ISCoP 2021 Poster Session User's Guide

(using "Gather")

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What you need:

- A desktop/laptop with a microphone and camera.
- A web browser (**Chrome or Firefox** recommended).
- Click on the link we provide you. On the login screen enter your <u>full name</u>, so that
 others can identify you inside the gathering. [If you are presenting a poster please add
 "- Presenter" at the end of your name.]
- Before you can enter, you will be prompted by your browser to permit camera and microphone access. Choose "allow."

[Problems? Click on the <u>link</u> to learn how to enable camera and microphone in <u>Chrome</u> or <u>Firefox</u>.]

- We strongly recommend using **headphones** to help prevent feedback.
- That's it! There's nothing to install, no software to download.

How it works:

- Gather is an interactive video-chat chat platform with each participant is represented by an <u>avatar</u> which can move around in a <u>2-D spatial map</u>.
- Move your avatar around the space by using the <u>arrow keys</u>.
- By moving around, you can have spontaneous video conversations with those around you. As you get close to other avatars, their video-camera feeds will pop up on your screen, and you will be able to interact with them (similar to Zoom).
 [These can be either one-on-one or small group conversations depending on how many
 - [These can be either one-on-one or small group conversations depending on how many people are around your avatar. A good way to know if you can converse with someone is by noticing if their avatar is in full color or grayed out.]
- When your avatar moves close to an interactive object (e.g., a poster), a notification will pop up saying 'Press x to interact with -object-'. [To press "x", make sure that your keyboard is set to English input mode; it won't work in Hebrew!]
 More information on interacting with posters and presenters can be found below.

- The virtual environment also includes "private areas". These are marked areas in
 which only people standing together inside the area can hear each other.
 [Such areas are used for poster presentations and for private discussion on the couches
 and chairs throughout the environment.]
- Our conference is a safe environment. If anyone behaves in a misappropriate way please notify the **moderators** (any username beginning with "ISCOP…") immediately using the messaging feature.
- For general help and technical assistance, come talk to us at the **information booths**.

Toolbar Icons:



Screen sharing - INTENDED FOR USE BY PRESENTERS ONLY!



Change your avatar character's appearance and clothing.



Mini map - gives an overview of the space you're in (click the "x" on its frame to close it).



Settings menu – change name, change audio/video devices, "respawn" button (returns your avatar to the session starting position), sign out.



Opens chat panel – for sending and receiving chat messages.



Open participants panel – for locating and messaging other participants by username.



In order to minimize accidental audio interference, please **keep your microphone** <u>muted</u> as much as possible.

Technical difficulties?

- Refreshing the browser page will fix most things!
- Try muting and unmuting your mic and camera in Gather (see preceding diagram).
- Check if your browser has permitted camera and mic access, or if you have a different program running that might be using your camera and microphone, such as Zoom.
- Leave the gathering, close your browser, and then come back in.
- Come talk to the help team at the <u>information booths</u>.
- Additional troubleshooting information at https://gather.town/video-issues.

Advanced Features:

Here are some features you might find useful but aren't immediately obvious.

Messaging features:

- o Open the **chat panel** to send and receive messages
- o "Nearby" send message to the people you are now interacting with (video chat).
- o "Everyone" FOR MODERATORS ONLY.
- o "Specific Name" (click on someone's name) send message to specific person.

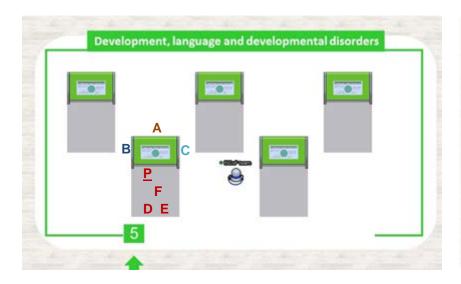
To <u>locate</u> a friend:

- o Open the participants panel and search for the person's name [using the search bar].
- o Click on the person's name and choose "Locate" [arrows will lead you to the person].
- o Do the same, but choose "Follow" [your Avatar will be taken to the person's location].
- To enlarge someone else's video feed to full screen? Just click on their video.
- Speaking to a group of people? Click the down arrows centered below the video feeds to shift into grid view.

• "GHOST" MODE:

- Press the G key on your keyboard and keep it pressed down.
- Your avatar becomes transparent, and it can now <u>pass through</u> other avatars while moving with the arrow keys.
- o Why is this useful?
 - It allows you to pass through crowded spaces without <u>bumping into</u> other avatars.
 - It allows you stand on the same "floor tile" as another person (even after you release the G key). [This can be useful to enter a private space that is otherwise fully occupied, or view a poster when no empty adjacent spaces are available; see poster interaction guidelines below.]

Interacting with Posters and Poster Presenters:



Two ways to view a poster:

- By standing on the <u>carpet</u>
 area, *D*, *E*, and *F* can view the
 <u>poster</u> while <u>also</u> interacting
 by video chat with the
 <u>presenter</u> (P);
- By standing next to the poster frame (outside the carpet area)

 A, B, and C can view the poster only (without interacting with the poster presenter).

Remember – Although you can <u>view</u> the poster <u>either</u> by standing on the <u>gray carpet area</u> or by standing <u>next to the poster frame</u> outside that area, the only way you can view the poster <u>together with the presenter</u> is by standing on the <u>gray carpet</u> area with them.

In either case, you need to press "x" to view the poster:

- While <u>viewing</u>, use the small "<u>magnifying glass</u>" to <u>zoom</u> the poster; once enlarged, you can click and hold the mouse pointer to move around the poster.
- Note: If you are standing on the <u>carpet area</u> and the presenter is using "<u>screen share</u>" to present the poster, the presenter's screen will <u>override</u> your own control over the poster view— until the presenter turns off the screen share or until you leave the carpet area.