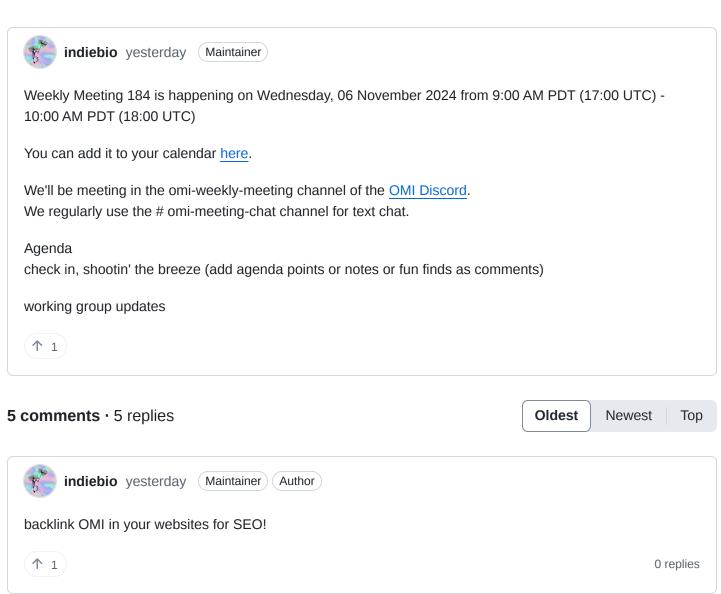
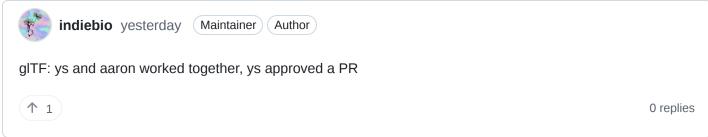
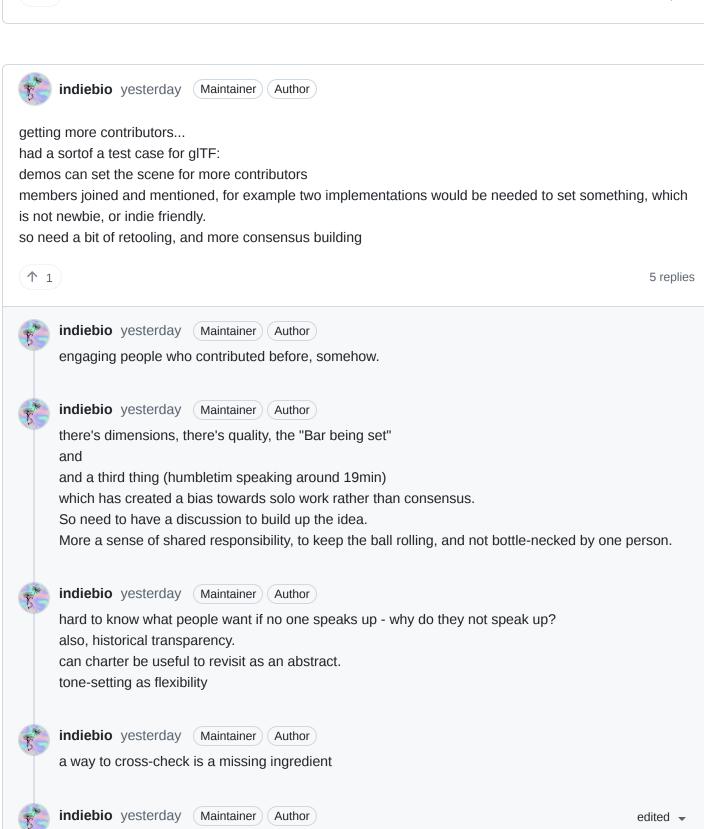


# 2024-11-06 Weekly Meeting 184 #497

indiebio started this conversation in Weekly Meetings







Keyframe: having a lot of people working on one thing means things go slowly. Having smaller "shards" means people can work in smaller groups. Can have sprints working at similar things for limited times.



indiebio yesterday (Maintainer Author

Have another round of the figiam canvas, revisiting the principles.

This can be used in parallel to build resources for onboarding for contributors.

Also need more regular / predictable onboarding for contributors so that collaboration expectations, communication and efficiency can be improved



0 replies



indiebio yesterday (Maintainer) (Author)

## Keyframe updates:

https://www.aurea-award.com/

www.virtualworlds.museum award nomination - Virtual Worlds Museum is a finalist!

XR Guild is co-hosting an XR Ethics event: Stanford's Immerse the Bay Hackathon, this weekend. https://www.linkedin.com/feed/update/urn:li:activity:7259950209923702784/

"Amazon, Gabb, Immersal, Mark 3, Membit, Meta, Niantic, NVIDIA, ShapesXR, and Snap, in making XR a reality... aiming to ensure that as the XR industry expands, it does so with a steadfast commitment to ethical principles, safeguarding user privacy and promoting inclusivity." <a href="https://immersethebay.stanfordxr.org/">https://immersethebay.stanfordxr.org/</a>
Just wanted to share as it's important work and I like that big brands are getting involved.



0 replies

#### Category



**Weekly Meetings** 

### Labels

None yet

## 1 participant

