CLAIMS

1. A system for generating deep links for virtual spaces, comprising:

at least one server computer comprising at least one processor and memory comprising instructions configured to, when executed by the at least one processor, cause the at least one server computer to:

receive a deep link generation request that is triggered when a participant of a videoconferencing session invites an invitee to join the videoconferencing session, wherein the video conferencing session is hosted by a videoconferencing space in a 3D virtual environment;

retrieve and encode videoconferencing session context data and a session communication instance; and

generate a deep link comprising the encoded videoconferencing session context data,

wherein a host of a third-party proprietary virtual environment retrieves buyer profile data of a participant entering the third-party proprietary virtual environment via a corresponding user graphical representation and sends a private invitation to the corresponding participant that opens up a private session between the host and the invited participant in a private communication instance.

2. The system of claim 1, wherein the context data comprises 3D coordinates of a user graphical representation of the participant within the 3D virtual environment and desired 3D coordinates of the invitee.

3. The system of claim 2, wherein the desired 3D coordinates of the invitee are restricted to a predefined radius around the participant.

4. The system of claim 2, wherein the at least one server computer implements a videoconferencing platform configured to insert the user graphical representation of the

participant, generated from live data feed captured by at least one camera, into a position defined by 3D coordinates of the 3D virtual environment representing the videoconferencing space.

5. The system of claim 4, wherein the instructions are further configured to cause the at least one server computer to:

send the deep link to an invitee client device;

receive a message from the invitee via the invitee client device, accepting the invitation to the videoconferencing session using information in the deep link; and

retrieve and position the user graphical representation of the invitee at the 3D coordinates within the 3D virtual environment, granting the invitee access to the videoconferencing session.

6. The system of claim 1, wherein the videoconferencing session is a public videoconferencing session hosted in a public 3D virtual environment in a public communication instance.

7. The system of claim 6, wherein the public 3D virtual environment comprises a plurality of third-party proprietary virtual environments publicly or privately accessible by participants.

8. The system of claim 7, wherein the instructions are further configured to cause the at least one server computer to, responsive to a request from the participant, generate a deep link to an invitee configured to position the invitee in a desired 3D coordinate in the private session.

9. The system of claim 1, wherein the videoconferencing session context data further comprises user attributes including user profile data comprising user identification data, spending ranking, and buying preferences.

10. A method for generating deep links for virtual spaces implemented by a computer system comprising at least one processor and memory, the method comprising:

receiving, by the computer system, a deep link generation request that is triggered when a participant of a videoconferencing session hosted in a videoconferencing platform invites an invitee to join the videoconferencing session;

retrieving and encoding videoconferencing session context data and a session communication instance; and

generating a deep link comprising the encoded videoconferencing session context data;

wherein the videoconferencing platform comprises at least one videoconferencing space hosting the videoconferencing session, wherein the at least one videoconferencing space comprises a 3D virtual environment, and

wherein a host of a third-party proprietary virtual environment retrieves buyer profile data of a participant entering the third-party proprietary virtual environment via a corresponding user graphical representation and sends a private invitation to the corresponding participant that opens up a private session between the host and the invited participant in a private communication instance.

11. The method of claim 10, wherein the context data comprises 3D coordinates of a user graphical representation of the participant within the 3D virtual environment and desired 3D coordinates of the invitee, wherein the method further comprises restricting the desired 3D coordinates of the invitee to a predefined radius around the participant inviting the invitee.

12. The method of claim 10, further comprising encoding in the deep link an expiration factor, wherein the expiration factor is one of a session-based, or time-based, or click-based expiration factor, or a combination thereof.

13. The method of claim 10, further comprising inserting, by the videoconferencing platform, a user graphical representation of the participant generated from live data feed captured by at least one camera, into a position defined by 3D coordinates of the 3D virtual environment.

14. The method of claim 10 further comprising:

sending the deep link to an invitee client device;

receiving a message from the invitee via the invitee client device, accepting the invitation to the videoconferencing session using information in the deep link; and

positioning the user graphical representation of the invitee at the 3D coordinates within the 3D virtual environment, granting the invitee access to the videoconferencing session.

15. The method of claim 10, wherein the videoconferencing session is a public videoconferencing session hosted in a public 3D virtual environment in a public communication instance, wherein the public 3D virtual environment comprises a plurality of third-party proprietary virtual environments publicly or privately accessible by participants.

16. The method of claim 15, further comprising, responsive to a request from the participant, generating a deep link to an invitee that positions the invitee in a desired 3D coordinate in the private session.

17. The method of claim 10, wherein the videoconferencing session context data further comprises user attributes including user profile data comprising user identification data, spending ranking, and buying preferences.

18. At least one non-transitory computer-readable medium having stored thereon instructions configured to cause at least one server computer comprising a processor and memory to perform steps comprising:

receiving a deep link generation request that is triggered when a participant of a videoconferencing session hosted in a videoconferencing platform invites an invitee to join the videoconferencing session;

retrieving and encoding videoconferencing session context data and a session communication instance; and

generating a deep link comprising the encoded videoconferencing session context data,

wherein the videoconferencing platform comprises at least one videoconferencing space hosting the videoconferencing session, wherein the at least one videoconferencing space comprises a 3D virtual environment, and

wherein a host of a third-party proprietary virtual environment retrieves buyer profile data of a participant entering the third-party proprietary virtual environment via a corresponding user graphical representation and sends a private invitation to the corresponding participant that opens up a private session between the host and the invited participant in a private communication instance.