

AECcreate

Cynthia Li

Cheryl Wang

Andy Pang

Yuntao Wang

Benjamin Walker

Freida Hong

Team



Cynthia Li
Producer



Cheryl Wang
Artist / Designer



Yuntao Wang
Designer



Freifa Hong
3D Artist



Andy Pang
Programmer



Benjamin Walker
Game / Experience
Designer

Faculty Advisor



Tom Corbett



Brenda Harger



Before

From RECreate: Rec Room Experience

We are creating a virtual interactive social experience in Rec Room for the ETC community to celebrate the 25th anniversary.



Technical Challenges with Rec Room

Developer Experience

- ETC machines do not support Rec Room's anti-cheat, requiring external workstations
- Hard to write and maintain code
- Non-existent documentation
- Compiling takes 25+ minutes

Platform Restrictions

- Cannot import wearable T-Shirts without verification
- Cannot publish island without reaching certain level
- URL links and pictures with “sensitive” content are not allowed
- No video player support
- Strict moderation with AI agents
- Maximum 40 players per instance

School's Out for Rec Room

Rec Room - March 30, 2026

Rec Room will be closing down on June 1st 2026 at noon Pacific time.

Over the past decade, Rec Room grew into something amazing, reaching over 150 million players and creators along the way. Players made over half a billion friends on the platform. In total, people all around the world spent a cumulative 68 thousand years in Rec Room. The top UGC rooms saw over 500 years of play time each. That's a lot of people having a lot of fun.

What this community built together is incredible, and something we'll always be proud of. Even today, millions of people are showing up to spend time in this fun and welcoming place every month.

Despite this popularity, we never quite figured out how to make Rec Room a sustainably profitable business. Our costs always ended up overwhelming the revenue we brought in.

We spent a long time trying to find a way to make the numbers work. But with the recent shift in the VR market, along with broader headwinds in gaming, the path to profitability has gotten tough enough that we've made the difficult decision to shut things down.

We're making this decision now, while we still have the ability to wind things down thoughtfully and do right by the people who built this with us.

So what does this mean exactly

On June 1st:

- You will no longer be able to login to and play Rec Room.
- The rec.net website will go offline.
- Online services related to Rec Room Studio will stop working.

In preparation for the impending shutdown, a few things are changing:

1. You can no longer create new accounts
2. You can no longer add someone as a friend
3. You can no longer sign up for Rec Room+
 1. If you have an active RR+ membership, you can choose to cash them out.
4. We have removed the RR+ requirement for Partnered tokens
 1. New registrations for Partnered tokens can choose to cash them out.
5. You will no longer receive token rewards
6. You can no longer create new monetized rooms
 1. Room inventory items and offers
 2. Room keys, consumables, and avatar items (in-game and Avatars)
7. Room keys, consumables, and avatar items (in-game and Avatars)
8. Avatar items (in-game and Avatars)
9. The Room Rewards program has ended on April 1st.
10. You can no longer purchase or redeem tokens

As a thank you to our players:

- We are discounting first party content
- Some RR+ only features (e.g., a room key) will require RR+

On May 1st:

- You will no longer be able to redeem tokens
- You can no longer redeem gifts

After May 18th (at 11:59 PM UTC)

- You will not be able to earn previously-earned tokens.

Downloading Data

We understand that people will want to download their data. We can.

For Players:

- You can download all the photos you've taken in Rec Room
- You can download a "final report" of your Rec Room data. [Instructions here](#)

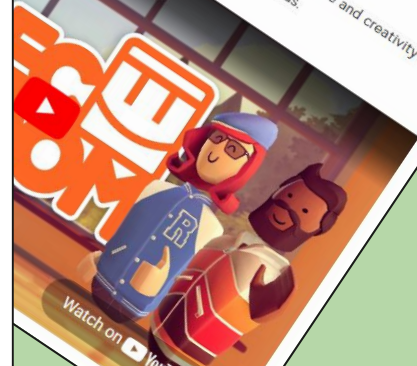
For Creators:

- Unfortunately, you cannot download your room data. But without the Rec Room app, you can't create new rooms.
- Instead, we are providing a tool that can help you recreate your room in a new app
 - Room/invention data that if you want to use in a new app
 - Note: This function will be updated one week before the shutdown until June 1st.
- To download room and/or player data, you can use the Rec Room Studio app.

Thank you

On behalf of the team we'd like to thank you for being a part of the Rec Room community. Helping us create a fun and welcoming place for players from all walks of life has been an honor and a career highlight to work with the talented, creative, and enthusiastic Rec Room team. Thank you for your innumerable contributions to something we hope it was that for you. It certainly was for us.

Rec Room: 2016 - 2026



Watch on YouTube

After

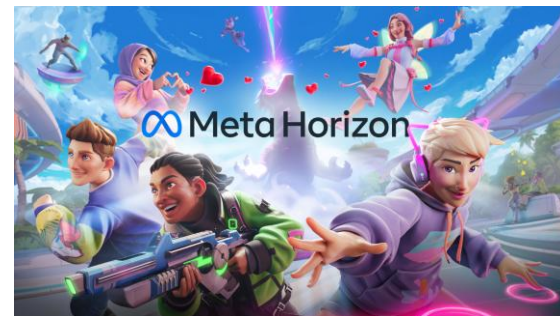


(New) Platform & Tech

What Makes A Good Platform?



- Networked multiplayer
- Built-in social features
- Codebase documentation
- Minimum UGC restrictions
- Highly customizable
- Large user base
- Multi-platform
- Accessible for public
- Good long-term support



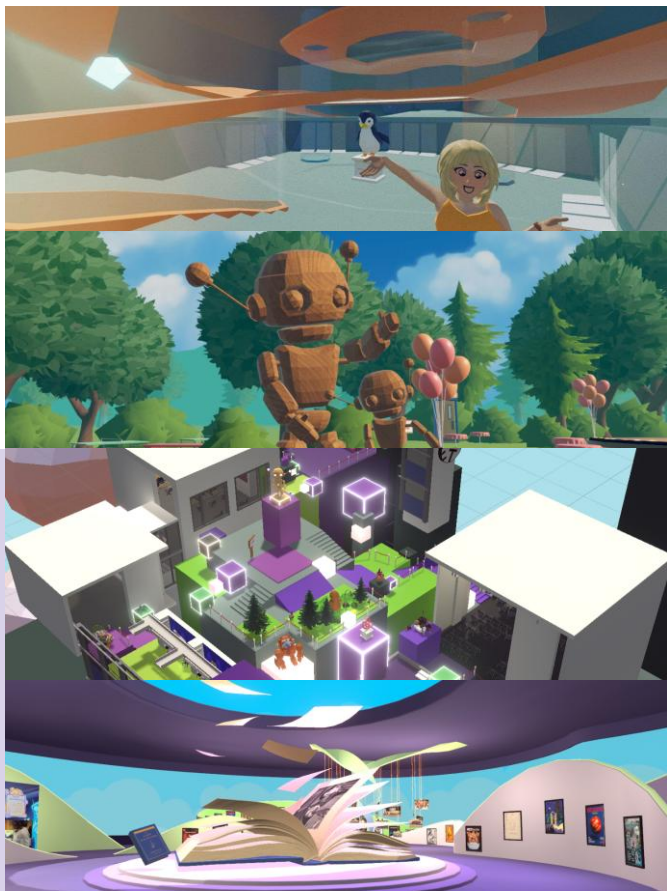
- **Our Decision:**
VR Chat



Why VR Chat?

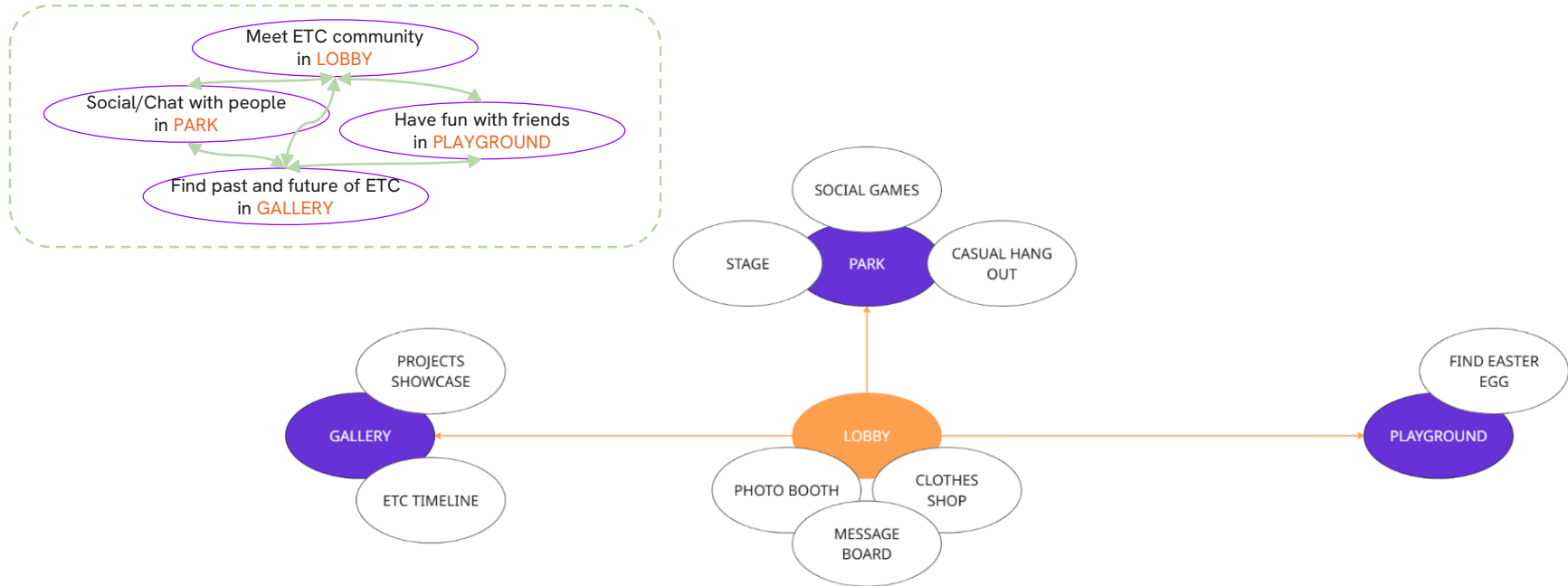
- Downloadable and playable on every ETC machine
- Well-documented
- Build time under 1 minute
- Version Control
- Can easily create not only clothes but full custom avatars
- Up to 80 players per instance



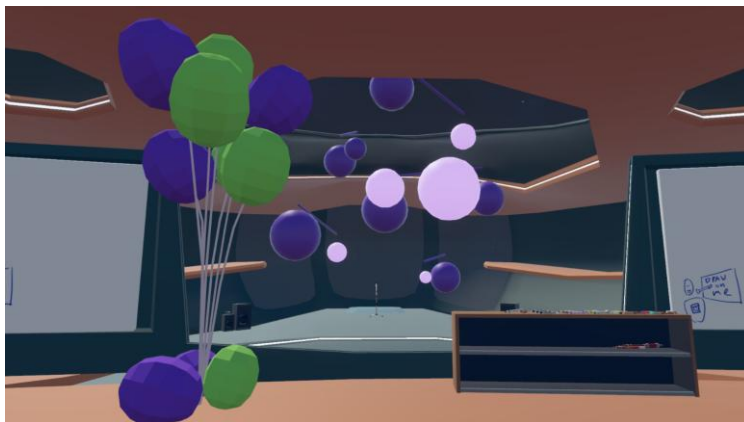
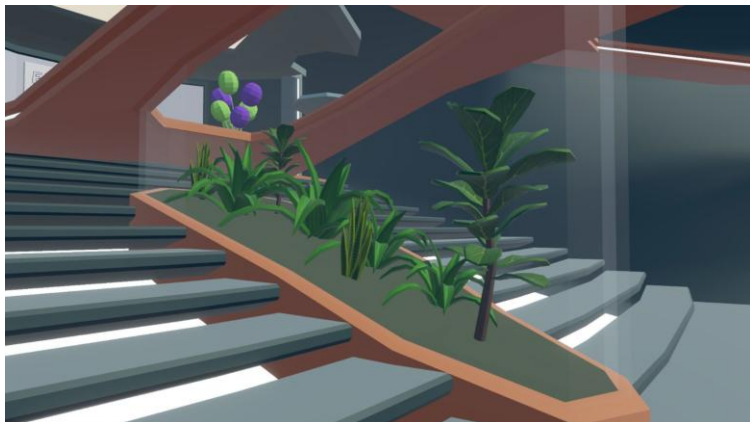


Space Design

Space Structure



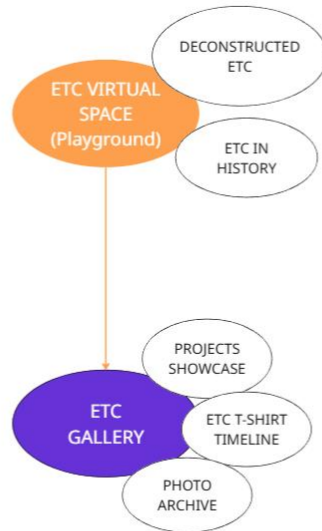
Rec room Environment – Lobby



Rec Room Environment – park



Space Structure



Goal of the Team

- ETC 25th Party event



Goal of the Team

- ETC Virtual space

Space Structure

- Lobby-Subrooms

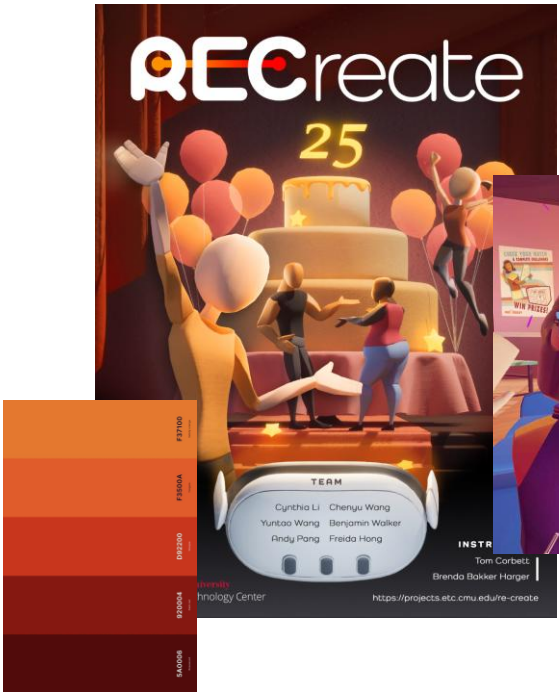
Space Structure

- Linear

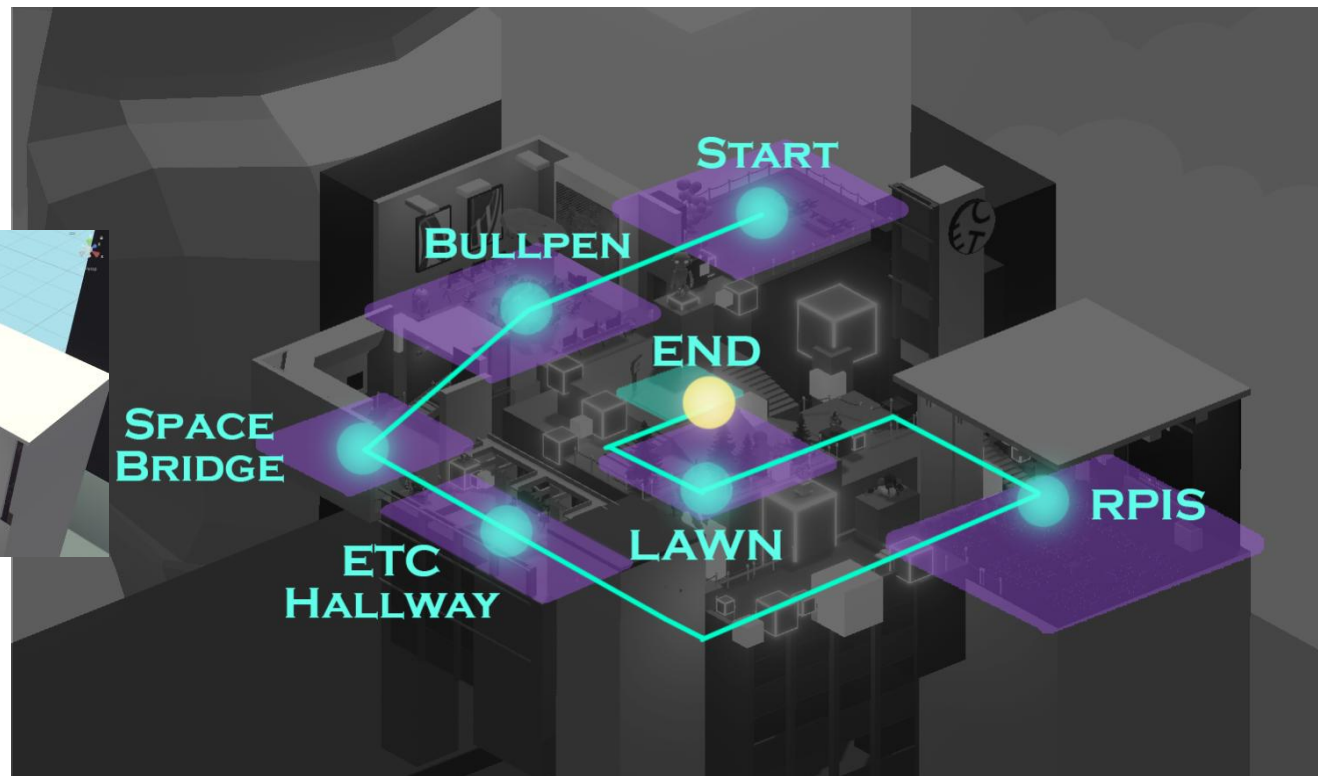


Visual Identity

Visual Identity change!



ETC Virtual Space



Final Environment – ETC Virtual Space

ETC Space



vs.

Our Virtual Space



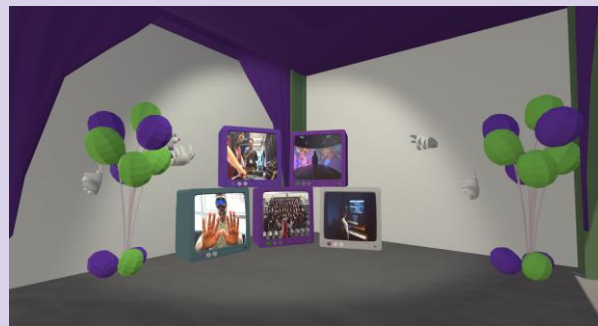
Final Environment – ETC Virtual Space

ETC Space

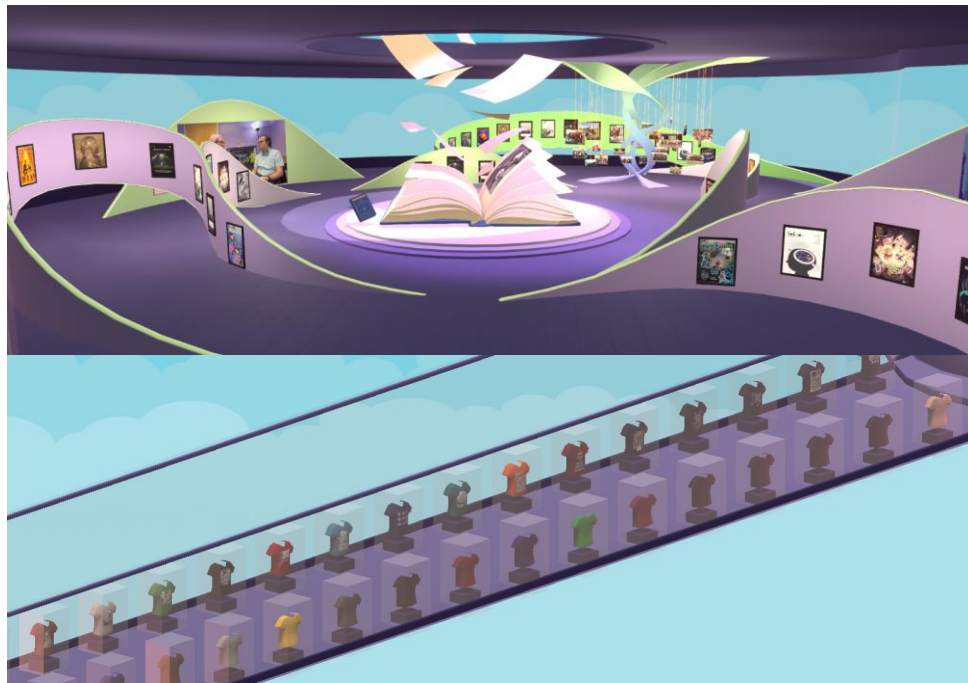


vs.

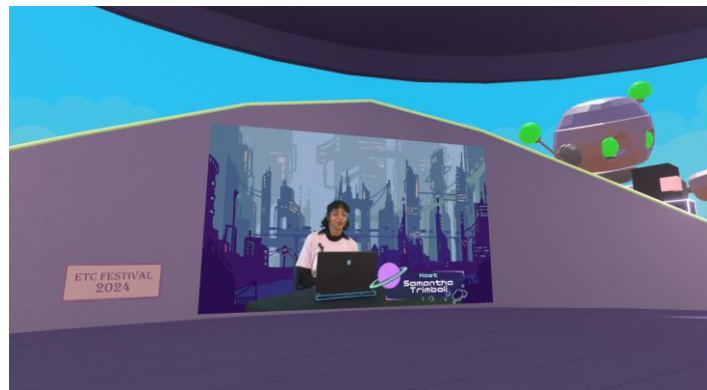
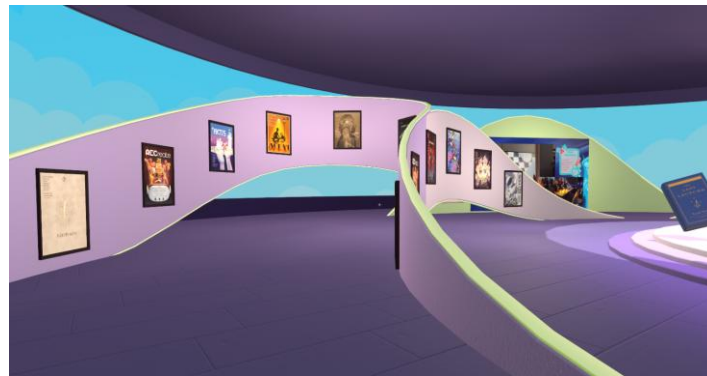
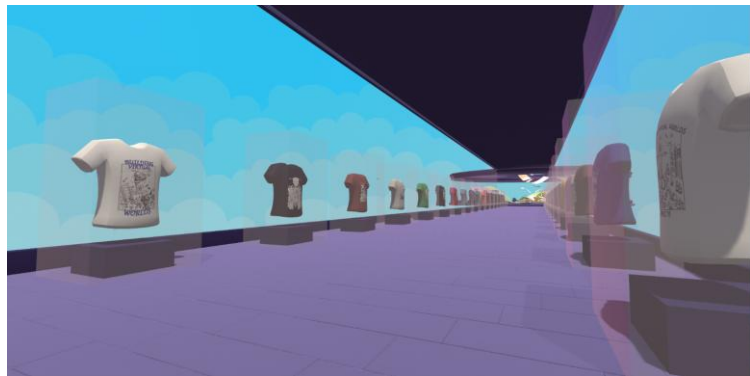
Our Virtual Space



Final Environment – Gallery



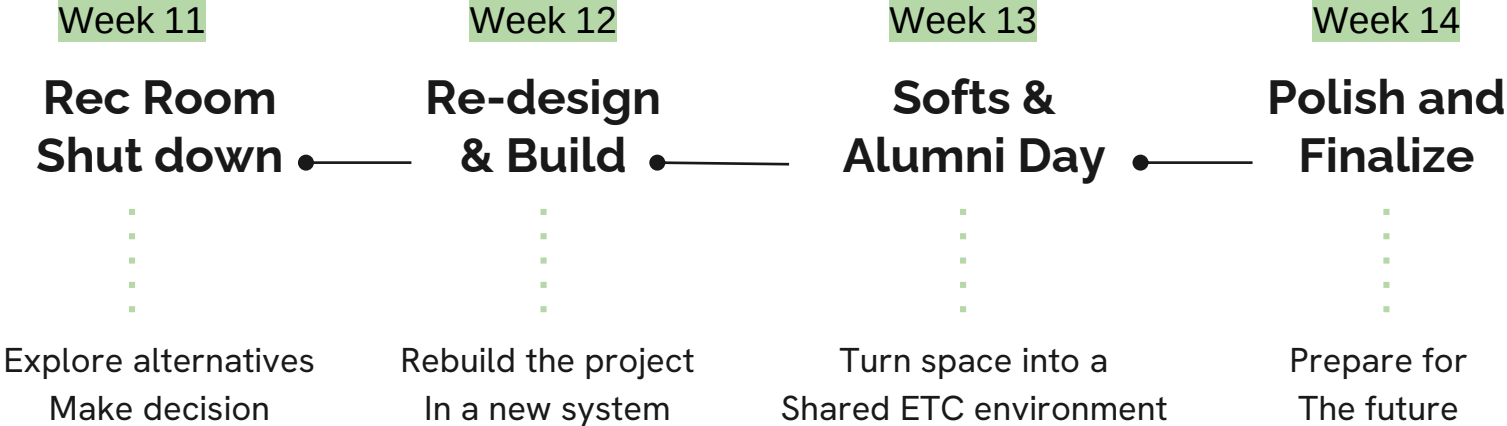
Final Environment – Gallery



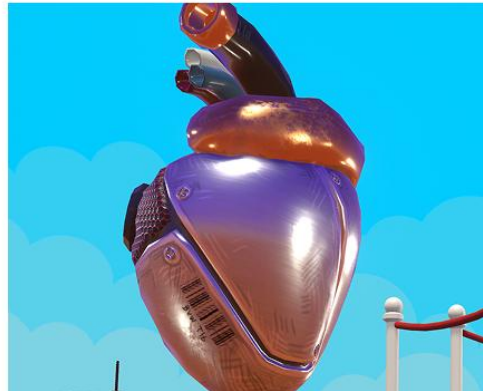
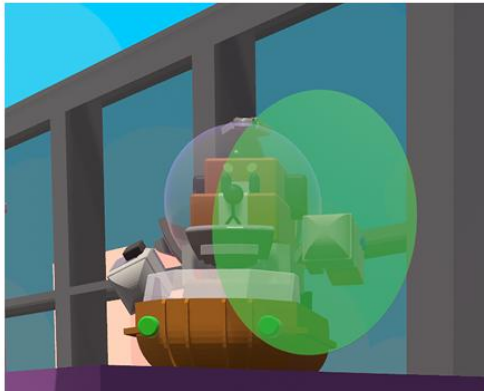


Iterative Progress

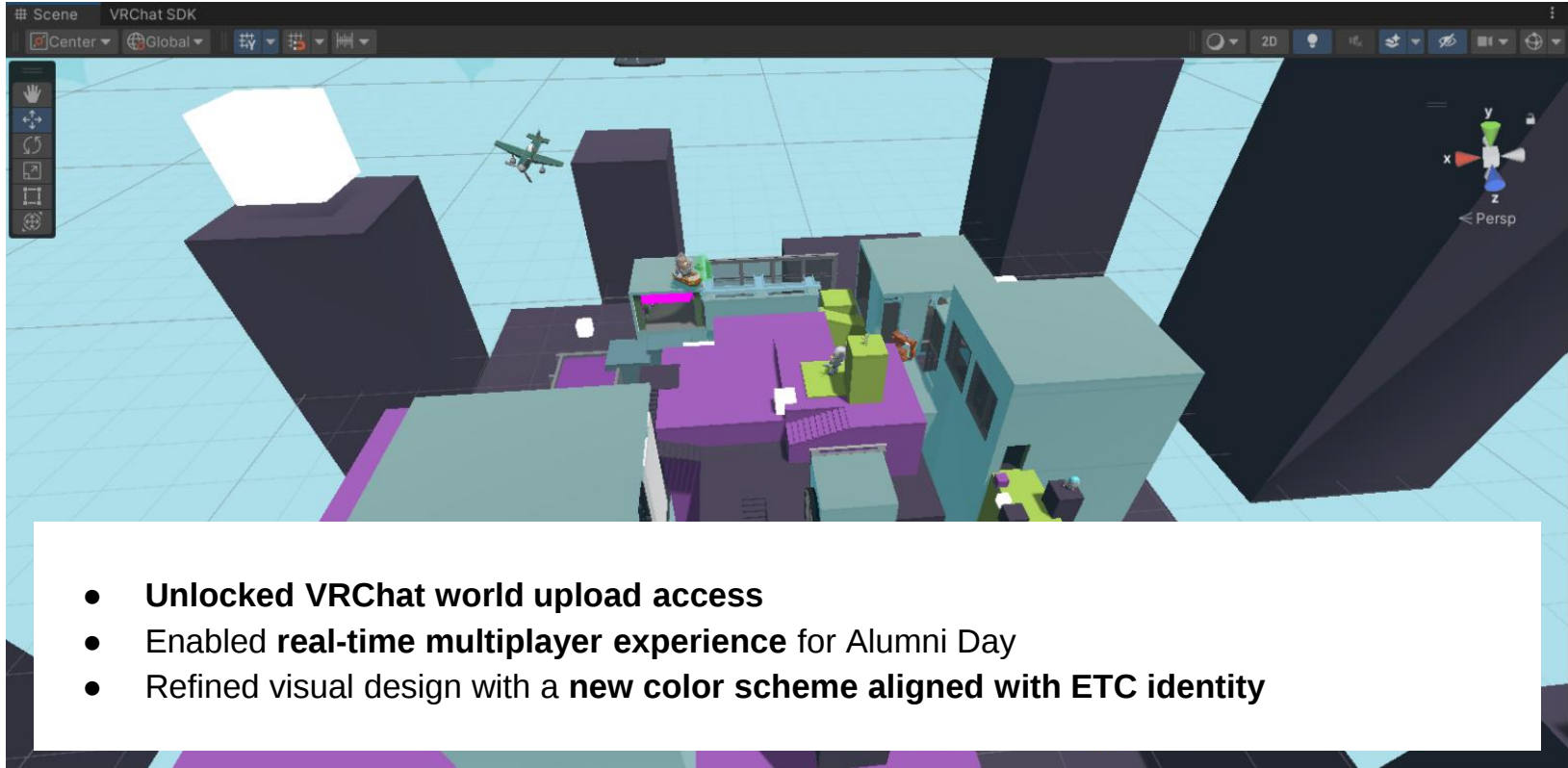
Recreate!



Virtual BVW Showcase



What we completed by Softs and Alumni Day



- **Unlocked VRChat world upload access**
- Enabled **real-time multiplayer experience** for Alumni Day
- Refined visual design with a **new color scheme aligned with ETC identity**

If we have more time



Deliverables



- **Virtual World in VRChat**
 - Public and accessible at any time
 - Supports multi-user experience
 - Easy to update content (photos, videos, displays)
- **Virtual Experience in Rec Room**
 - Original version of the project
- **Assets (4 spaces)**
 - Reusable across platforms
 - Flexible for iteration and modification
 - Enable future adaptation and expansion
- **Documentation of the entire build and process**

What we learned

Navigating Priorities



Focus on what matters

Trusting Ourselves



Believe we can
make things happen

Staying Open-Minded



Stepping back when stuck
Exploring other ways

Thank you!

Q&A

Thank you!

Summary:

- **Virtual Alumni Party → ETC Virtual World**
- Designed for the ETC community
- Built as reusable virtual spaces
- Revisit culture and reconnect through shared spaces