



JULY 2022

COME TOGETHER



SFBU

ISSUE NO. 6

CONNECTION



2022 FREMONT FOURTH OF JULY PARADE

San Francisco Bay University was the official Premier Sponsor for the 2022 Fremont Fourth of July Parade. Students, staff, and faculty walked together, to represent our university and participate as a member of our community here in Fremont. "SFBU's float was voted 'Best Commercial Float' by the Fremont Fourth of July Parade judges! Thank you to the students who joined us in celebrating with the community on Independence Day.

PARADE HIGHLIGHTS



ALUMNI SPOTLIGHT

AVERY NIOU

Master of Science in Computer Science 2022

Avery Niou graduated from San Francisco Bay University with her Master of Science in Computer Science (MSCS) this past spring. Avery is multilingual: she speaks Mandarin, Taiwanese, English, and a bit of Japanese. Avery was born and raised in Taiwan, but relocated to the San Francisco Bay Area two years ago. When speaking of the greatest challenge she has overcome thus far, Avery said, “I left my comfort zone where I grew up and a company I worked for six years. I decided to move to Silicon Valley without any family or friends, to pursue my dreams.



When a friend of Avery’s landed a great position at a Silicon Valley company after earning a degree from San Francisco Bay University, she knew she would pursue her master's degree in Computer Science at SFBU. When asked what she enjoyed most about her experience while attending SFBU, Avery stated, “SFBU is a job hunting-oriented learning environment; new courses are constantly added to the curriculum based on the job market and current industry trends.”

Avery started her journey at SFBU with a passion for front-end software development, but hadn't yet obtained the knowledge and skills needed for the workforce. While taking a Computer Science course with Dr. Ken Cheung, JavaScript and Internet Programming, Avery's knowledge grew in this subject, pushing her further towards her goal of becoming a software engineer: “The projects from this course taught me so much. I was able to add them to my resume.” Other subjects that Avery studied during her time at SFBU include big data, cloud computing, and machine learning.

After earning her degree at San Francisco Bay University, Avery landed a job at PlayStation as a software engineer. When asked her definition of success, Avery stated, “I think success happens often, every time you achieve a small goal that is a success. Little successes accumulate to your life story.” Avery’s future goals include becoming a senior software engineer, exploring her passion further for front-end development, and enhancing her DevOps skills.

Congratulations and best wishes to Avery! Thank you for sharing your story with the San Francisco Bay University community.



STUDENT ORGANIZATIONS

GET INVOLVED BY JOINING ONE OF SFBU'S STUDENT ORGANIZATIONS!

TOASTMASTERS INTERNATIONAL



Become a confident public speaker! Toastmasters International was established in 1924 as a non-profit organization that helps members gain skill and confidence in public-speaking and making presentations. The SFBU chapter encourages the development of solid communication skills that are needed in all facets of life.

EASY ENGLISH CLUB

Improve your English and meet friends! The aim of E-Z English Club is to improve English comprehension and communication skills through engaging conversations and activities. It helps English learners quickly improve their speaking, writing, and reading skills beyond the classroom.



CAREER CLUB



Plan for long-term success with the Career Club! SFBU's Career Club aims to boost students' networking, interviewing, career planning, and job search skills in a holistic and fun manner. The group engages in discussions about current job opportunities and trends, using BLS and other sources. The group's mission is to help students find a job with confidence and ease related anxieties.





THE METaverse

A Different Perspective

PROFESSOR AHMED BANAFI

IoT, Blockchain, AI Expert | Faculty | Author
| Keynote Speaker



The term Metaverse is a hot topic of conversation recently, with many tech giants like Facebook and Microsoft staking claims. But what is the Metaverse?

Author Neal Stephenson is credited with coining the term “metaverse” in his 1992 science fiction novel “Snow Crash,” in which he envisioned lifelike avatars who live in realistic 3D buildings and other virtual reality environments. Correspondingly, Metaverse in a technical sense is another name of Internet of Everything (IoE), a concept started in the early 2000’s which led to Internet of Things (IoT) and its applications, a scale down version of IoE.

Since then, various developments have made milestones on the way toward a real Metaverse, an online virtual world which incorporates augmented reality (AR), virtual reality (VR), 3D holographic avatars, video and other means of communication. As the Metaverse expands, it will offer a hyper-real alternative world or what Comic fans call parallel universe. But this description is like talking about “Frontend “in apps development only without explaining “Backend” side of the apps, to understand that side of this new X-verse we need to look at Metaverse from a different perspective.

DIFFERENT PERSPECTIVE OF THE METAVERSE

The Metaverse” is bringing together people, process, data, and things (real and virtual) to make networked connections more relevant and valuable than ever before—turning information into actions that create new capabilities, richer experiences, and unprecedented economic opportunity for businesses, individuals, and countries”.

In simple terms: Metaverse is the intelligent connection of people, process, data and things. The Metaverse describes a world where billions of objects have sensors to detect measure and assess their status; all connected over public or private networks using standard and proprietary protocols.



PILLARS OF THE METAVERSE

- People: Connecting people in more relevant, valuable ways
- Data: Converting data into intelligence to make better decisions
- Process: Delivering the right information to the right person (or machine) at the right time
- Things: Physical and virtual devices and objects connected to the Internet and each other for intelligent decision-making.

Continued →

CHALLENGES FACING THE METAVERSE

No new technologies or concepts without challenges, and the Metaverse is no exception:

1. **Identity Management:** it's difficult to confirm ID in current Web 2.0 apps, with Metaverse the problem is scaled up as we expand the use of the products and services, the last thing you want is to create a wild west in Metaverse.
2. **Security, Safety, and Privacy (SSP):** As devices/people get more connected and collect more data resulting in accelerating the Metaverse expansion at a speed close to the speed of the real universe, privacy, safety and security concerns will increase too. How companies decide to balance customer SSP with this wealth of Metaverse data will be critical for the future of the Metaverse and more important customers' trust of the Metaverse and any future X-verse versions.
3. **Finance in Metaverse:** using cryptocurrency is a challenge by itself, using it as a way of payment in Metaverse will add more complications to what is still unregulated payment system, one of the options to overcome this is to consider CBDC (Central Bank Digital Currency)
4. **Laws, regulations, and protections:** new world and new territory for the law to explore and define the responsible parties and create new regulations to protect everyone using Metaverse including Intellectual Properties with the new found businesses like NFTs
5. **The emotional and mental impact of living in Metaverse:** the same issues of non-stop social media usage and online gaming will transfer to the Metaverse on a large scale with another dimension added with near real-time interactions, this could create a lot of mental issues in the real world, and the line between real and imaginary world will be blurred with actions and words used in both worlds.
6. **standardization of the Metaverse:** this is usually one of the toughest parts in the early lifecycle of any new technology as everyone wants to be the "standard" and dominate the market, standards will cover all hardware/software, process, protocols and make interoperability fundamental to the design and implementation of the Metaverse.



THE FUTURE?

Data is embedded in everything we do; every business needs its own flavor of data strategy which requires a comprehensive data leadership. The Metaverse will create tens of millions of new objects and sensors, all generating real-time data which will add more value to their products and services for all the companies who will use Metaverse as another avenue of business. Enterprises will make extensive use of Metaverse technology, and there will be a wide range of products sold into various markets vertical and horizontal, an endless list of products and services.

For example: In E-commerce the Metaverse provides a whole new revenue stream for digital goods in a synchronous way instead of the current traditional 2D way of click and buy. In human resources (HR) significant training resources will be done with virtual reality (VR) and augmented reality (AR) that are overlaying instructions in a real-world environment and giving somebody a step-by-step playbook on how to put complex machine together or run a device or try a new product all will be done with virtual objects at the heart of the Metaverse. While in sales/marketing, connecting with customers virtually and sharing virtual experience of the product or service will be common similar to our virtual meetings during the past two years in the middle of Covid but the Metaverse will make it more real and more productive. Crypto products including NFTs will be the natives of the Metaverse adding another block to Web 3.0 puzzle.

The pandemic forced us to be more online and accept many actions to be virtual which was like a preview for the Metaverse in 2D, the real Metaverse is 3D with time as the 4th dimension, but in the Metaverse we control time and space because we create both in the Metaverse.

Finally, similar to Cloud Computing we will have Private-Metaverse, Hybrid-Metaverse and Public-Metaverse with all possible applications and services in each type, and companies will benefit from all options based on their capabilities and needs. The main goal here is to reach Metaverse as a Service (MaaS) and see a label of "Metaverse Certified" on products and services.



WE ARE THE BAY



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Sat-Sun: closed



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[Facebook](#)



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[YouTube](#)



[Pinterest](#)

UPCOMING EVENTS

AUGUST 6TH

Speaker Series hosted by Ashley Weerpass

AUGUST 15TH

Course review and final exams begin

AUGUST 21ST

Student/Alumni Meet & Greet