

B-02

New Era of Virtual Event with Extreme Massive Connectivity Technology

Social Issues that we have focused on

The excitement generated by the convergence of a large number of people in one place, such as live music concerts or sports events, has not been achievable in traditional virtual spaces. Furthermore, accessing virtual events has limitations in terms of ease of use, involving preparation of the environment and connection time, which hinders the rapid dissemination of trending topics.

Initiatives to resolve issues

Overview

Without the need for dedicated apps or loading large amounts of data, our virtual event platform allows a large number of participants to gather in a virtual venue and share their experiences through individual expressions, creating a space for heightened excitement and enjoyment. For example, participants can run around the virtual space in response to an artist's call, enhancing the atmosphere.

Technology to Support Initiatives

By combining our proprietary cloud rendering technology, which enables simultaneous connections of a large number of users, with AI agents that are connected on par with humans, we have created an environment within a single event space where numerous avatars, regardless of whether they are represented by humans or AI, can engage in activities.

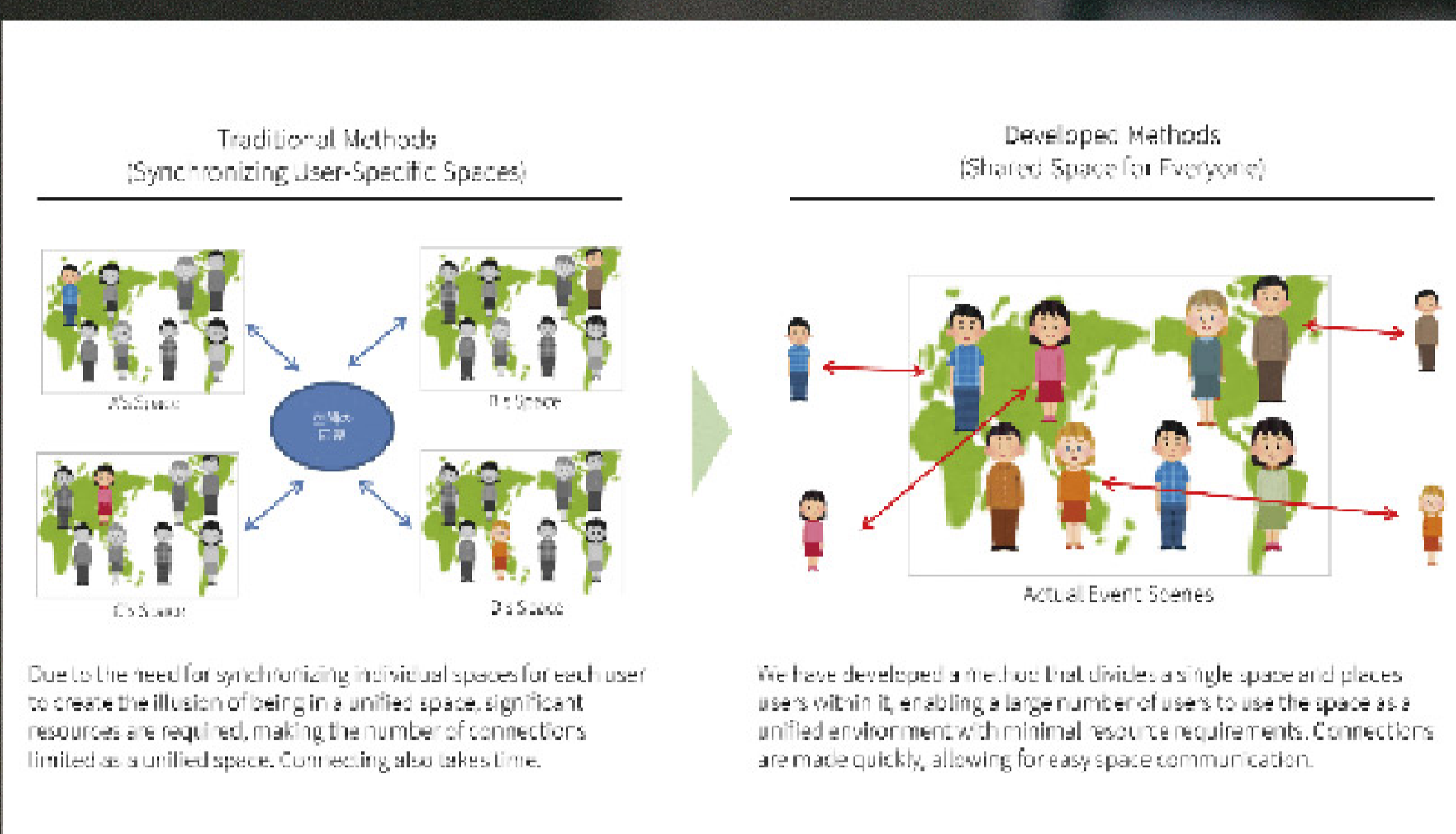


Image of an actual event

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Co-creation
Partners

Indie-us Games Co., Ltd. / Gclue, Inc. / Systems Engineering Consultants Co., LTD. / Relic Inc.

SDGs



In your own everyday living space,
you can experience the excitement
of having fun with a large number of people,
which you could only experience by actually going to the sites of live events,
seminars, sales events, public viewings, and other events.

We can create events in a virtual space where a large number of people can enjoy together.