

Forum:[Hack Forums](#)

Thread: [PlayStation Home - Has Sony missed the opportunity to lead the Metaverse Industry?](#)

flavoral - November 14, 2021, 11:35 am

I've mentioned this couple times to several people in vc, but i thought it might be a good idea to post it here to see everyone's thoughts about it.

At the end of 2008, Sony has released something called "PlayStation Home" for the PS3. It was meant to be a 3D social/gaming universe where you can talk and meet new people, and play different mini games with them. It was Free to play, but (as far as i remember) there was in game items that you could purchase ofc (which didn't give you much advantage other than looking more cool tho). You had your own 3D character that you could customize, and you own apartment which at the start is almost empty, then then with time, you can furnish it and add more items to it via winning games, certain events, and more. Then you could walk throughout the Hub/Universe/City to either meet people or visit different things. Sadly, Sony has shutdown the project in early 2015.

I personally feel like Sony had a big edge to be the leading player in this "Metaverse Industry" if they didn't shut it down or if they even bring it back for their new Gen consoles with a crypto integration. I think that project was too early for its time, which might've also caused its slow downfall as people weren't interested in such things back then compared to now.

I used to play it back when i had my PS3, and i personally liked it, so I got disappointed when they shutdown the project.

Thoughts?

Here's some videos for walkthroughs of the game:

SA777OSHI - November 14, 2021, 12:11 pm

Yes they did, I wanted Microsoft to do it with the Xbox 360 Avatars, this is from a MANA thread:

(Nov 12, 2021 10:17 PM)SA777OSHI Wrote: [\[CITE\]](#) I had a decent bag back in February, then sold most of it and held a small position, still decent profits.

I like the project, it reminds me of the Xbox 360 Avatars, I always wanted Microsoft to integrate some type of app to the Xbox 360 dashboard where you could play with your Xbox 360 Avatar on a "Xbox City" with mini games like racing or whatever all around the city, or simply chill with your online friends avatars, but that was just a dream, never happened, the avatars launched back in 2009 I believe, and they did create some games for your avatars like the "Doritos Crash Course" or "1 vs 100", pretty cool games I liked them, but they never made a city or open world game for the avatars, that would been amazing, this project is basically what I wanted Microsoft to do back in the Xbox 360 era, thats why I invested on it, and MANA has done good progress, If they keep doing a good job this will definitely be one of the greatest metaverse projects, Microsoft should buy this project instead of starting from scratch, even though Microsoft has the potential to create something better it could be very expensive for them, hiring new professionals that have and idea about this,

planning, etc...., and that still doesn't guarantee it will be better than MANA, that's why I am bullish on MANA, because as I mentioned before they have done good progress, and even companies like Microsoft are not guaranteed to create something better than this. But yeah still MS have a good chance, we will see but MANA is a great investment, looks like projects like this will be the future of gaming at least.

I completely forgot that Sony actually did create a hub for their Avatars, thank you for reminding me, looking back at it, it looked pretty cool and it was closer to what I wanted Microsoft to do, they definitely missed a big opportunity to lead the Metaverse industry

Maadcat - November 14, 2021, 1:11 pm

I completely forgot that too ! That's funny. As Second Life did, META is not new, the question is : Are people now ready to that ? I don't talk about few nerds, I talk about all the planet. We don't know but only Facebook has the power, the money, and the user database to try !

Exalted - November 15, 2021, 2:18 am

Sony missed out on being the frontrunner for the 'Metaverse'. They had something of good quality, but it just wasn't its time yet. Maybe Sony will try and compete with Facebook's Metaverse.

(Nov 14, 2021 02:11 PM)Maadcat Wrote: [\[CITE\]](#) I completely forgot that too ! That's funny. As Second Life did, META is not new, the question is : Are people now ready to that ? I don't talk about few nerds, I talk about all the planet. We don't know but only Facebook has the power, the money, and the user database to try !

I am not, and I doubt that half or even a quarter of the population of 1st world countries is willing to use this, but with the COVID-19 thing still going around and people having to work from home, I can see a considerable amount of usage. The more and more restrictions on real life, the more people will become interested in a fake digital life (Not that this isn't the case already, there are many examples of almost comparable technologies out there).

META/Facebook, unfortunately, is one of the few companies that can pull this off. A new name != a new company with actual structural change.

flavoral - November 15, 2021, 5:47 am

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I think personally that this might be the start of a new era, VR projects been going on for years for example, most of them failed, but it was a good time to test different things. These studies will be useful for the next phase.

The problem is that the gap between the new technology created and development/upgrading of existing technology needed to use that new technology is expanding which might have really bad outcomes. Just imagine the amount of security problems that we will have with Metaverse, imagine the scale of hacks, data breaches/leaks, cyber attacks, etc...

What I personally wonder is, if we will have enough security tools for such jump? and do we have such high speed and stable internet connection around the world to use such technology?

(Nov 15, 2021 03:18 AM)Exalted Wrote: [\[CITE\]](#) Sony missed out on being the frontrunner for the 'Metaverse'. They had something of good quality, but it just wasn't its time yet. Maybe Sony will try and compete with Facebook's Metaverse.

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The PS Home looks way better than a lot of current projects imo too, and it was released in 2008 too!

Hopefully the FB Meta announcement woke up some of the Sony executives to re-put PS Home on the table again.

Sony has the capability to produce the hardware for it too.

Maadcat - November 15, 2021, 5:54 am

Home office, metaverse, food delivery, ecology impact of traveling by plane... is it the end of real life ?

Recon12345 - November 15, 2021, 5:57 am

There were lots of games like this though. Some more primitive than others. Playstation home was just another one and it was a little bit more recently. Doubt this meta thing will catch even now, it's the same stage different actors. Only thing that's different now it's this get rich quick from crypto thing, but wait until the bear comes and people will stop the hype... Meh.

Aeowulf - November 16, 2021, 5:07 am

Not sure why this is in Crypto... but w/e.

Yeah, seems like it. Could have been a solid start and a lot less to build upon for their own version. I think though, FB might have the same problem Sony did, and realize its not going to be THAT popular. I for one have zero care about the "metaverse" and won't use it. At all. There's tons of other people that use Facebook that won't use a VR world.

Just my 2 cents.

Goku - November 16, 2021, 5:10 am

I used to play that because I didn't have other games to play at that time lmao.

Also, it was pretty active but died off because of the lack of activity we were able to have.

flavoral - November 16, 2021, 7:04 am

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Well there's no "Metaverse" section, and I strongly believe crypto/blockchain technology will eventually be used in these projects, so it seems like the proper section for it.

I know Facebook aren't playing on the 2-5 years game, but they're planning for longer date. They're now opening the doors to collect all experts to start working for them rather than a new company who still doesn't have anywhere near of Data Facebook has.

(Nov 16, 2021 06:10 AM)Goku Wrote: [\[CITE\]](#) I used to play that because I didn't have other games to play at that time lmao.

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Agreed, the PS Home-verse was way ahead of its time and looked better by quite the margin than current competitors. Honestly, I hope that at least one Sony executive will make them wake up to start competing in the metaverse sphere, especially since Sony has the capabilities to do this.

Goku - November 16, 2021, 1:59 pm

(Nov 16, 2021 08:04 AM)flavoral Wrote: [\[CITE\]](#) Well there's no "Metaverse" section, and I strongly believe crypto/blockchain technology will eventually be used in these projects, so it seems like the proper section for it.

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True, and also, they got a chance to do this better.

I loved that I had my own home and could go to the city to meet people.

I remember one time just sitting to 'drink coffee', mind you, I was 11 haha, and then some random girl walked up and started a conversation, it was pretty obvious that she was in the 30s in our conversation because she was trying to teach me life lessons hahah. Other people joined our conversation, we had a lot of laughs and met pretty nice people.

This was before the meme days, so I'm pretty sure the servers would be hyped all the time.

Omniscient - November 16, 2021, 2:36 pm

Second Life always comes to mind for me as the first successful project of this kind. It's still running btw, just don't think it has much popularity or growth.

I don't think any company like Sony, MS, or Facebook are going to succeed in virtual worlds because they are going to always be walled-gardens that push their own agenda.

Blockchain technology has an absolute potential to push an open-sourced project that anyone can grow and integrate with. Just like in real-life, when you start a virtual-life you will need income to buy things. If all that money goes to Sony, it just enriches them. However, you do this on blockchain and anyone can get rich with enough ingenuity.

Personally not a fan of VR worlds.

Also, one of my fav movies this past few years was Ready Player One. It worked because the

game company more or less allowed anyone to build in it. They just created the framework and set it loose. The movie was about one entity attempting to take control while the players and the people wanted freedom.