

Virtual Collective Experience



The *Virtual Collective Experience (VCE)* is a full immersion interactive digital environment primarily used for recreation. It became active in [YE 34](#).

About

The *VCE* is a multi-tiered interactive infrastructure. *VCE* operates within the [SYNC](#), and can be access by a variety of means. The original purpose of *VCE* was to be an improved holographic game interface and it can be used as such. But [Taichimora Entertainment Technologies \(TET\)](#) chose to take the experience to the next level. *VCE* embraces the digital aspect of most [Yamataians](#). Users connect into a specific digital creation where they can interact with other users, simulated beings, and the environment. The *VCE* has a number of large scale digital realms. Each of which has a specific set of rules and paradigms. The realms can operate in real time or accelerated time. In addition to the standard realms, users can create small landscapes for their own use, or to share with others. This has lead to *VCE* also being used a means of holding virtual conferences.

Details

Manufacturer: [Taichimora Entertainment Technologies \(TET\)](#) Nomenclature: Te-P1-1a Designer: [Tamahagane Corporation R&D](#)

History

After being acquired by the [Tamahagane Corporation](#), [TET](#) was looking for a way to re-emerge in the Entertainment sector. The field of interactive gaming seemed the best. Holographic games enjoyed limited success. So the [Tamahagane Corporation R&D](#) chose to make the experience more realistic to the user.

They began design work in [YE 33](#), and using a variety of prototypes worked to address a number of technical issues. The *VCE* was released into production in [YE 34](#).

Environments

There are two kinds of environments within the *VCE*. Realms which are large continuous experiences. The other types are Landscapes which are temporary experiences.

More details on Realms and Landscapes:

Realms

Realms are persistent environments. They are funded and maintained by a sponsor. TET operates several but others can be operated by other companies or organizations.

Landscapes

Landscapes are user created environments. They can be created by an individual access the *VCE*, and requesting a landscape. It can be formed from publicly available data. They can also incorporate works of fiction. The user can specify other parameters for the landscape. A landscape can be open ended or have a designated goal. The user can specify if the environment is public or private.

Games

A user can create a private landscape using their favorite game by uploading their game data. They can then have the *VCE* create the environment using the data. These are by default private and can not be opened to the public at large. In fact the landscape limited to the number of players that the game is intended for. Once they have updated the data, they can choose to play the game as intended or freestyle.

Memories

It is also possible to create a landscape by the user downloading their memories of a specific event into the *VCE*. Of course the landscape would be user centric since they were unaware of what is happening in locations they are not present.

It is however possible to create a collective experience by downloading the memories of several people in a specific event, and get a more complete experience.

The user's memories can be accessed by the HALO, which is a slow process. Or they can submit a request via the *VCE* to connect with their most recent mental backup, and download the specific set of memories which can be accomplished quickly.

Avatars

Avatar selection is up to the user, however, some environments offer a specific set of species, etc.

Connections

Accessible via:

- [VCE SPINE](#)
- [SYNC](#)
- [VCE Chair](#)
- [VCE Console](#)
- [VCE Suite](#)
- [HALO](#)
- [VCE Booth](#)
- [VCE Cafe](#)
- [Te-G6 Tsuibo Orb](#)
- [Star Army Bunk Bed, Type 40](#) (Licensed Third Party Device)

Offshoots

- [VCE Backup](#)
- [VCE Training](#)

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