Introducing Growverse, the First Monetizable and Sustainable Social Metaverse

The first game that isn't Just a game



Delaware, United States Jul 24, 2025 (<u>Issuewire.com</u>) - The social platforms have undergone a series of revolutionary changes based on different aspects of technicality, interactivity, and convenience. And now, Growverse has emerged in this constantly evolving digital age to offer users a monetizable social 4.0 platform that is sustainable, profitable, and transparent. This metaverse platform is offering real and sustainable earning opportunities for both users and businesses, along with a fair

and accessible economic model. It does not consist of any intrusive advertising and the exploitation of user data like the traditional platforms. This transparent system for users is completely decentralized and allows them to monetize their time and skills.

Growverse is introducing users to a democratic digital economy where users can engage through a highly interactive Hemp Metaverse. The platform can be used for the sales of physical products as well as digital services, and the platform will charge a nominal commission as a platform fee, which is both fair and reasonable. Growverse's stablecoin does not exceed its fixed value to make sure all kinds of users can secure coins and make purchases through decentralized wallets certified by Circle, a partner of Coinbase. It offers maximum security in transactions and offers a gamified world where users can interact with others and make different purchases.

The platform is the first Hemp Metaverse where users can buy, sell, or learn about hemp products through a secure platform that comes with a fine blend of diversity and inclusivity. Starting from supporting arts and creativity to focusing on more ideas and cultural expressions, the platform allows taking a deep dive into the rich tapestry of human experiences. This ever-expanding personal "universe" can help the journey of growth and development for every individual. As the platform is highly immersive and optimized, it can offer a real-life-like experience where individuals can learn new skills, adapt, face challenges, and overcome them with innovation.

Growverse can be utilized for low-cost advertising using 3D NFTs, which can be easily placed in the world of the metaverse. Business owners, brands, and individuals can easily purchase an NFT of a bench and place it in the world of the metaverse along with links to its website or e-commerce. Such interactive advertising methods are permanent and come with no time limits. As a result, the business and brand owners can proceed with their meta sales for a prolonged period while reaching out to potential and interested users. It is like putting up a virtual shop where clickable Advertising Avatars are present to address the users. The avatars can also wear brand logos as skins, which improves visibility and sales. Clicking on the avatars will take users directly to the original website from where they can make a purchase.

This revolutionary metaverse is also equipped with an option of Virtual Expo, where brands and businesses can secure their free booths. They can customize their business booths based on colors, content, and logos. These virtual booths are accessible worldwide and help to embrace brand awareness. The virtual fairs are also free of cost, and the brand owners are not required to pay any hidden fees for the booths. There is also a virtual art gallery offered by the platform where artists can permanently exhibit digital artwork and can also sell NFT art directly to users. There is also an Interactive Concert Hall, which allows hosting virtual live shows in 3D, VR, and streaming. These concerts do not have any audience limit and offer a fruitful medium for direct artist-audience interaction.

Growverse has virtually established a Cannabis University, which is a virtual educational center dedicated to the teachings of cannabis. Users of the university will find more information on sustainable cultivation and innovation, along with medical and medical applications of cannabis, creating a safe space for business and marketing for hemp and cannabis products. It is currently partnering with many leading companies in the field like Soft Secrets, Kusher Gang, Social Kann, etc., to offer a profitable ecosystem for all. It has signed the distribution contract with Epic Games, so it will be distributed on all platforms from the Epic Store, play store, Oculus to PlayStation, Xbox, Nintendo and Pixel Streaming, giving the whole world the possibility to access it from the browser without the need for expensive hardware.

This platform utilizes Unreal Engine 5.4 with Pixel Streaming to offer a realistic and immersive

experience for users and to keep them engaged with authentic communication. According to Founder and CEO Roberto Romagnino, "Growverse is the future of the social and digital economy. Here, everyone can be the protagonist without intrusive ads and intermediaries." Visit the official website at https://growverse.net/ to know more.



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