

\*Motivation Because conferences, meetings, job fairs and any other event based on human interaction could no longer be held because of the pandemic, people have been looking for alternatives in the virtual world. The concept of virtual events is not new, therefore I have analyzed the currently existing platforms in order to understand their advantages and disadvantages. By checking out a dozen of platforms that offer these types of services, and based on the way you interact with the surrounding environment, I have divided them into two large categories: three-dimensional and virtual reality:

\*Three-dimensional (3D) These type of platforms organize their events in a three-dimensional space similar to how most games are built like nowadays. An example of such a platform is shown in Figure figure:motivation-3d.

figure[H] [width=]images/virtway3d\_conference.jpgExample of interface and environment of a 3D event platform. figure