

Global University Challenge

What is VIVERSE?

VIVERSE is a powerful and flexible platform for building games and immersive experiences on the web.

It works in any web browser, across tablets, smartphones, laptops (Windows and Mac OS), and even on XR headsets for the highest degree of immersion.

Build XR skills for the next wave for career opportunities in game development and immersive content.





Unleash Your Creativity

VIVERSE Spark

Global University Challenge

Passionate about immersive tech, digital storytelling or game design? Build in VIVERSE and compete globally for a chance to win cash prizes and be featured on the VIVERSE website!

Global Competition

Thousands in Cash Prizes

3 Submission Categories

Get started here:

https://www.viverse.com/events/hackathon

VIVERSE Spark Competition Categories

VIVERSE Spark: A university competition to build immersive worlds and experiences

IMMERSIVE STORYTELLING

Music experiences, visual, novels, artwork, shared spaces, architecture, learning materials, and more.



GAMES

Games built for web, optimized to run across mobile devices and PCs (multi or single player).



SOCIAL EXPERIENCES

Build engaging and community-driven multiplayer worlds.



Awards and Prizes - Students

Student awards, per team (1-5 people). HTC will name a 1st, 2nd, and 3rd prize-winning team per competition category, for a total of 9 winning teams globally.



Cash prizes are per winning team. Globally, there will be one (1) first, second, and third-prize winning team for each of the three Competition Categories, for a total of nine (9) winning teams globally. Winners will be selected at the discretion of a judging panel based on the contest criteria. HTC reserves the sole discretion to disqualify entries that do not adhere to the Terms and Conditions.

Competition Timeline

Hackathon period: 11/9 - 12/4

Judging period: 12/7 - 12/18

Winners announced: January 2027

Judging Criteria

Judging will consist of one round where each entry will be evaluated on a **50-point scale**, with a maximum **10 points** per category:

Scene Design

Overall aesthetics of World, along with features that include spatial composition and layout, combined with animations and visual/audio effects.

Interactivity & Technical Competency

The effective use of interactive design elements and functions within the World. Including, but not limited to all technical elements that enable interaction such as physics, lighting, audio, etc.

Creativity

The originality and innovative thinking that is bringing the World's concept to life. A unique concept/atmosphere where there is a clear theme or vision with distinct and memorable experiences.

Judging Criteria cont.

User Experience

Ease of navigation, intuitive features, and the overall enjoyment of the World. For example, does the experience avoid motion sickness, disorientation or visual clutter and is the environment engaging while remaining comfortable for users.

User Engagement

The World’s ability to captivate and retain user interest. The interactivity and emotional impact of the World on users; does the experience evoke curiosity, excitement or emotion, and will users feel motivated to spend time exploring and interacting within the World and want to return and explore again in the future.

Conditions

General conditions for entry:

- Participants: Each team can have 1-5 people.
- Multiple teams from the same university may enter.
- All team members must be students of the same university.
- Students cannot be part of more than one (1) team.
- Terms and Conditions can be found on the VIVERSE Spark Hackathon website.

Note: please refer to the competition Terms and Conditions on our website below for comprehensive eligibility requirements:
https://www.viverse.com/events/hackathon

Resources

VIVERSE offers the following support for the VIVERSE Spark Hackathon:

1. Hackathon website: Our website includes all of the core information about the hackathon, plus links to additional resources: https://www.viverse.com/events/hackathon

2. Dedicated Discord channel: Support from VIVERSE team members on our official Discord channel.

3. Online documentation: VIVERSE has comprehensive technical information and how-tos on our website: https://docs.viverse.com

HTC Support Contacts: viversespark@htc.com, vivepr@htc.com

How to Participate

Registration Process

Create VIVERSE Accounts

ALL team members must first visit create.viverse.com and create a VIVERSE account using their university/institution email address.

Complete Team Registration

The Team Leader navigates to the Hackathon landing page while still logged into their VIVERSE account, and fills out the registration form including the Team Code (write this down!)

Share Registration Link

The Team Leader shares the Team Code with other team members, who then use the code to join the team through the Hackathon landing page.

What's possible on VIVERSE?

Experiences of all kinds...

https://www.viverse.com/GL8GP2o

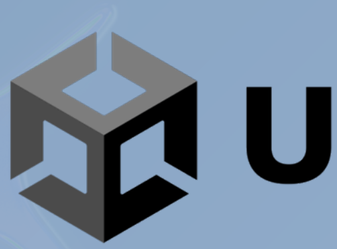
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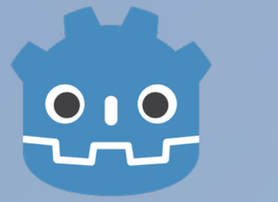
https:/www.viverse.com/NT8vChy

https://worlds.viverse.com/user-worlds

Build with the tools you want

VIVERSE supports publishing from most frameworks with web support







PLAYCANVAS*





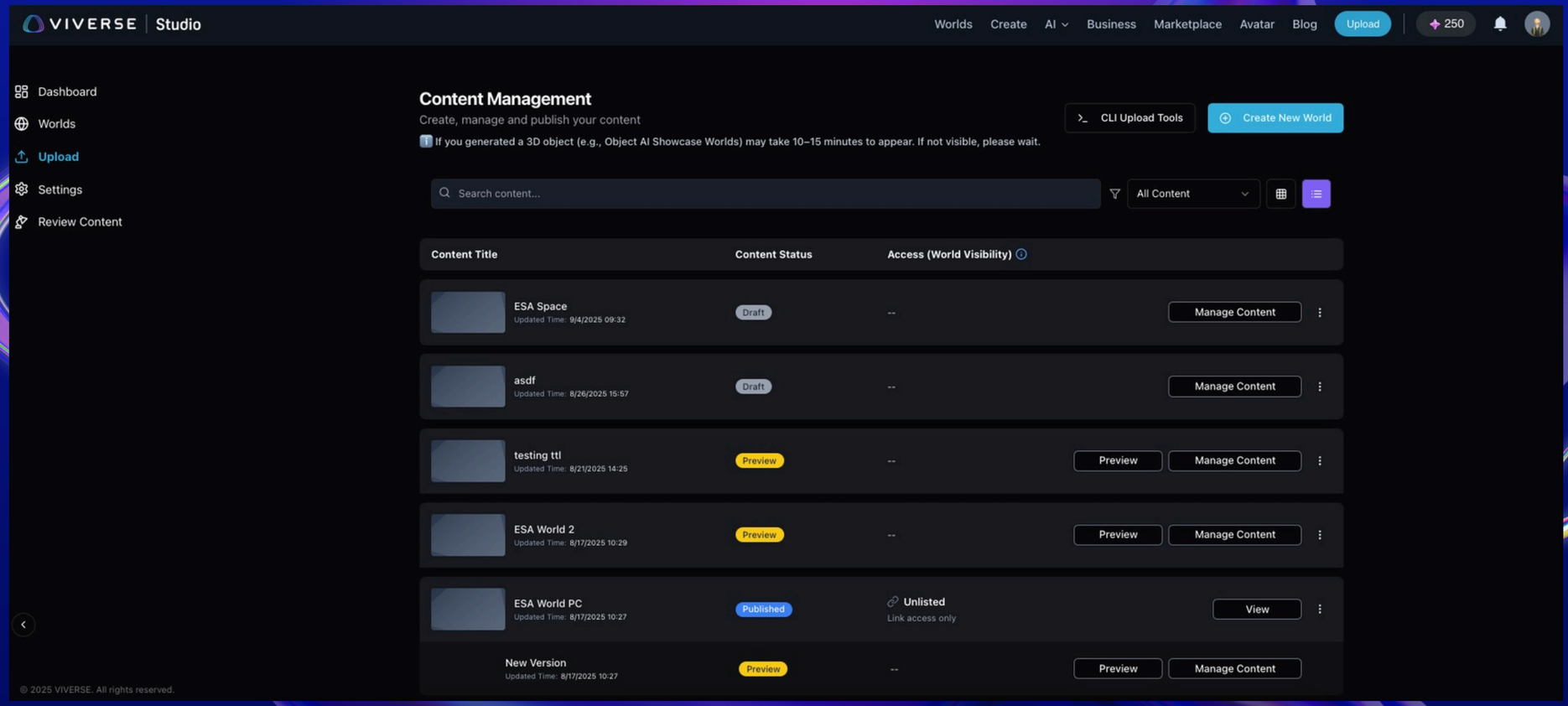




https://docs.viverse.com

VIVERSE Studio

Interface for publishing, analytics, and application management



https://studio.viverse.com

Publishing to VIVERSE

Uploading your project to VIVERSE

Step 1: Export web-compatible build in .zip format

Step 2: Create a new app on studio.viverse.com

Step 3: Upload your .zip file

Step 4: Submit for review

A note about our PlayCanvas Extension

Our extension supports no-code tools & automatic multiplayer

Networked Avatars, Audio, Emojis, and Chat

VIVERSE Account & UI

Moderation Tools

Custom Code SDK

No-Code Tools



Joining the VIVERSE Discord

Join the Spark 2026 channel on our Discord for real-time support and guidance:

https://discord.gg/viversecreators

Creator Meetups



Monday’s at 5p ET / 2p PT in the Discord!

Important Considerations

How to succeed as VIVERSE Creator





Pick your devices before building



Profile and Optimize Early!



Be an active community member



Publish, publish, publish to VIVERSE!