LSDF Interactive Electronic Entertainment Facilities

Built for the purpose of electronic entertainment, interactive electronic facilities are intended to be built to scale to the ship or installation they are installed upon. Drawing upon the range of Lorath computing technologies available, electronic entertainment facilities are capable of delivering a wide range of interactive electronic entertainment presentations.

Electronic entertainment facilities include;

- Manually controlled computer gaming systems in 2D and 3D.
- Neural Interface System equipped electronic entertainment devices.
- Simulated Sensation Data Files servers, clients, and developing systems.
- Pico-Jelly assisted systems.