

《中国元宇宙相关专利申请数量全球第二》

韩国特许厅消息称，美、中、韩分列元宇宙相关专利申请数量全球前三。中国元宇宙相关专利申请数量达14291件，全球占比近30%。美国以17293件申请位列第一，韩国以7808件专利申请数量排在第三。2016年至2020年，美国、中国、韩国、日本、欧洲共提交了约4.37万件与元宇宙和沉浸式内容相关的专利申请，较前五年增长了近三倍。



People check out the metaverse project of a tourist site in Qiandaohu township, Zhejiang province, in November. [PHOTO by SHE JIANFENG/FOR CHINA DAILY]

China is now No 2 in metaverse-related global patent applications with a nearly 30 percent share gathered through its 14,291 applications, a report by South Korea's Korean Intellectual Property Office stated.

韩国特许厅的一份报告称，目前，中国的元宇宙相关专利申请数量全球排名第二，申请专利达14291件，全球占比近30%。

China trails the United States which has filed 17,293 applications, accounting for nearly 36 percent of the total covering the period from 2011 to 2020. South Korea ranks third with 7,808 applications, or 16 percent of the total.

美国元宇宙相关专利申请数量位列第一，已提交17293件申请，占2011年至2020年申请总数的近36%。韩国以7808件专利申请数量排名第三，占比16%。

Some 43,700 patent applications related to the metaverse and immersive content were made from 2016 to 2020 in the US, South Korea, Japan, Europe and China, which grew nearly threefold over those filed in the previous five years, the office said.

韩国特许厅表示，2016年至2020年，美国、韩国、日本、欧洲和中国共提交了约4.37万件与元宇宙和沉浸式内容相关的专利申请，较前五年增长了近三倍。

The metaverse is a trending concept that loosely refers to an immersive virtual world that combines technologies like virtual reality and augmented reality. Though still nascent, companies globally have been gearing up efforts in developing and investing in metaverse-related technologies.

元宇宙是一个流行概念，泛指整合虚拟现实和增强现实等技术形成的沉浸式虚拟世界。尽管元宇宙还处于起步阶段，但全球企业一直在大力开发和投资元宇宙相关技术。

Another report by market consultancy Preqin said that instead of a global, shared metaverse, the Asia-Pacific region is more likely to see several local online worlds developed by various entities in China and South Korea. It noted that from 2021 to November 2022, more venture capital deals in AR and VR fields were concluded in China than in the US.

市场咨询公司睿勤发布的一份报告称，亚太地区更有可能出现由中国和韩国不同实体开发的多个本土网络世界，而不是一个全球性的、共享的元宇宙。报告指出，从2021至2022年11月，中国在增强现实和虚拟现实领域达成的风投交易高于美国。

"The next decade will be a golden era for the development of the metaverse in China, but the country values the role of the metaverse in upgrading the real economy," said He Chao, secretary-general of the metaverse industry committee at the China Mobile Communications Association, an industry organization based in Beijing.

中国移动通信联合会元宇宙产业工作委员会秘书长何超表示：“未来十年将是中国元宇宙发展的黄金时期，但中国注重元宇宙赋能实体经济。”

In November, the Ministry of Industry and Information Technology released a plan to grow the market size of China's VR industry beyond 350 billion yuan (\$50.4 billion) by 2026.

去年11月，工业和信息化部发布了一项计划，到2026年我国虚拟现实产业规模将超过3500亿元。

Though it did not explicitly mention the metaverse, the plan called for more efforts to create fundamental technologies that support immersive AR, VR and mixed reality experiences, all of which are aspects of the metaverse.

尽管该计划没有明确提到元宇宙概念，但工信部呼吁应加大对沉浸式增强现实、虚拟现实和混合现实体验的基础技术支持。

Sun Jiashan, a researcher at the Chinese National Academy of Arts, said the metaverse as a concept is still nebulous and a lot of clarity needs to emerge before its utility value could be established beyond the current hype, which some fear could spawn equity bubbles.

中国艺术研究院研究员孙嘉善表示，元宇宙仍然是一个模糊的概念，在其实用价值超越目前的宣传噱头之前，还有很多需明确，一些人担心这些噱头可能会催生股市泡沫。

来源：中国日报

