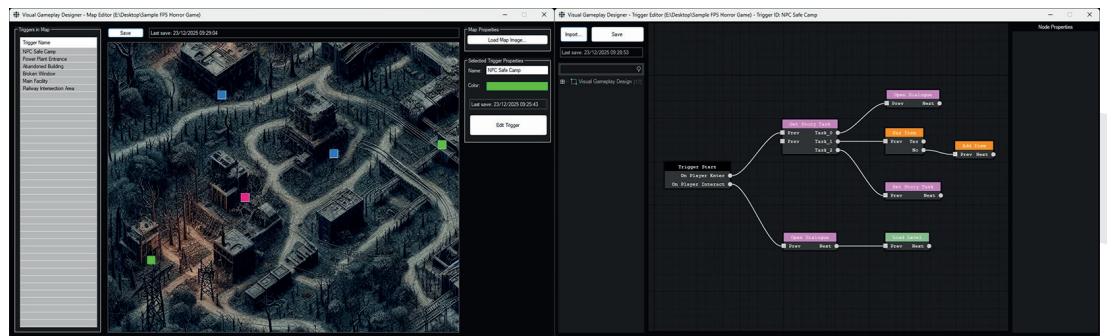




Milan, September 2025

PlaySys Interaction Framework Expands with a New Node-Based Editor, Reflecting Nearly Two Decades of Internal Development

PlaySys has introduced a new node-based editor within the PlaySys Interaction Framework, offering a more visual and structured way to design, connect, and test complex interactive behaviours. Developed as part of the framework's ongoing internal evolution, the editor serves both as a practical production tool and as a lens through which the broader framework can now be presented and contextualised.



The node-based editor allows interaction logic to be assembled through interconnected functional blocks rather than linear code alone. This approach supports faster prototyping, clearer system overview, and more efficient collaboration between programmers, technical artists, and designers. At present, the editor is used internally as a testing and development environment, in line with PlaySys' long-standing practice of validating tools in real production contexts before formalising them further.

The introduction of the editor also highlights the longer history behind the PlaySys Interaction Framework itself. The framework represents the culmination of nearly two decades of internal tool development at PlaySys. It was initially conceived in 2007 to improve productivity in 3D computer graphics workflows and gradually expanded through continuous refinement to address the evolving demands of interactive media.

Rather than being designed as a single, monolithic engine, the framework grew organically around concrete production needs. Over time, it became a highly structured, modular toolset bringing together hundreds of optimised components. These modules cover backend logic, real-time graphics, sound, peripheral access, procedural staging, data evaluation and analysis, privacy and encryption, as well as advanced 3D interaction features such as ray tracing and volumetric content handling.

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This breadth of capabilities makes the PlaySys Interaction Framework suitable for a wide range of applications, including enterprise VR solutions, video games across multiple genres, utility and small business software, dynamic e-commerce customisers, and augmented reality systems. Its architecture is deliberately modular and technology-agnostic, allowing it to adapt to new platforms, hardware configurations, and rendering techniques over time.

The framework has been continuously maintained and expanded since its inception. Key milestones include early scripting tools for .NET and 3ds Max in the late 2000s, mobile platform support in the early 2010s, the introduction of procedural content systems and VR/AR instruments mid-decade, extensive platform porting including Sony PlayStation support in 2020, and cross-platform data serialisation combined with performance-focused rendering enhancements from 2021 onwards.

“PlaySys Interaction Framework is the backbone of how we prototype, build, and scale interactive experiences,” said Luca Deriu, founder and lead developer at PlaySys. “Rather than assembling disparate third-party tools, our team benefits from a unified architecture that grows with our projects and adapts to new technologies, from console environments to enterprise VR.”

The new node-based editor does not replace existing development workflows within the framework. Instead, it complements them by making complex systems easier to reason about, test, and iterate, while preserving the framework’s technical depth. For PlaySys, it marks a natural step in making a mature, production-proven technology more transparent and flexible.

While the PlaySys Interaction Framework was originally developed exclusively for internal use, its continued refinement and the growing coherence of its tooling position it as a strategic asset within PlaySys’ software engineering portfolio. Its maturity and versatility also lay the groundwork for future external collaborations and potential licensing opportunities.

About PlaySys

Founded in 2007 and based in Milan, PlaySys specialises in software and interactive content development, serving clients worldwide across enterprise applications, immersive experiences, video games, and digital tools for creative professionals.

www.play-sys.com

www.play-sys.com/software-engineering/playsys-interaction-framework

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