

RESOLUTION 23R-16

To request the RI Board to consider encouraging Rotary activities in the metaverse

Proposer(s): Rotary Club of Osaka, District 2660, Japan

1 WHEREAS, the metaverse, which is constantly advancing, has given rise to cyber
2 universes that reproduce the physical world in great detail through avatars, and

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4 WHEREAS, this holds the potential to increase Rotary’s philanthropic activities both
5 in quantity and in quality, and

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7 WHEREAS, the youth of Generation Z, or those between the ages of 11 and 26, are
8 quite naturally well acquainted with this new technology and might potentially be
9 attracted to Rotary activities undertaken on such a platform, such as the metaverse

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11 IT IS RESOLVED by Rotary International that the Board of Directors of Rotary
12 International consider encouraging Rotary activities in the metaverse.

(End of Text)

PURPOSE AND EFFECT

13 There are a number of important Rotary service activities throughout the world
14 whose progress might be accelerated through the use of metaverse simulations.
15 For example, areas in which the wild poliovirus is still present, principally
16 Pakistan and Afghanistan, can be rendered with great accuracy in virtual space.
17 Such an application of the new digital technology would allow Rotary members to
18 participate from anywhere in the world, thereby significantly broadening Rotary’s
19 polio eradication effort.

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21 Metaverse simulations can also reduce the physical risk for volunteers in war-
22 torn or disaster-stricken regions, allowing them to participate via avatar in relief
23 efforts for refugees from those areas.

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25 These and other service activities, performed wholly or in part through the
26 participation of virtual volunteers, carry great potential for Rotary’s continued
27 expansion into the next generation and should not be ignored by its present
28 leaders and volunteers.

FINANCIAL IMPACT

1 If implemented, this resolution could have a financial impact on RI which cannot
2 be determined at this time. Cost would be dependent on the scope and extent of
3 support provided by the RI Board to accomplish this goal.

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5 Rotary encourages and promotes the use of the metaverse, virtual reality,
6 augmented reality, and other emergent digital technologies for facilitating club
7 meetings and as storytelling and informative educational tools.