation (ASF) with other sponsors to show a big picture of this Metaverse idea in the future. Over the past

few years this research project has tried to explore the future of the virtual world and the 3D internet as part of a future cross-industry public project. So far, there are at least six major technology companies (BIG Tech) that are trying to develop the virtual world of Metaverse including Facebook, Google, Microsoft, Epic Games, Tencent and Binance. Even so, in its study, this research also describes at least 3 scenarios that might arise if this MVR is actually realized including a positive scenario, a negative scenario and a wildcard scenario. (ASF, 2008).

The creation of the Metaverse world was also accompanied by several supporting features such as a buying and selling transaction system and fixed asset ownership integrated with the Blockchain network or commonly referred to as cryptocurrency and NFT (Non-Fungible Token). Blockchain itself is a permanent ledger that is interconnected and shared to record asset transactions in a business network. Assets in this can be tangible or intangible such as intellectual rights, patents, copyrights, and brands. It can be said that all entities that have value can be tracked and traded in the Blockchain network. (Gupta, 2018). In addition to the fixed asset ownership system and transactions in the Metaverse world, GIS (Geographic Information System) technology or a computer-based mapping information system is also used to build a virtual environment of the metaverse world itself.

2.2 Arkycia Metaverse Cosmocracy

According to John Keane, cosmocracy is a complex mixture of interdependent networks of law, government, law enforcement, and militaries around the world. Furthermore, according to him, Cosmocracy has a contemporary international system structure with a new form of government power that has contradictory effects - both positive and negative - on governments and people in the world. This structure is more the result of the interaction of various global power actors (state and non-state). (Keane, 2002).

In cosmocracy there are four basics, namely: 1) Global - a world government with a global network of interdependencies; 2) Agglomeration of government zones; 3) Dynamic; 4) Unstable (Dugis, 2018). In the end, these four principles are very possible to be accommodated in the virtual world of Metaverse, where world governments are connected through a global interdependence network via the internet, the occurrence of agglomeration of regional zones and governments, becomes dynamic through avatars that appear from various backgrounds and the most likely is the occurrence of instability. due to differences between users. Although there are still potential obstacles and problems that may arise, this is not impossible to become a real threat in the future.

One of the Metaverse worlds that are trying to adopt the Cosmocracy concept is Arkycia. On their official website, Arkycia explains that the world they created adopts the Cosmocracy Metaverse concept of a virtual world where users can create avatars, work, play, do business, earn money and even form their own government like in the real world. Arkycia also claims that they will become a world that adopts the concept of one world-one nation, in which there is a centralized government that governs the world and many countries. Countries that exist in the Metaverse world will later have their own political structure with no boundaries between countries and eliminate inequalities between these countries. Arkycia will provide maps and buildings that are exactly like the real world, NFT government as political office, Functional NFT (Passive income generating NFT Digital Assets), and Arkycia Tokens as a digital currency.

In their white paper, Arkycia claims that they are the first metaverse reality platform with futuristic features. Where players in the Arkycia world can have political positions and rule the world through the Arkycia commocracy system. They also claim that unlike other metaverse projects, Arkycia can create a virtual economy worth trillions of dollars.

III. Research Method

The research method used in this study is a literature study method in which the data and information for this article were obtained through searching documents and files relevant to the research. The limited study and not too popular of the Metaverse as a research topic are the reasons why the literature study method is used in this research. Literature study itself is a data collection method that is directed at searching for data and information through documents, both written documents, photographs, pictures, and electronic documents that can support the writing process. "Research results will also be more credible if supported by photographs, existing photos or academic and artistic writings." (Sugiyono, 2005:83). This article begins with questions about the formulation of the problem to be answered and after that it is followed up through a search for appropriate concepts and theories and is equipped with a study of previous case examples to explain the reality related to the formulation of the problem in this article.

IV. Result and Discussion

4.1 Metaverse, Cosmocracy and Potential Threats to National Security

Among the several scenarios in this case, the author will try to examine and examine more deeply the potential negative scenarios or threats that will arise and affect the realities of life in the real world. One of the negative impacts that may arise include the loss of independence and skills of users of the Metaverse world in the original world, besides that users may become less interested in interacting directly in the real world. In the end, this will gradually affect the attitude of users who find it difficult to distinguish the reality of real-life from the virtual world that they are doing in the Metaverse world.

In addition, the large potential of users in the world of Metaverse will also attract the interests of parties and political figures to gain votes. Some of the scenarios include the big parties being able to have virtual campaign headquarters in the Metaverse world. Political figures also have the opportunity to create a more attractive self-image through their artificial avatars, this is because avatars are considered capable of political communication in accordance with the attitudes of the existing voters. (ASF, 2008)

Furthermore, the process of the social and political struggle of society in an area that occurs both in the real world and the world of the Metaverse will eventually give rise to a system called a government system. In human history, the system of government that we know is quite diverse, including monarchy, aristocracy, timocracy, oligarchy, democracy, theocracy, and tyranny. And the most commonly used by many countries in the world today is a democratic government system that is in the name of the government of the people of a nation. In a further stage, with the creation of the Metaverse world and virtual reality devices, the boundaries between ethnic groups have become seamless. Even a democratic system that is limited to regions, communities, ethnic groups and countries has moved to become wider again or what scientists usually call Cosmocracy (Cosmocracy).

Studies related to Metaverse, Haihan Duan and others from The Chinese University of Hong Kong stated that metaverse is considered as a positive impact in terms of accessibility, diversity, equality, and humanity in online education approaches to adopt and understand more about human values; students one of which will have the ability to access all information, and will also develop and restore global social requirements for the future of youth in the current era of globalization.

Metaverse supports a rapid internationalization process. There are three barriers when it comes to customer or general market risk, process, political risk, and commercial

risk which result in major disruption to the internationalization process (Hollensen, 2021). Internationalization is an important and integral part of the economy of every country, especially for its small and medium enterprises; internationalization can help companies to increase revenue, build the company's brand in the desired market before actually entering the global market, and especially important value, generate global market knowledge.

Whether in virtual reality, augmented reality, or simply on-screen terms, the metaverse compromise allows for a greater overlap of our digital and physical lives in wealth, productivity, shopping, and entertainment, quietly becoming the next evolution in the marketplace. The form of virtual reality implemented in Metaverse is in the form of freeform reality, a reality where users (colloquially called 'residents') live in a virtual world, in a 3D character that they design and create called avatars, where they can buy and use items such as cars, houses, and other human creations that they can use to interact with other people in real-time anywhere (Hassouneh, 2011). In addition to this market, users themselves can use all the different currencies and cryptocurrencies placed in the virtual reality itself, it can be clearly defined as the currency used when entering a certain business, or different virtual industrial worlds. Metaverse is about bringing life back together, to recover all the hardships brought on in the original world. The anticipated truth and the future of the next evolution that is expected to develop by the hands of humans and animals lying on this earth are revelations and complex myths of the future itself. The tentative future alone is already a testament to how fragile the human race can be. The Metaverse, like all digital applications and innovations, has engulfed consumerism.

Virtual reality and other innovations will further pose new challenges to ethics, and the most important aspect that defines true humanity is ethics itself. The convoluted truth about technology and how humanity is shifting with it in a revolutionary touting sense is the implication of our loss of ethics. Minimal toxicity has spread maximally since the existence of media and technology, spreading opinions, facts, controversies, and hatred indiscriminately, abuse, and misguided effects; and this effect is not easy to resolve once it appears. Laziness and naivety on the other hand fueled drastically, humankind's search for more and more ways to find a lucrative and easy life to live, even to the point that they had to outsource the competition to prioritize themselves in terms of needs and wants. There is nothing more unethical than experiencing an unethical and excessive fake life in an inauthentic second world for us. The main reason humans are born on earth is to appreciate and complete all life on this beautiful planet and hell itself. Nature is meant to have flaws and disasters, life is a journey for all human beings to endure. Most reasonable beings will question the relevance of alternative life, ignoring the essential thoughts of living life in the real, authentic world. Over time, many people have not realized that the trap is gradually being created by something that has been in our hands. Humanity has never seen the consequences of the world of technology because the perspective of technological progress is always for the betterment of society. It turns out as a miracle and its progress is endless, and the specter of improvement is still not forgotten.

4.2 Virtual Reality (VR)

VR has the standout feature of a fully synthetic display. Commercial VR headsets provide the usual user interaction techniques, including head tracking or real controllers. Thus, users are in a completely virtualized environment, and interact with virtual objects through user interaction techniques. Moreover, VR is known as 'the farthest end of reality in the Reality-Virtuality Continuum (Milgram, 1995). This means that users with VR headsets must pay full attention to the virtual environment, and therefore separate it from physical reality (Speicher, 2019). As mentioned, users in the metaverse will create content

on the digital twin. Currently, commercial virtual environments allow users to create content, such as VR11 paintings. Exploration of user affordability can be achieved by user interaction with virtual entities in the virtual environment, for example, modifying the shape of virtual objects, and creating new artistic objects. Multiple Users in such virtual environment can collaborate with each other in real-time. It aligns with well-defined virtual environment requirements: a sense of shared space, a sense of shared presence, a sense of shared time (real-time interaction), a way of communicating (with motion, text, sound), and a way of sharing information and manipulating objects (Singhal, 1999). It is important to note that many users in the virtual world, that is, a subset of the metaverse, must receive the same information as other users see. Users can also interact with each other consistently and in real-time. In other words, how users should organize virtual objects and multi-user collaboration in a virtual shared space will be an important factor. Considering the final stages of the metaverse, users who are in a virtual shared space will have to work concurrently with any additions or interactions from physical peers, such as AR and MR. The essence of building a metaverse, through the construction of multiple virtual shared spaces, must be to combine simultaneous actions, among all objects, the avatars that represent their users, and their interactions, for example, objects, objects, and avatars. All processes participating in the virtual environment must synchronize and reflect the dynamic state/events of the virtual space (Liu, 2021). However, managing and synchronizing dynamic states/events at scale is a huge challenge, especially when we consider unlimited concurrent users collectively acting on virtual objects and interacting with each other without reasonable latency, where latency can negatively impact the experience user.

V. Conclusion

Metaverse is about bringing life back together, to recover all the hardships brought on in the original world. The anticipated truth and the future of the next evolution that is expected to develop by the hands of humans and animals lying on this earth are revelations and complex myths of the future itself. The tentative future alone is already a testament to how fragile the human race can be. The Metaverse, like all digital applications and innovations, has engulfed consumerism. Virtual reality and other innovations will further pose new challenges to ethics, and the most important aspect that defines true humanity is ethics itself. The twisted truth about technology and how humanity is shifting with it in a revolutionary touting sense is the implication of our loss of ethics.

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