

To all members of the media

December 7, 2023
JP UNIVERSE Inc.

Announcement of the “Own World” Service Launch Gamification of original corporate virtual spaces and DX services

JP UNIVERSE Inc. (CEO: Hajime Tabata) announced today the official launch of “Own World,” a SaaS/PaaS service that enables companies to build their own virtual space services and DX services using the “PEGASUS WORLD KIT®” RPG/Metaverse production middleware.



“PEGASUS WORLD KIT® (PWK hereafter)” is an RPG/Metaverse construction toolkit that incorporates the RPG technology and gamification expertise that the creators of the JP UNIVERSE Group have cultivated over many years in home video game software development.

“Own World,” which will be launched later this year, can be freely combined with various functions of PWK as modules to easily construct and realize virtual space services and DX services required by companies. While being highly scalable and customizable, it is offered in a SaaS/PaaS model, allowing companies to focus on delivering services without the hassle of maintaining and operating servers and infrastructure.

By linking this service with the “Multi Magic Passport (MMP) ※1” under development, users will be able to use the same ID to access services built on the “Own World” of other companies, thereby increasing the flow of users through this interconnection. The “Multi Magic Passport (MMP) ※1” under development, will also be connected to RYUGUKOKU®, which is being developed by JP UNIVERSE for the creation of the Japan

Metaverse Economic Zone, and further expansion of users is expected.

“Own World” Service Overview

- Service Name : Own World
- Service provider: JP UNIVERSE Inc.
- Service start date: December, 7, 2023
- Features
 - Provides modules with functions for building virtual space services and DX services. The modules cover a wide range of functions such as login, authentication 3D space construction, avatar system, text/voice chat, RPG system, streaming distribution, spatial advertising, billing and settlement, etc. In addition, it is possible to link this service to external services such as generated AI, advertising, and analytics. This allows companies to build their own services quickly and inexpensively with a degree of freedom comparable to a dedicated development project, ranging from game-like contents such as RPGs to DX-compliant business usages.
 - The state-of-the-art game engine “Unreal Engine 5”^{※2} will be adopted to provide a highly realistic and immersive expression, offering superior entertainment and engaging experiences.
 - The cutting-edge “RIV Technology,” which easily creates a 3D virtual space from a photograph will also be provided. This technology minimizes costly 3DCG development and reproduces real-life images in virtual space.
 - Advanced load balancing technology enables the service to withstand hundreds of thousands of simultaneous accesses, providing enterprise services to companies with a massive number of members.
 - The avatars in the virtual space can be created easily with the preset models in the JP UNIVERSE Inc. format, which can be used in the business scenes of “Own World,” or with the “VRM files” widely used in Vtuber/VRChat platforms as well as the “VRoid Project”^{※3} of Pixiv, Inc.
- More details and service registration: <https://www.pw-kit.com/>

※1 MMP is an identification card with a payment function that allows users to freely move between services inside the “RYUGUKOKU®” Metaverse, and it can be used for ID authentication, payment, NFT, items, avatar skin, avatar memory, and other information useful to users in the virtual world. This same information can also be used to improve convenience in the real world.

※2 Unreal Engine is an advanced real-time 3D production tool owned by Epic Games, Inc.

※3 VRM files are the format of 3D model data proposed and provided by the “VRoid Project,” a 3D business operated by Pixiv Inc.

Application Examples

Example 1: DX use of business and communication, including virtual live seminars



Example 2: Reuse of digital data, including existing design data and landscape photos



Example 3: AI avatars can act as agents and support w/exhibit hall + images



Example 4: New Gamification “RYUGUKOKU®”



About JP UNIVERSE Inc.

Trade name	JP UNIVERSE Inc.
Representative	CEO: Hajime Tabata
Establishment	February 8, 2022
Web Site	https://www.jpuniverse.com/
Businesses	Providing a game commerce platform using gamification

Related Past News Releases

[PEGASUS WORLD KIT Ver.1.5 Highlight of New Features](#)

[The latest features of PEGASUS WORLD KIT were introduced at “UNREAL FEST 2023 TOKYO” hosted by Epic Games Japan](#)

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