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Agora World Releases Streamlined Tool For Creating Custom Immersive Experiences

Philadelphia, PA: Social experience platform Agora World released today its improved Experience Builder tool, which enables creators to easily customize their own 3D space directly from a template. It is one of the first platforms to take users directly through the steps to create a custom immersive experience with no code required.

Ethan Berg, co-founder and CEO of Agora World, said in a statement “This is the first step in accelerating our mission to empower anyone to build their dream world. Our goal is to lower the barrier of entry to the metaverse so anybody can create their own immersive experience without technical expertise. While we still have more room to grow and more features to develop, this update will immediately help our customers to build memorable immersive experiences such as virtual expo halls, art galleries, and retail stores more quickly than ever before.”

The new update enables users to build their world in only three steps:

1. Adding a name and description for their world
2. Choosing a world template from the Agora World template library
3. Uploading custom images, videos, and links to pre-defined media slots.

A fourth step, which allows creators to grant permission to others to edit and manage their space, is scheduled for release in late Q1.

Agora World currently offers templates for conferences, galleries, booth events such as trade fairs, classrooms, and retail stores. Users also may contact Agora World to upload their own 3D space to the platform.

About Agora World: [Agora World](#) is a social platform whose no-code tools empower creators to build their own custom immersive experiences. Agora World’s tools are used by organizations across the world to connect directly with their customers and community through experiences such as immersive art galleries, conferences, retail stores and educational spaces.

Agora World was founded in 2019 by Ethan Berg, then a junior in college, and Sky Nite, an 8-year Unity and VR developer and author of 2 published books on VR.

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