202011 JINA Horizons
Gather Town Instructions

We've created a virtual conference venue in Gather.Town that allows us to interact with one another in a similar way as we would do in person. You can find the map here. The link for the space will be sent by e-mail to the participants. Gather works best with Google Chrome

An avatar will represent your position in the space. You will be able to move your avatar around using the arrow keys on your keyboard and interact with others based on proximity using video, audio, chat, and screen sharing.

Designated private spaces (rooms, carpets, café tables) help define the interaction space to the people within the private area. Interactions just based on interaction radius can be ambiguous for larger groups (it is for example possible, depending on each person's location, that you can talk to two people who cannot talk to each other)

There is a "Ghost Mode" (press G and keep it pressed while you walk) where you can pass by or through groups without interacting with them.

If your avatar is near a shared document or other contents placed in the space, press X to interact with the object (a message in your browser will indicate that this is a possibility).

There will be a few volunteers scattered throughout the space to direct you where you need to go. They'll be identified as HELP_name. Feel free to approach them (or chat with them if you don't see their avatars around) if you need assistance.

If someone bothers or harasses you, or if there are any other violations of the code of conduct, you can "block" a person by clicking on their name in the list on the right and use the menu that pops up. Blocking someone will prevent the person from interacting with you. Please report such issues immediately to the conference organizers (The help desk, Ana Becerril, Hendrik Schatz, or any other member of the organizing committee)

To leave the space you need to close the browser tab.

Floor map

The Gather space consists of a main room with 10 adjacent breakout rooms labeled A to J. Lounges and carpeted areas (including the JINA logo) distributed throughout the main room allow you to engage in clearer defined group conversations. Everybody located inside the interaction area will be able to communicate with each other. For larger groups this may work better than the standard interaction based on distance to your avatar. There is a help desk at the bottom (South) of the space where staff will be available to assist you. The conference program and other relevant information will be posted there too. Towards the top (North) of the space you will find a café with tables that can seat up to 4 people. The door at the top of the space will take you to the active zoom meeting (if any at that particular moment).
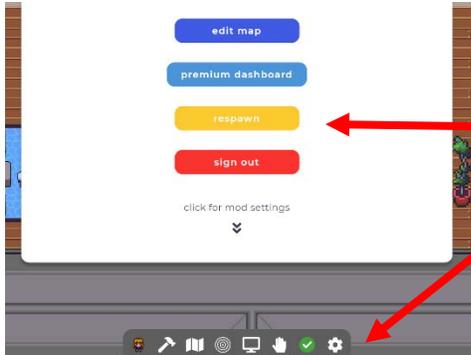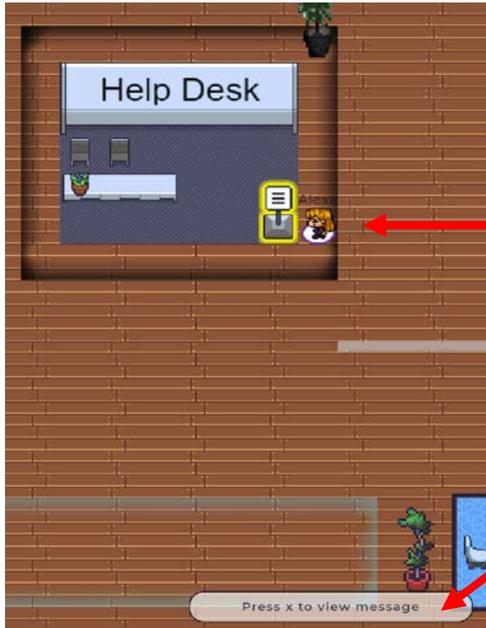
General Functionality

When you enter the Gather space, you will be prompted to enter your name and select your camera/microphone source. If your browser prompts you to give camera/microphone permissions, you may have to restart your browser for the changes to take effect. Common video/audio issues

An avatar will represent your position in the space (use your arrow keys to walk to different parts of the room). You will be able to move your avatar around and interact with others based on proximity using video, audio and chat. Your avatar will appear, or "spawn", at the bottom (South) of the space near the Help Desk the first time you enter the space. Please

note: when you exit the space and reenter, you will respawn at the same location you were at when you exited the space.

Tip; If you find that you are 'stuck' in a wall or outside of the space, go to settings and "respawn" your avatar.

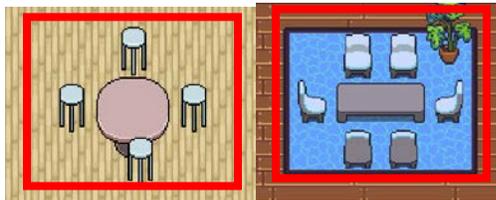## Bulletin boards and Other Interactive Objects

At the help desk, you will see a bulletin board. When you approach a bulletin board (or any interactive object), it will be outlined in yellow. You will be prompted to interact with the object by clicking "X" on your keyboard.

Private Meeting Spaces

There are 10 private conference rooms labeled "Conference Room A – J". These will be used as breakout rooms for the "unconferencing". Each conference room is a "private space", which means that everyone in the designated area can hear each other, while people outside of the area cannot be part of the conversation unless they step into the private space. A message in the bottom of your screen will indicate you that you are entering a private space.

Every carpeted area is a private space, and each table at the café is an individual private space
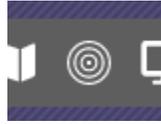

Outside of private spaces, you can interact with everyone within a certain radius of your avatar. This is called the "Interaction Distance"

Your interaction distance is what governs whose video and audio you connect to. The default interaction distance is everyone within 5 steps:

People can change their interaction distance with this icon in the bottom bar:

Connections are mutual—you only see someone if they see you—so whoever has the smallest interaction distance will be deciding factor on whether a pair of people are connected.

You are also able to share your screen using the icon at the bottom. Make sure that your browser has permission to share your screen. Remember to stop sharing when done.

Spotlight/ Locate Participant and Other Features

If there is someone on the participant list that you would like to interact with, but cannot see, you can use the Locate tool, which will highlight a path to that person (they cannot see that you are trying to locate them).

Search for, or click on, individual participant's names on the participant panel to "locate" them, then follow the path.

Find more info at: https://gather.town/ and https://gather.town/faq

Please report any issues to Alexa Allen at: allen@frib.msu.edu ph: (517)908-7801