VRDC @GDC 2018

Room for Everyone

The Rec Room Approach to Community VR

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@gribbly

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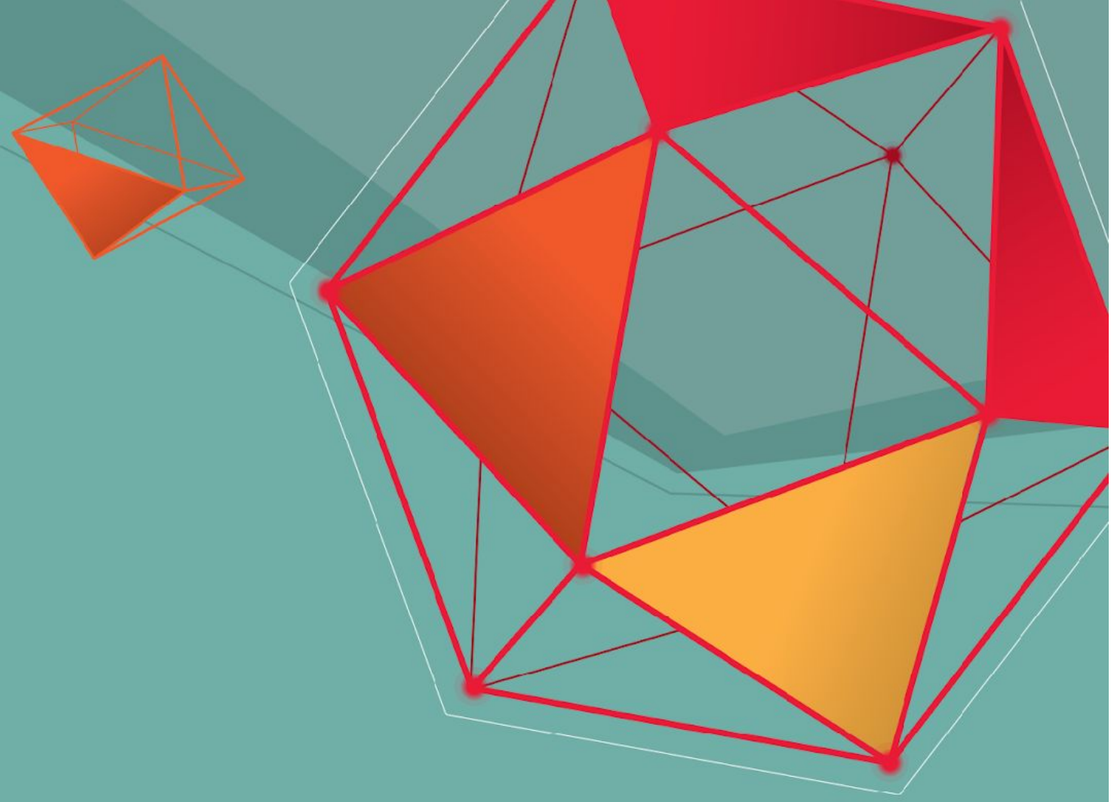
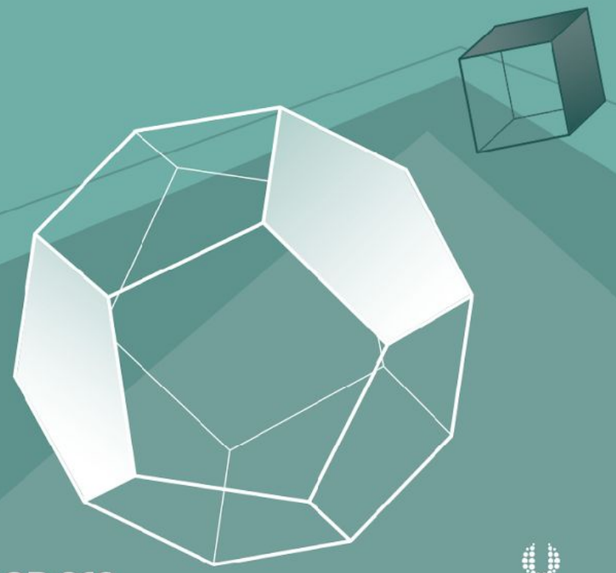


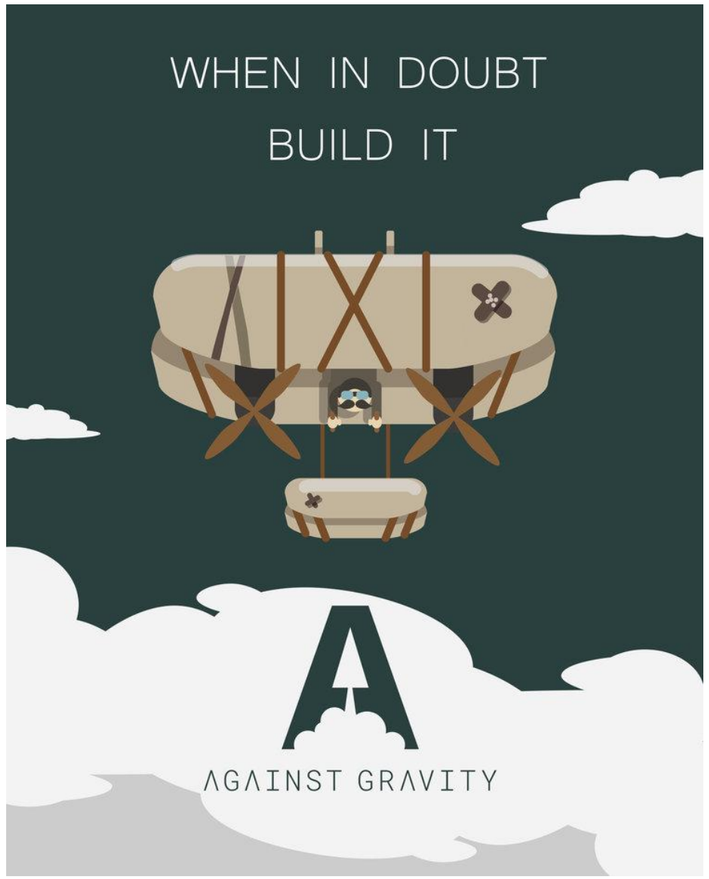


This talk

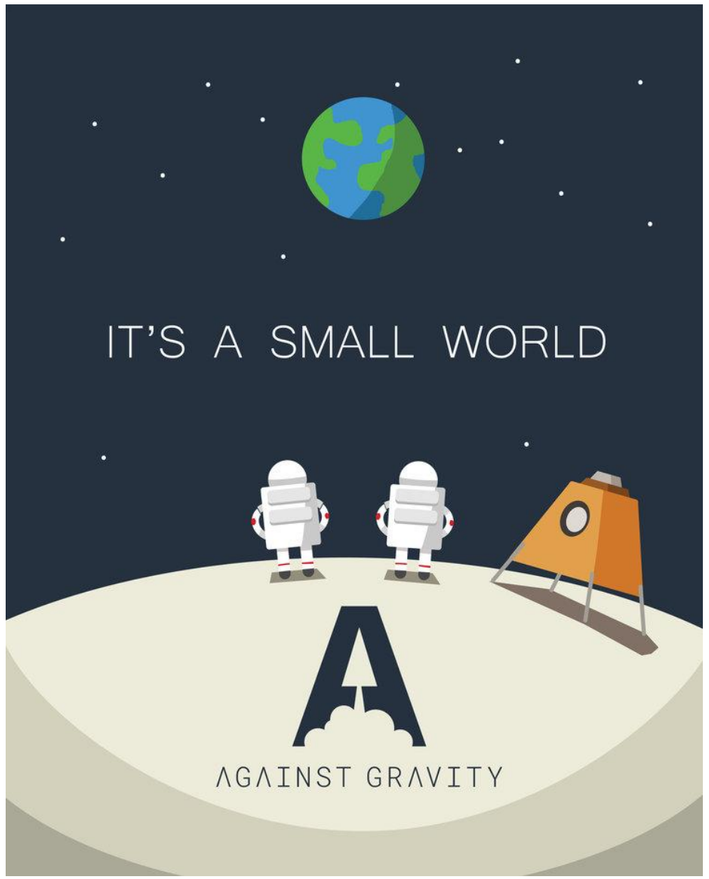
- Who are we?
- Company principles
- What is Rec Room?
- Building community
- UGC

Who are we?

- Against Gravity
  - Seattle VR developer
  - Founded April 1st 2016
- Speed is our brand…
  - Shipped in 99 days
  - Two-week update cycle
- Principles...


WHEN IN DOUBT
BUILD IT
AGAINST GRAVITY

READY FIRE AIM!
AGAINST GRAVITY


IT'S A SMALL WORLD
AGAINST GRAVITY

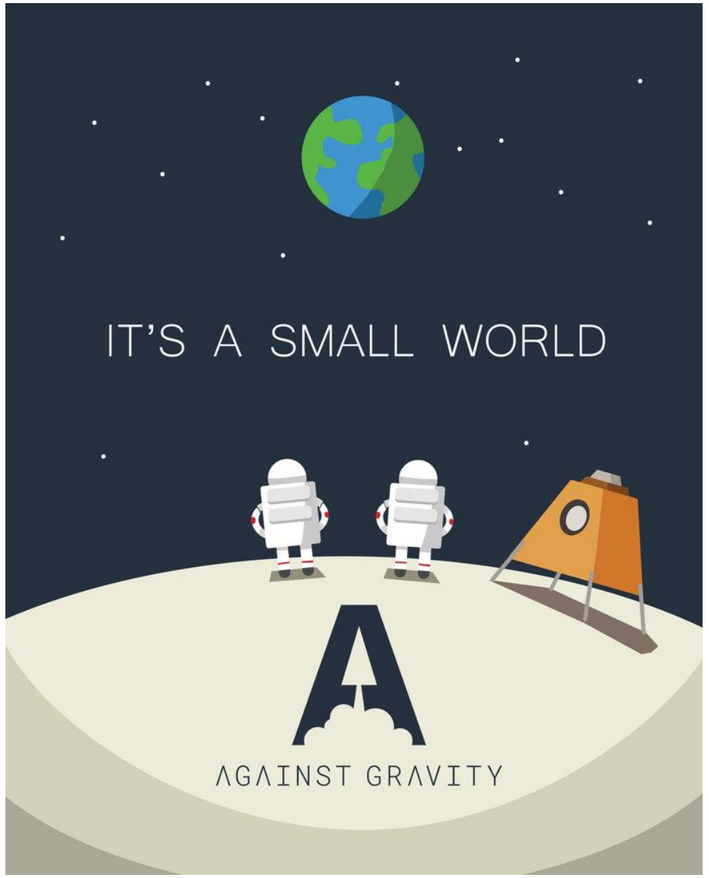
@ericries

What is Rec Room?

The virtual reality social club where you play active games with friends from all around the world

30 Beeboz
20 PtblDuffy
REC RO

Building community
(and why!)


IT'S A SMALL WORLD
AGAINST GRAVITY

Social mission

A **fun** and **welcoming** environment for people from **all walks of life**

Fun = you want to do it

Welcoming = minimize the negative, foster the positive

All walks of life = skill levels, gender, nationality, philosophy, physical disposition, intoxication, etc.

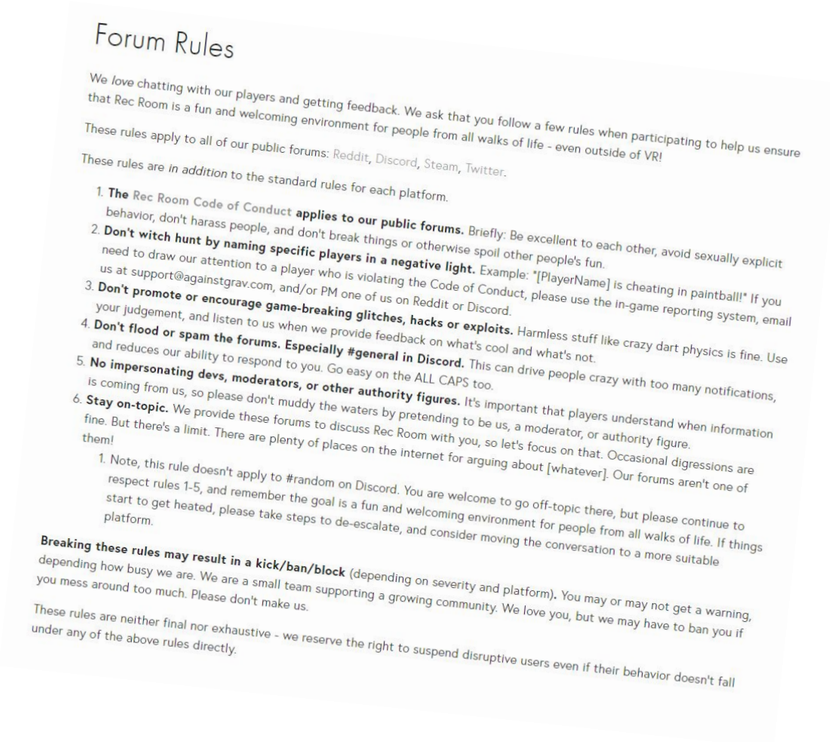
Code of Conduct

Moderation systems

It’s a full time job!

@shawncwhiting

Extends to forums (/r/recroom, Discord, Steam, etc.)



Forum Rules

We *love* chatting with our players and getting feedback. We ask that you follow a few rules when participating to help us ensure that Rec Room is a fun and welcoming environment for people from all walks of life - even outside of VR!

These rules apply to all of our public forums: Reddit, Discord, Steam, Twitter.

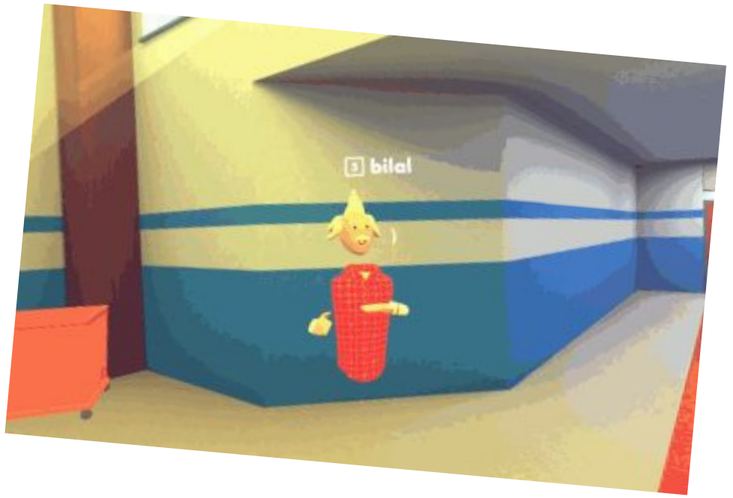
These rules are *in addition* to the standard rules for each platform.

1. **The** Rec Room Code of Conduct **applies to our public forums.** Briefly: Be excellent to each other, avoid sexually explicit behavior, don't harass people, and don't break things or otherwise spoil other people's fun.
2. **Don't witch hunt by naming specific players in a negative light.** Example: "[PlayerName] is cheating in paintball!" If you need to draw our attention to a player who is violating the Code of Conduct, please use the in-game reporting system, email us at support@againstgrav.com, and/or PM one of us on Reddit or Discord.
3. **Don't promote or encourage game-breaking glitches, hacks or exploits.** Harmless stuff like crazy dart physics is fine. Use your judgement, and listen to us when we provide feedback on what's cool and what's not.
4. **Don't flood or spam the forums. Especially #general in Discord.** This can drive people crazy with too many notifications, and reduces our ability to respond to you. Go easy on the ALL CAPS too.
5. **No impersonating devs, moderators, or other authority figures.** It's important that players understand when information is coming from us, so please don't muddy the waters by pretending to be us, a moderator, or authority figure.
6. **Stay on-topic.** We provide these forums to discuss Rec Room with you, so let's focus on that. Occasional digressions are fine. But there's a limit. There are plenty of places on the internet for arguing about [whatever]. Our forums aren't one of them!
    1. Note, this rule doesn't apply to #random on Discord. You are welcome to go off-topic there, but please continue to respect rules 1-5, and remember the goal is a fun and welcoming environment for people from all walks of life. If things start to get heated, please take steps to de-escalate, and consider moving the conversation to a more suitable platform.

Breaking these rules may result in a kick/ban/block (depending on severity and platform)**.** You may or may not get a warning, depending how busy we are. We are a small team supporting a growing community. We love you, but we may have to ban you if you mess around too much. Please don't make us.

These rules are neither final nor exhaustive - we reserve the right to suspend disruptive users even if their behavior doesn't fall under any of the above rules directly.

Things to steal!



What we got in return...

Golden Trophy Diorama
By @priscilla

Over 2,000 hand-cut and hand-sanded pieces...

- A wonderful, engaged, endlessly creative community!

UGC
(User-Generated Content)

UGC is great!

- Channel player creativity in-app
- Virtuous growth cycle
- Everyone wins

...but it's a big undertaking

- UGC is an unbounded problem
- We are a small team
- Ship every two weeks
- Can't derail entire dev team

How do we build a UGC ecosystem with a small team and a rapid ship cadence?

@mamamonkey

Tamara Hughes

Summer mini-games

Principles to the rescue!

- MVP everything
- Don’t waste time fixing rough edges
- Watch for pressure at the seams

Sandbox mode

- Disable existing logic
- Spawn items anywhere
- Logic-free “pickup games”

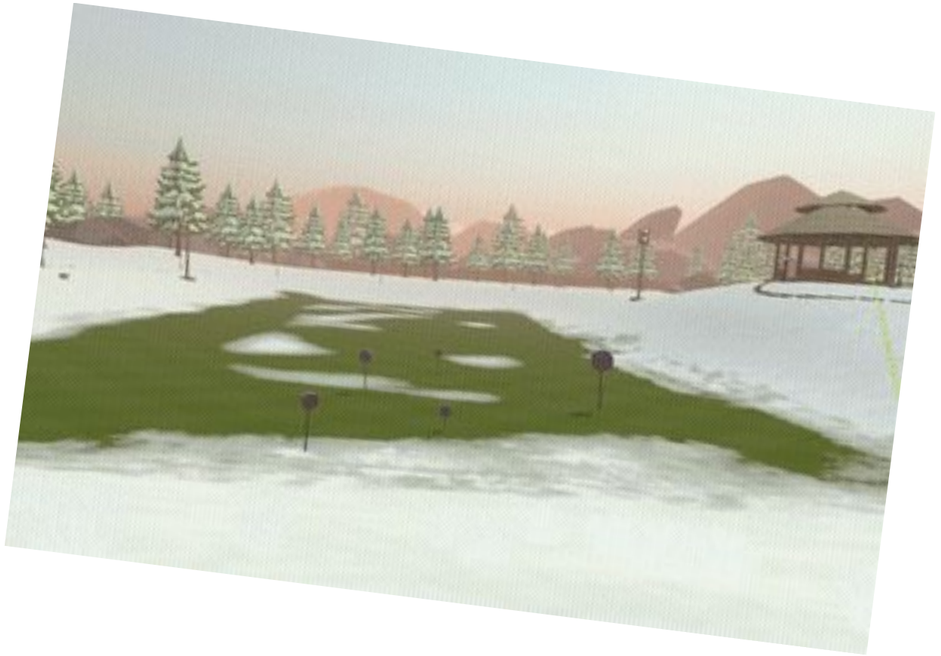
Stop Sandbox
Decoration
Furniture
Creative
Special
Recycle All
Weapons
Sports
Rec Room

Listen to the response

- Sandbox can be chaotic
- Social solutions to social problems
- Added host role
- What else do hosts do?

Parties!

- Double-down on the host role
- Enable different social contexts



Parties!

- Nothing directly “party” related
- General solutions for specific goals

Pressure at the seams

You can't save!

No saving, some problems

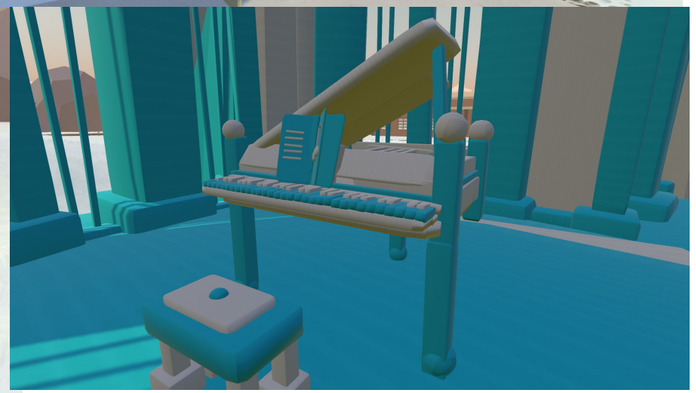
- No multi-session creation
- Very limited audience
- Proof that MVP works

^clubhouse update

^poolparty
Cory[Ger]
REC ROOM

^MajoraPark
Fishrekt
REC ROOM

^FrozenCastle
Meriesa
REC ROOM

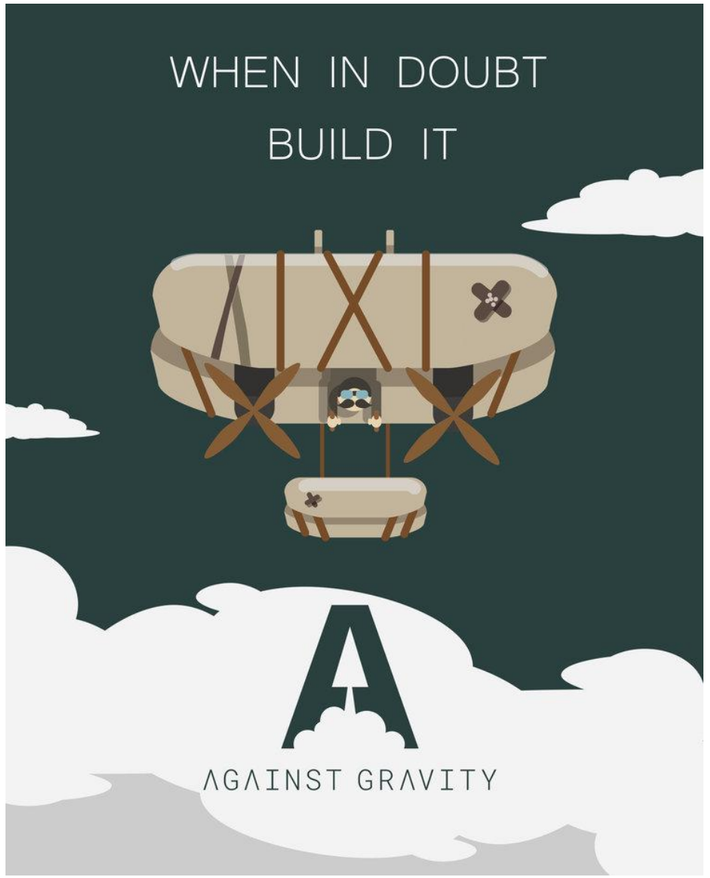


^plinkopark
Hale
REC ROOM

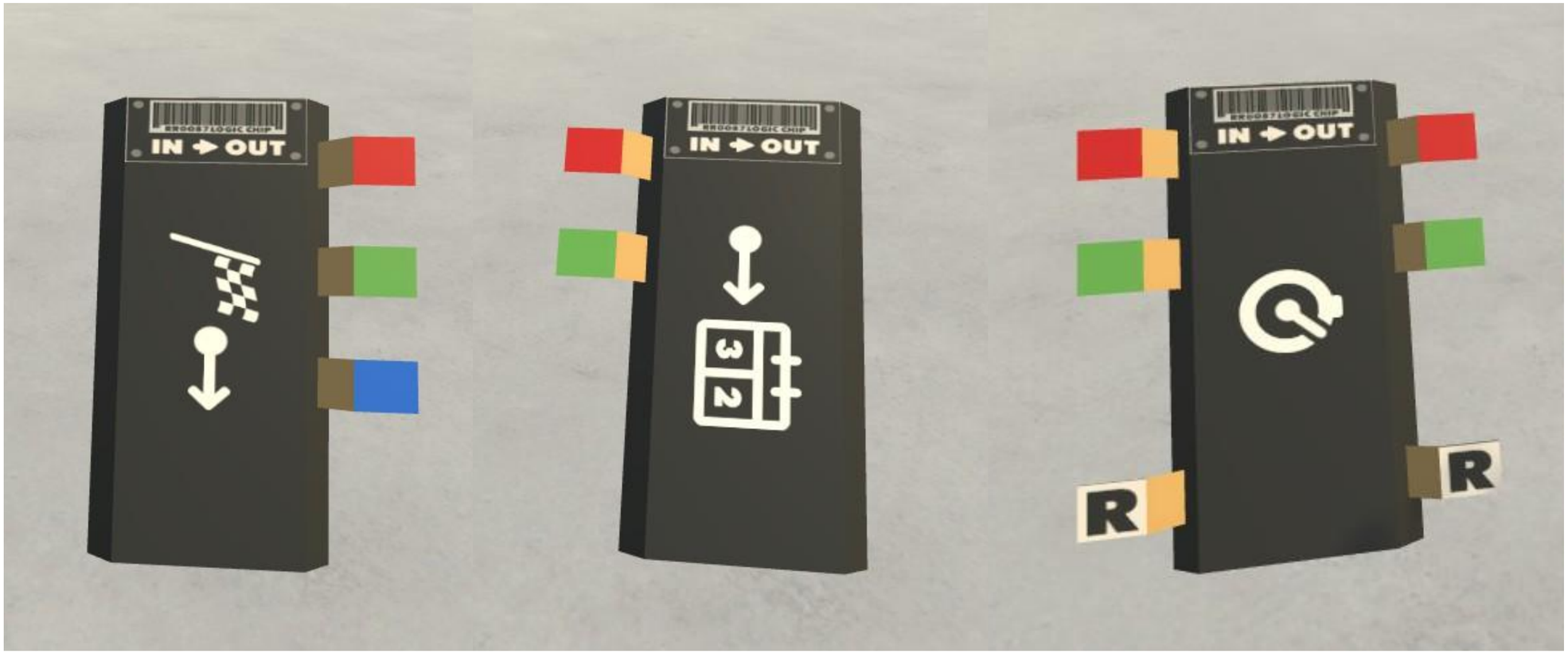
How do we enable players to create more interactive rooms?

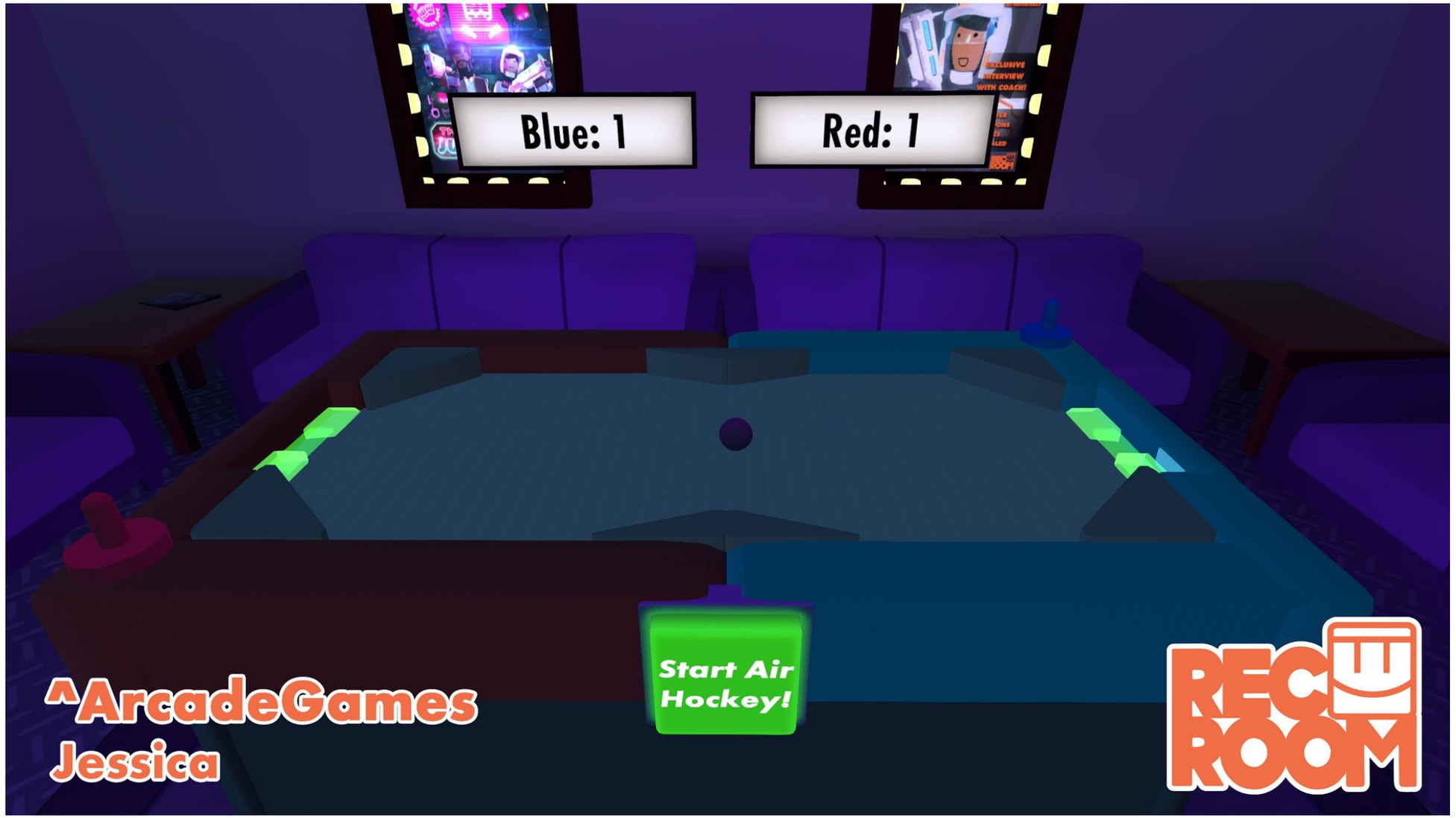
More principles!

- Don’t spend forever designing on paper
- Build something and learn!



Frame Budget Monitor
Edit
Unity Performance Stats
Photon Network Stats


IN → OUT
IN → OUT
3
2
IN → OUT
R
R


Blue: 1
Red: 1
Start Air Hockey!
^ArcadeGames
Jessica
REC ROOM

256
clear
/
1
2
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(-)
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5
6
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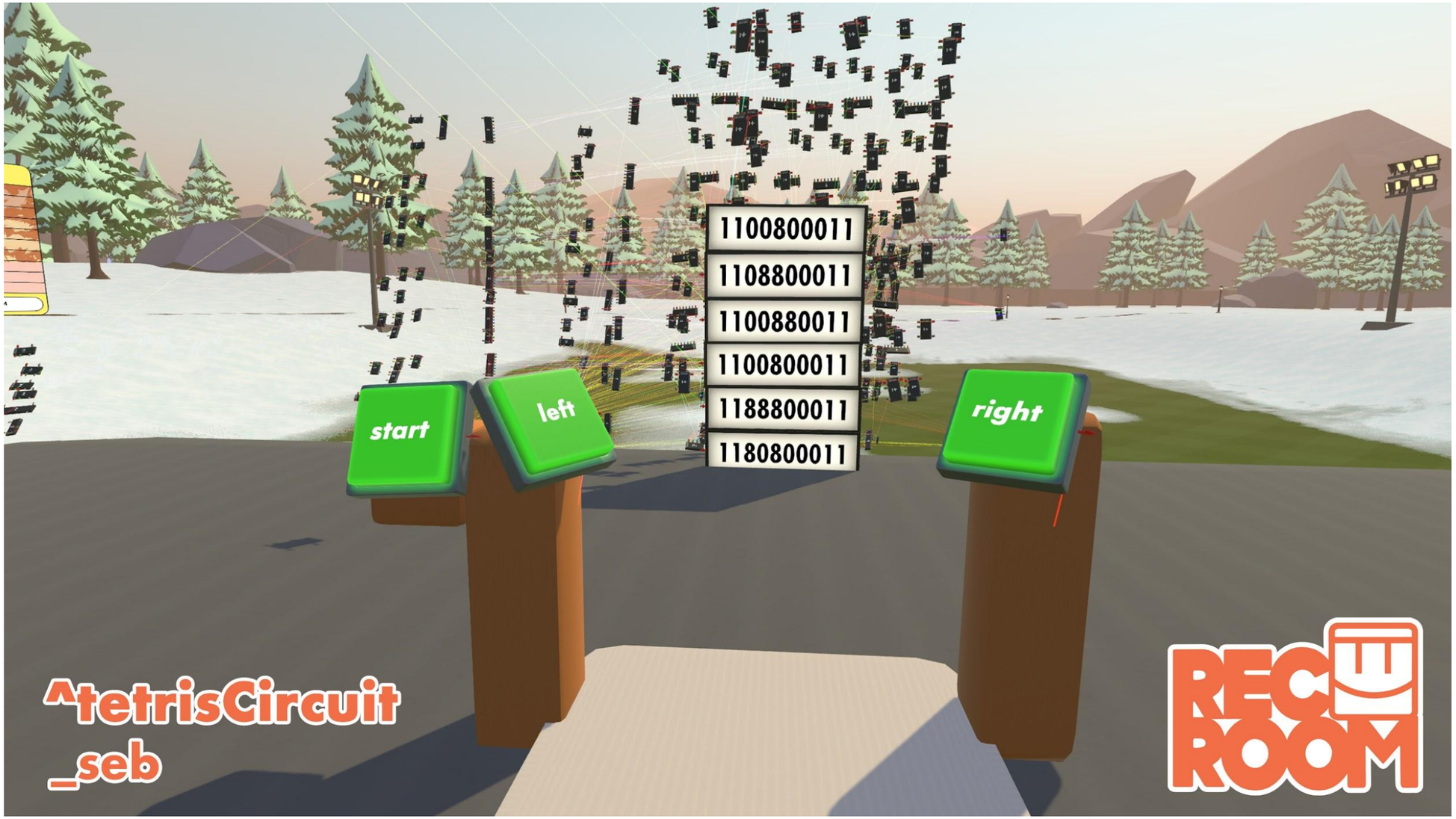
^jdCalculator
JollyDog
REC ROOM

^WhackAPete
cheese_PETE
REC ROOM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1108800011
1100880011
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1188800011
1180800011
start
left
right
^tetrisCircuit
_seb
REC ROOM

FANDOM POWERED BY WIKIA Games Movies TV Wikis Search My Account START A WIKI

Message Edit

Message chips display a message to all players in a room when the input pin on the left is set to "true", i.e., any number unequal to 0. The message can be edited with the Edit tool of the Maker Pen. This can be controlled via buttons or other circuit components.

Combinator Edit

Combinator chips do mathematical operations on inputs. Currently, addition, subtraction, multiplication, division and modulo (remainder after division) operations are supported. You can set the operation with the Edit tool of the Maker Pen.

A common application of the addition operation is to increment a score. Note that to increment a score, you need to connect the output of the chip to one input in order to add the new score to it.

A common application of the modulo operation is to toggle between 0 and 1: by computing an input value modulo 2, the result will toggle between 0 and 1 if the input is incremented in steps of 1.

Comparer Edit

Comparer chips do mathematical comparisons, including equals, not equals, greater than and less than operations. Output is 0 for "false", and 1 for "true". You can set the comparison with the Edit tool of the Maker Pen.

Timer Edit

Timer chips can be used in countdown or looping countdown mode. The red pin on the left is an on/off switch; the timer must be held in an "on" state (signal unequal to 0) to operate; thus, a button press, which only sends a momentary 1, cannot run a timer on its own. The green pin is an input for the amount of time (in seconds) that a timer should operate. The red pin on the right outputs a momentary signal 1 when the timer expires (similar to goals and buttons). The green pin on the right is the current time left on a countdown.

Delay Edit

Delay chips take a signal passed on the red pin, wait the amount of time provided by the green pin (in seconds), and then output the signal from the red input pin momentarily on the red output pin before outputting 0 again (even if the input stays on a different value). (Setting the time to 0 seconds delays the signal by 1 global update tick in the current version of Rec Room.)

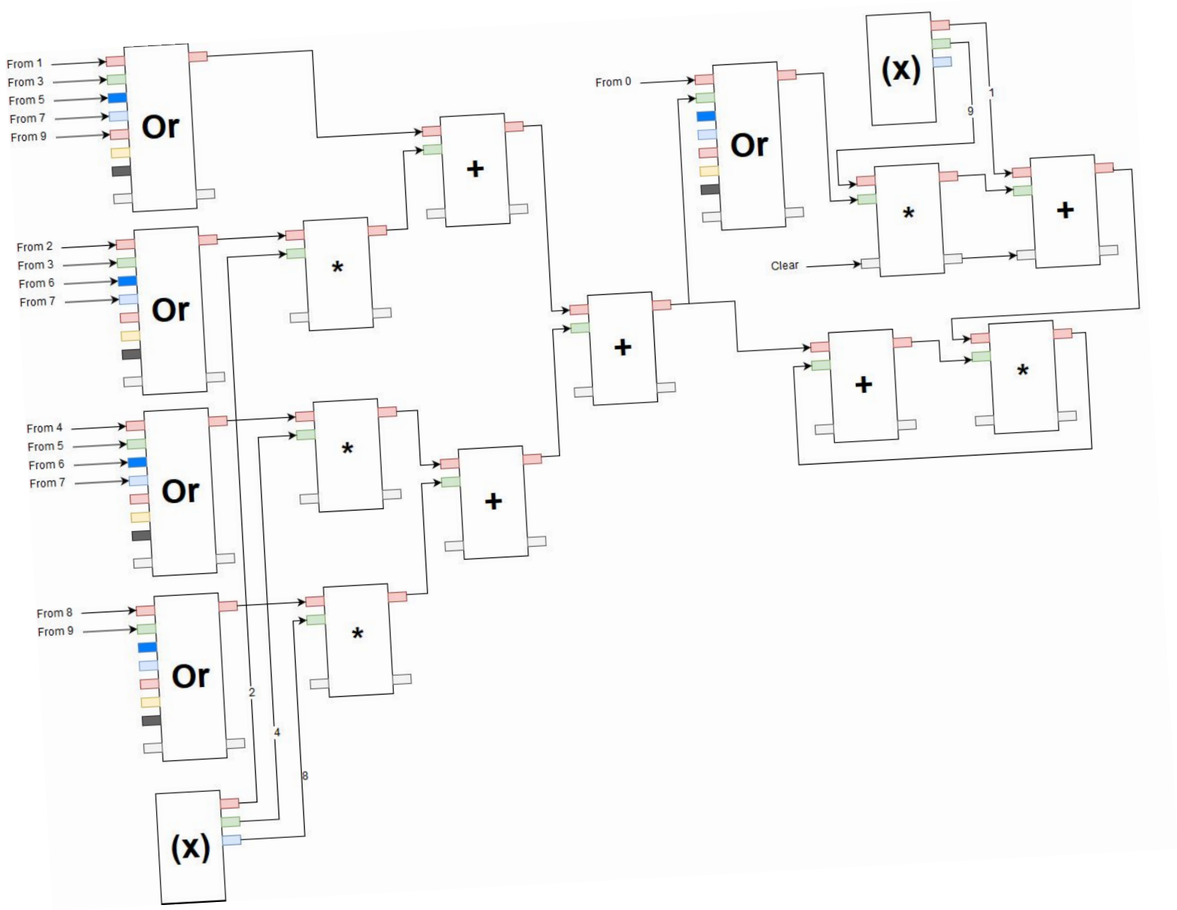
Choice Edit

Choice chips act as logic gates, supporting "And", "Or", and "Not" operations. The output is a "true" (1) or "false" (0) signal on the right side. For "And", the output is "true" (1) if and only if all applied input signals are "true" (unequal to 0). For "Or" the output is "true" (1) if and only if any of the applied input signals is "true" (unequal to 0). For "Not", the output is "true" (1) if and only if the input signal is "false" (0). You can set the operation with the Edit tool of the Maker Pen.

Variable Edit

Variable chips hold three integer numbers that are available as output on the pins on the right side. You can set the values with the Edit tool of the Maker Pen.

Start Game Edit



UGC today

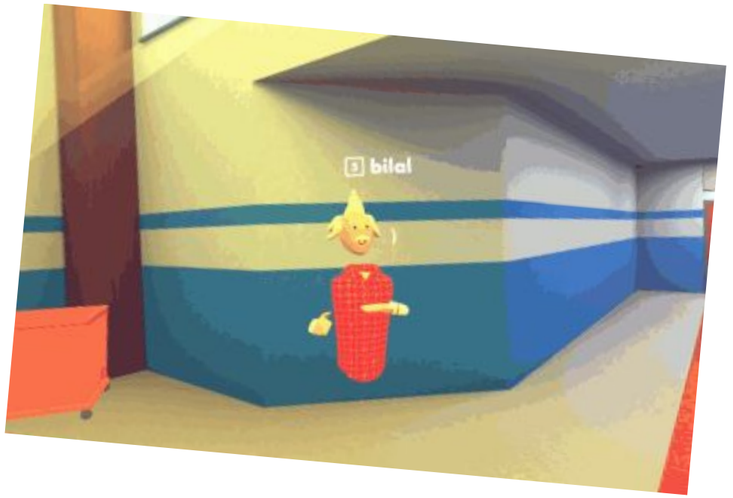
- Wheels churning on creation and interaction
- Over 35,000 ^rooms already
- Next: full UGC games!

^DragonFight by SwordDuck

To recap

- When in doubt, build it
- Ready, fire, aim
- It’s a small world
- Social solutions to social problems
- General solutions for specific goals

Things to steal!



We're hiring!

jobs@againstgrav.com

And fill out your session evaluation!

Please!