Comparison Chart of 15 Social VR Platforms © Ryan Schultz, Published to RyanSchultz.com, 9 April 2024

Name	Website	Company	Purpose of Platform	Desktop (Non-VR) OS Support	VR Headset Support	Eye/ Face/ Body Tracking Support	Gaming Console Support	Mobile Support	Avatars Can Freely Move Around	Default Avatars	Default Dressable Human Avatars & Fashion Market*	Can Create Custom Rigged Avatars	In-World Shopping	In-World Currency	In-World Building Tools**	Architecture/ Game Engine	Open Source or Closed Source?	Scripting?	Extras
Anyland	http://anyland.com/	Anyland	General Purpose	None	Any headset which works with SteamVR: https://store.steampowered.com/app/505700/Anyland/		No	None	Yes	A Pair of Hands (You Build Your Own Avatar)	No	No	No	None	Yes	Unity	Closed Source	Yes, C#	
Bigscreen	https://store.steampowered.com/app/457550/Bigscreen_Beta/	Bigscreen, Inc.	Media Consumption (Video, TV, Movies, Gaming)	Windows	Any headset which works with SteamVR: https://store.steampowered.com/app/457550/Bigscreen_Beta/		No	None	Yes (in your home and the lobby); No (you move from seat to seat in theatres)	Cartoon-Like Avatars	No	No	No	None	No	Unity	Closed Source	No	
Engage VR	https://engagevr.io/	VR Education Holdings PLC	Education	Windows, MacOS, Chromebook	Meta Rift S, Quest 2/3, or Quest Pro; Pico 4/Enterprise, Pico Neo3/Pro/Pro Eye, or Pico Geo3; HTC Vive/Vive Pro, Vive Cosmos/Elite, Vive Focus 4, or Vive XR Elite; Lenovo ThinkReality VRX; or any headset which works with SteamVR. See https://engagevr.io/engage-download-list/ for download links.		No	iOS and Android	Yes	Human Avatars	No	No	No	None	Yes (IFX System)	Unity	Closed Source	No	
Horizon Worlds	https://www.meta.com/experiences/2532035600194083/	Meta	Building, gaming, social	None	Meta Quest 2/3, Meta Quest Pro: https://www.meta.com/experiences/2532035600194083/		No	No	Yes	Human Avatars - half body	No	No	No	None	Yes, a lot - primitives	Proprietary	Closed Source	Proprietary visual scripting	
JanusXR	https://janusvr.com/	JanusVR	General Purpose	Windows, MacOS, Linux via JanusWeb/WebVR in your browser	Any heqadset that supports WebVR; any headset which supports SteamVR: https://store.steampowered.com/app/602090/Janus_VR/		No	iOS and Android via JanusWeb/WebVR in your browser	Yes	Artist Mannequin Avatars	No	No	No	None	Yes	QT C++	Open Source	Yes, Javascript	
Mozilla Hubs Community Editon	https://github.com/mozilla/hubs-cloud/tree/feature/ce/community-edition	Mozilla (note that Mozilla will no longer support Hubs after May 31st, 2024, but the distributed, community edition will continue past that date)	General Purpose	Windows, MacOS, Linux (Web Based)	Any headset that supports WebXR		Consoles with a browser (e.g. Hubs 'works' on Xbox but is not supported explicitly)	iOS and Android (Web based)	Yes	Cartoon-Like Avatars	No	Yes	No	None	Yes	ThreeJS + Aframe (AmmoJS for Physics)	Open Source	No (But Planned)	
Overte	https://overte.org/	Overte e.V.	General Purpose	Windows, Linux (MacOS planned for later this year)	Oculus, SteamVR, also experimental OpenXR support	Body tracking via SteamVR, plus desktop facial tracking via webcam	Steam Deck	Planned Android support later this year after renderer upgrade to Vulkan	Yes	Human avatars - full body	Clothing system available, no marketplace	Yes	No	None	Both in Desktop mode and VR, voxel sculpting and collaborative scripting	Custom with built-in physics engine (Bulletphysics)	Open Source	Javascript and WebAssembly, collaborative scripting	
Resonite	https://resonite.com/	Yellow Dog Man Studios	General Purpose	Windows, Linux (Linux is beta)	Any headset that supports SteamVR: https://store.steampowered.com/app/2519830/Resonite/ Specifically, HTC Vive/Vive Cosmos/Vive Cosmos Elite/Vive Pro/Vive Pro Eye/Vive Pro2; Oculus Rift/Rift S; Windows Mixed Reality; Oculus Quest/Quest2 (Requires the ability to connect to the Desktop)	Leap Motion; Vive Trackers; Resonite has full built in Bhaptic support (e.g. ; Pimax; bHapticsOWO Game haptic vest) and SRanipal support, which includes Vive Pro Eye for Eye Tracking and Vive Facial Tracker for Face Tracking	No	None	Yes	The default avatar is basic (Head and Hands), but you can create or use many kinds of avatars	No; Avatar Attachments Only (But they do have several community made avatars with swappable clothes—you can build your own system and UI for it in Resonite)	Yes	No	None	Yes	FrooxEngine (the renderer is Unity)	Closed Source	There is in-game, visual node based scripting called protoflux. C# can be used for plugins, but not interpreted scripts.	Ability to hotswap between flatscreen and VR. Resonite is moddable (Mods GitHub: https://github.com/resonite-modding-group).
Rec Room	https://recroom.com/	Rec Room	Games	Windows 7 or higher. Please see https://rec.net/download for download links.	Meta Rift/S and Quest/2/3/Pro, and is also available on Steam. Please see https://rec.net/download for download links.		XBox One/Series X/Series S; PlayStation 4/5 in both screen and VR. Please see https://rec.net/download for download links.	iOS and Android. Please see https://rec.net/download for download links.	Yes	Cartoon-Like Avatars	No	No	In-World Store	Rec Room Tokens	Yes		Closed Source		
Sansar	https://www.sansar.com/	Sansar, Inc.	General Purpose	Windows	Oculus Rift, HTC Vive, Windows MR (unofficial)		No	None	Yes	Human Avatars (You Can Select a New Avatar In-World or via the Sansar Store)	Yes	Yes	In-Client Sopping and Sansar Store	Sansar Dollars	No	Custom, Proprietary	Closed Source	Yes, C#	Ability to hotswap between flatscreen and VR.
Sinespace / Breakroom	https://sine.space (Breakroom: https://www.breakroom.net/)	Sine Wave Entertainment	General Purpose (Breakroom: Corporate)	Windows, MacOS, Linux (also an experimental web client)	Requires SteamVR, but not on Steam store. Setting up VR instructions here: https://wiki.sine.space/index.php?title=Setting_up_VR	Desktop facial tracking via webcam	No	Android and iOS (currently testing only)	Yes	Human Avatars	Yes	Yes	In-World Stores, In-Client Shopping, and Sinespace Shop	Gold Credits and Silver Credits	Yes (Archimatix Real-Time 3D Modeling)	Unity	Closed Source	Yes, LUA (C# for White Label Clients Only)	
Spatial	https://www.spatial.io/	Spatial Systems, Inc	Games (was originally an VR/AR collaborative meeting app and virtual event platform)	Windows, MacOS, Linux (browser based)	Quest 2/3 and Quest Pro: https://www.meta.com/experiences/2927141310670477/	No	No	Androis and iOS (browser based)	Yes	Human Avatars	No	Yes	No	Spatial Coins (a Creator Monetization Program is in closed beta)	No	Unity	Closed Source	Yes, C# and Visual Scripting	
Vircadia	https://vircadia.com/	Vircadia	General Purpose	Windows, MacOS, Linux (browser-based Vircadia Web client)	In development		No	iOS and Android (browser-based)	Yes	ReadyPlayerMe Avatars	No	Yes	No	None	In development	Babylon.js	Open Source (Apache 2.0)	In Development	
VRChat	https://hello.vrchat.com/	VRChat Inc.	General Purpose	Windows	Meta Quest/2/3/Pro and any headset that supports SteamVR or VIVEPORT. Please see https://hello.vrchat.com/ for download links.		SteamDeck	VRChat Mobile (Android 10 or higher)	Yes	Cartoon or Human Avatars (You Can Select a New Avatar In-World or Create a Custom Avatar Using the Tafi Beta App)	No	Yes	No (Active External Market for Custom Avatars)	None	No	Unity	Closed Source	Yes, C#	
vTime XR	https://vtime.net/vtimexr (Note: the website appears to be very out-of-date.)	vTime Holdings Limited	Chat	Windows	Meta Quest/2/3/Pro (Note: this app has a warning that it is out of compliance with Meta's developer requirements): https://www.meta.com/experiences/1961984627245151/			iOS and Android	No, Locked to Seat	Human Avatars	No	No	No	None	No		Closed Source		

*In other words, a default, dressable avatar for which you can buy clothing from the marketplace, like you already can in both Sinespace and Sansar. Note that I am making a specific distinction between actual avatar clothing that conforms you your body and the simpler avatar attachments (such as hats and wings) currently offered in worlds such as High Fidelity and Cryptovoxels. **Here I am referring to creating objects using *only tools within the platform*, insead of creating objects in an external program like Unity or Blender and importing them.

Other platforms to explore and verify that they still exist:																			

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Ardvark																			
Acadicus																			
Alcove VR																			
Alloverse																			
Anarchy Arcade																			
Apertua VR																			
Art Gate																			
Arthur																			
Breakroom																			
Capsa																			
Cheerio																			
ChilloutVR																			
Cluster																			
Dance Central																			
Dimension10																			
Districts																			
DiveReal																			
Dream																			
Edorble																			
Elysium VR																			
EmbodyMe																			
Endless Riff																			
EpicLive																			
Eventual VR																			
The Expanse																			
Flowtropolis																			
ForeVR																			
FRAME																			
Fundamental Surgery																			
Galaxity																			
Glue																			
Guru Gedara																			
Half + Half																			
Hoppin'																			
Horizon Workrooms																			
Hypatia																			
Hyperfair VR																			
Immersed																			
Inlight Spark																			
Inner World																			
InsiteVR																			
Lavender																			
LearnBrite																			
LiveLike																			
Manova																			
MasterpieceVR																			
meetingRoom																			
MeetinVR																			
Museum of Other Realities																			
Nanome																			
Neutrans																			
NOYS VR																			
Oasis																			
Oxford Medical Simulation																			
Pararea																			
Planet Theta																			
Pluto VR																			
PokerStars VR																			
Prspect																			
Redpill VR																			
REMIO																			
Riff XR																			
Roblox																			
Rumii																			
SapphireXR																			
ScienceVR																			
SculptrVR																			
Spatiate																			
STAGE																			
Stageverse																			
STYLY																			
SurrealVR																			
Teleporter																			
Topik																			
UXR.ZONE																			
VirBELA																			
Viveport Verse																			
Vizible																			
VR COnference																			
VR Triber																			
VR Trivia Batle																			
VRAVO!																			
VRLand																			

vSpatial																			
The Wild																			
Wonda VR																			