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Orange
Innovation

Building metaverse ready networks

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Exploring metaverse (s)

Safe Zones

Creating trusted spaces on gaming platforms



Gen Z showing the way

A young woman with glasses is lying on a light-colored carpeted floor. She is wearing a VR headset and holding a white tablet. A laptop and a smartphone are also visible on the floor around her. The scene is lit with warm, indoor lighting.

58%* of users on Roblox are Gen Z

63%* of users on Fortnite are Gen Z

30%** active population will be Gen Z
by 2030

25% will spend more than 1h/day on the
metaverse in 2030***

**Statista*

***Oxford Economics*

****Gartner*

Future usages

Sport

Gaming

Fashion




**Stronger
networks
to connect
virtual and
reality**



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Thank you

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