



# **Gather.Town for the SCS Fall Meeting 2021 – Poster Session**

#### Introduction

Gather.Town is the interactive networking platform we are using for the online SCS Fall Meeting 2021 poster session. The platform allows you to interact with other participants on a 1:1 basis. You can move around with your avatar and approach other participants. If you get close to them, the camera and microphone will turn on and you can start the conversation.

## Joining Gather.Town

| Step | Action   |
|------|--|
| 1.   | Go to the conference platform on <a href="https://fm21.scg.ch/gathertown">https://fm21.scg.ch/gathertown</a> Best results provide the browsers <a href="https://fm21.scg.ch/gathertown">Chrome</a> and <a href="https://fm21.scg.ch/gathertown">Firefox</a> . Please note that the application is not fully compatible with browsers like Safari a.o. They may cause distortions of the graphics. Gather. Town also provides a desktop version of its platform that can be downloaded on their <a href="website">website</a> . |
| 2.   | Create your individual avatar and permit the use of your camera and microphone.  |
| 3.   | Enter your name. Please include your first and last name.  |
| 4.   | Click on the botton "Join the Gathering"   |

## **Using Gather.Town**

| Step | Action   |
|------|--|
| 1.   | Move around the location using the arrow keys on your keyboard.  |
| 2.   | <ul> <li>Experiment with the controls in the left side bar:</li> <li>a. Settings: change your name and video quality.</li> <li>b. Set busy status: setting to "Audio Idle muting" will mute your audio and video if you are away from the tab</li> <li>Gather.Town tab. (middle bottom bar)</li> <li>c. Quiet Mode: Click it (or Ctrl+U) to change how close someone's avatar needs to be to yours in order to interact with you.</li> </ul> |
|      | Interact:  |
|      | <ul> <li>d. Screenshare: The conference manager will give you permission (this option will be<br/>activated for speakers and chairs only).</li> </ul>  |
|      | e. Give a symbolic Feedback: Click on the emoji in the middle bottom bar to raise your hand.   |
|      | f. Mute Video: turns your camera on and off.   |
|      | g. <b>Mute Audio</b> : turns your mic on and off.  |
|      | h. <b>Minimap</b> : shows the whole location in a small icon.  |
|      | i. Change Character: lets you customize your avatar.   |

3. Chat box:
Click on the Chat box in the left side bar and choose whether you want to:

a. Local Chat - chat limited to those within your interaction zone
b. Global Chat - chat across all rooms of a space (if there are multiple rooms)

4.

#### **Conference Procedure**

| Step | Action   |
|------|--|
| 1.   | You enter the conference location in the virtual Foyer with virtual booths of our exhibitors analogue to a real conference. Please have a look at the minimap for orientation. The virtual venue provides:   |
|      | <ul> <li>a. Virtual exhibition booths</li> <li>b. Lots of private spaces where you can talk one on one with someone. Once you enter a private space, only people who are also in this space will hear and see you</li> <li>c. A breakout room at the bottom of the map</li> <li>d. As a central point the parallel sessions, where the poster presentations will take place</li> </ul> |
| 3.   | During the short breaks and lunch time it is up to you to interact and network with participants in the foyer, whether it's at the virtual coffee bar or in a breakout room.   |
| 4.   | When you approach an interactive element, a yellow frame appears. Press 'x' to activate the content and close the window to return to the conference location.   |

## **Mimimap of the Conference Location**

