



Perkins Coie's survey of 150 industry stakeholders involved in XR and next-gen technology, which encompasses technological advancements such as Web3 and the metaverse, shows that immersive technology has reached a critical point.



This year's survey [report findings](#) reveal that while stakeholders still expect the industry to grow, the pace of that growth will be slower than in recent years as companies seek to deliver on recent hype to an increasing number of XR consumers in the aftermath of sky-high growth and spending.

[Read the full report](#)

### **Additional Resources**

- [Fundamentals of Non-Fungible Tokens](#), White Paper
- [Protecting Fashion Brands in the Metaverse and Beyond](#), Update
- [Web3: New Uses for New Technology](#), Perpetual Motion Podcast

### **Authors**



[Ronald Y. Koo](#)

Partner

[RKoo@perkinscoie.com](mailto:RKoo@perkinscoie.com) [206.359.6109](tel:206.359.6109)



## **Jason Schneiderman**

Partner

[JSchneiderman@perkinscoie.com](mailto:JSchneiderman@perkinscoie.com) [650.838.4333](tel:650.838.4333)



## **Kirk A. Soderquist**

Partner

[KSoderquist@perkinscoie.com](mailto:KSoderquist@perkinscoie.com) [206.359.6129](tel:206.359.6129)

## **Explore more in**

[Intellectual Property Law](#) [Emerging Companies & Venture Capital Law](#) [Privacy & Security](#)  
[Technology Transactions & Privacy Law](#) [Blockchain, Digital Assets & Custody](#) [Digital Media &](#)  
[Entertainment, Gaming & Sports](#) [Immersive Technology](#) [Interactive Entertainment](#)