

**Table S1.** Useful literature information.

Item	Title	Reference
1	Statistics and Social Network of YouTube Videos.	[72]
2	This would be sweet in VR*: On the discursive newness of virtual reality.	[73]
3	Virtually Real or Really Virtual: Towards a Heritage Metaverse.	[74]
4	Immersive virtual reality in the age of the Metaverse: A hybrid-narrative review based on the technology affordance perspective.	[75]
5	Virtual Reality based Metaverse of Gamification.	[76]
6	Reality Check of Metaverse: A First Look at Commercial Social Virtual Reality Platforms.	[77]
7	From physical reality to the Internet and the Metaverse: A Multilayer Network Valuation.	[78]
8	From Reality to Virtuality: Re-discussing Cities with the Concept of Metaverse.	[79]
9	A study on virtual world of Metaverse.	[80]
10	Sentiment Analysis on the Metaverse: Twitter Data.	[81]
11	Contiguous identities: The virtual self in the supposed Metaverse.	[82]
12	Digital Consumer Engagement on Blockchain-based Metaverse Platforms: Extended Reality Technologies, Spatial Analytics, and Immersive Multisensory Virtual Spaces.	[83]
13	Gorichanaz, T. Being at home in the metaverse? Prospectus for a social imaginary.	[84]
14	A Survey on Metaverse: Fundamentals, Security, and Privacy.	[85]
15	“Metaverse”: A Future Concept at the Initial Stage of Its Basic Technology.	[86]
16	Entertainment Digitalization: Driving Force, Risks and Prospects for the Creation of Metaverse.	[87]
17	“Cyborg” and “Metaverse”: Issues of “Body Existence” in the Context of Virtual Reality.	[88]
18	All One Needs to Know about Metaverse: A Complete Survey on Technological Singularity, Virtual Ecosystem, and Research Agenda.	[89]
19	Metaverse through the prism of power and addiction: what will happen when the virtual world becomes more attractive than reality?	[90]
20	Immersive netnography: A novel method for service experience research in virtual reality, augmented reality and metaverse contexts.	[91]
21	Gaming the System: Playbour, Production, Promotion, and the Metaverse.	[92]
22	Wireless Edge-Empowered Metaverse: A Learning-Based Incentive Mechanism for Virtual Reality.	[93]
23	Metaverse, HCI, and Its Future.	[94]
24	A Descriptive Study on Metaverse: Cybersecurity Risks, Controls, and Regulatory Framework.	[95]
25	The Age Beyond Sports: User Experience in the World of Metaverse.	[96]
26	Metaverse: Threat or Opportunity for Our Social World? In understanding Metaverse on sociological context.	[97]
27	Metaverse beyond the hype: Multidisciplinary perspectives on emerging challenges, opportunities, and agenda for research, practice and policy.	[98]
28	Chasing Metaverses: Reflecting on Existing Literature to Understand the Business Value of Metaverses.	[99]
29	Metaverse and Sustainability: Systematic Review of Scientific Publications until 2022 and Beyond.	[100]
30	The Extended Reach of Game Engine Companies: How Companies Like Epic Games and Unity Technologies Provide Platforms for Extended Reality Applications and the Metaverse.	[101]
31	Migration to the metaverse and its predictors: attachment to virtual places and metaverse-related threat.	[102]
32	Let the beat flow: How game difficulty in virtual reality affects flow.	[103]
33	Metaverse Games: Game Changer for Healthcare?	[104]

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