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2024-11-06 Weekly Meeting 184 #497

indiebio started this conversation in **Weekly Meetings**

indiebio yesterday   Maintainer

Weekly Meeting 184 is happening on Wednesday, 06 November 2024 from 9:00 AM PDT (17:00 UTC) - 10:00 AM PDT (18:00 UTC)

You can add it to your calendar here.

We'll be meeting in the omi-weekly-meeting channel of the OMI Discord.
We regularly use the # omi-meeting-chat channel for text chat.

Agenda
check in, shootin' the breeze (add agenda points or notes or fun finds as comments)

working group updates

↑ 1

5 comments · 5 replies

Oldest   Newest   Top

indiebio yesterday   Maintainer   Author

backlink OMI in your websites for SEO!

↑ 1   0 replies

indiebio yesterday   (Maintainer)   (Author)

glTF: ys and aaron worked together, ys approved a PR

↑ 1   0 replies

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indiebio yesterday   (Maintainer)   (Author)

getting more contributors...
had a sortof a test case for glTF:
demos can set the scene for more contributors
members joined and mentioned, for example two implementations would be needed to set something, which
is not newbie, or indie friendly.
so need a bit of retooling, and more consensus building

↑ 1   5 replies

indiebio yesterday   (Maintainer)   (Author)

engaging people who contributed before, somehow.

indiebio yesterday   (Maintainer)   (Author)

there's dimensions, there's quality, the "Bar being set"
and
and a third thing (humbletim speaking around 19min)
which has created a bias towards solo work rather than consensus.
So need to have a discussion to build up the idea.
More a sense of shared responsibility, to keep the ball rolling, and not bottle-necked by one person.

indiebio yesterday   (Maintainer)   (Author)

hard to know what people want if no one speaks up - why do they not speak up?
also, historical transparency.
can charter be useful to revisit as an abstract.
tone-setting as flexibility

indiebio yesterday   (Maintainer)   (Author)

a way to cross-check is a missing ingredient

indiebio yesterday   (Maintainer)   (Author)   edited ▾

> 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 figjam 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

↑ 1   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." https://immersethebay.stanfordxr.org/
Just wanted to share as it's important work and I like that big brands are getting involved.

↑ 1   0 replies

Category

[#] **Weekly Meetings**

Labels

None yet

1 participant