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(54) **VIRTUAL GAMING ENVIRONMENT**

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(57) **ABSTRACT**

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Systems, methods, and media for generating a virtual gaming environment. Specifically, an instance of a virtual gaming environment is generated and hosted on a server. Responsive to communicatively connecting a first and second user computing devices, a virtual gaming environment is populated with at least a first virtual avatar, a virtual desktop, a second virtual avatar, and a second virtual desktop. It is determined that the first virtual avatar is within a first predetermined distance of the second desktop, and based on this, a resolution at which to render a visual representation of activities being executed by a second user computing device associated with the second desktop is determined. A bandwidth at which the visual representation is renderable in real time at the determined resolution is calculated. The visual representation is transmitted, utilizing the calculated bandwidth, to the first user computing device at the determined resolution.

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