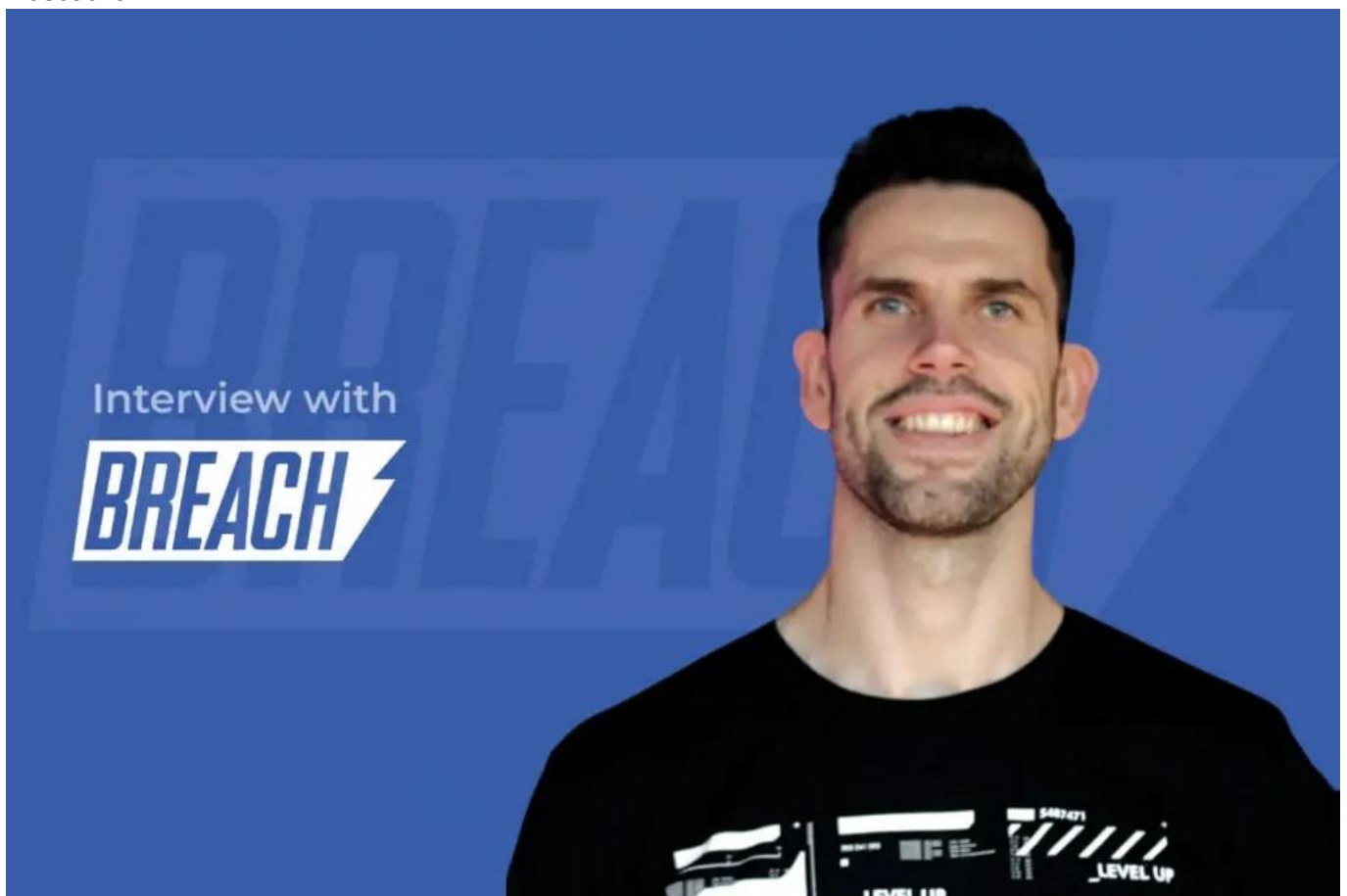# Breach.gg CEO says Metaverse Games to Thrive in the Future just like the Early Internet

Posted on

November 2, 2022 Jordan Major

In an exclusive interview with Finbold, Remigijus Zinys, the CEO of gamified social platform Breach.gg, delved into some of the barriers facing metaverse games from matching up to regular ones. He cited some of the targets metaverse games need to meet before they can

outshine existing games.

During the interview, Zinys shared some tips on how gamers can monetize their craft and transform the activity into a money-making venture as well as concentrating on the basic principles of gaming. He also discussed the existing stereotypes around gaming and the best approach to managing the notions.

Before we dive deeper, would you mind briefly explaining to our readers what is Breach.gg and what's the goal behind it?

"Breach.gg is a social platform for gamers with a matchmaker seeking to meet the needs of players who want to have quality time online. Our mission is to improve the online gaming experience by allowing users to find the best teammates, fighting toxicity, and gamifying the online presence."

You claim, 'Breach is the first gamer-orientated social network that allows to store content on blockchain' and also 'help gamers have a better online experience.' Why gaming? Are you personally a gamer? Is Breach.gg a result of your passion for computer games?

"Our team and I myself are all vivid gamers, with many of us playing video games for decades already. For me, gaming always was about discoveries – new graphics and physics, new stories and worlds to explore, and new communities and people to meet. It was something that always got me excited – and thus, a desire to share this passion with others grew.

Previously, I founded Spacebar. gg, which became a community for gamers and made me wonder how to help everyone have a better time playing online – as many have shared their struggles and frustration of playing with strangers online. Thus Breach.gg was born – to help gamers have better online gaming and socializing experience."

What's the main reason behind choosing to build a gamified social platform on the blockchain? The internet is already full of various Web3 games built using blockchain technology. How do you differ?

"When we were outlining what a Breach.gg is, one thing stood out as of the highest

importance – giving control of the data to the user. Thus choosing blockchain as thefoundation of the platform was a no-brainer. It allows us to change ownership of digital items easily, be that in-game items or social platform posts.

Breach.gg is built on blockchain not for the purpose of following trends or allowing for quick profits, but to bring control of data to the users themselves."

Which product of yours is the most exciting and brings new winds into the global gaming sector?

"It is easily the miniverse concept! A single avatar for all online activities, whether creating content or gaming. On Breach, no time spent online goes to waste as everything adds progress to the user's profile allowing them to level up and receive various rewards."

In society, there's a stereotype that computer games are harmful and have plenty of negative outcomes. What's the real 'science' behind this stereotype? Should we let our kids play computer games? How to choose a safe gaming environment for children?

"Many people have their impression of video games made by disinformation. Without proper context, they do not see gaming as a hobby. People fear the unknown; instead of trying to see the good in video games, they try to further strengthen their negative opinion. This reminds me of the 50s when comic books were banned as they were blamed for increased crime rates among the youth yet had nothing to do with that.

I believe that video games can be one of the best activities for kids if properly moderated. They can help develop problem-solving and pattern- recognition skills and become a way of socializing. There are more and more stories about how parents bond with their children when playing together – it is a perfect way to have quality time together by trying to overcome various challenges or solving puzzles in virtual worlds.

Of course, there are many games that may not be suitable for children. And there are various ways of choosing which games are a good fit for a youngster – viewing through marketing material, checking reviews online, and finally, playing it yourself to see whether your child should play it; as many gaming platforms allow for refunds, the latter way is something that more and more parents are highly suggested to do – there is no better way of moderation that trying it yourself!"

When do you plan to launch your product for gamers globally, and could they test Breach.gg by themselves?

"At the moment, our social platform MVP is in closed testing for investors and partners, with some of the features still in development. The alpha release is planned to happen at the end of Q1 of 2023, yet the time is not set in stone as we are building it from the ground and may run into some unexpected difficulties.