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# Service Design for adoptability of our efforts #15

**mrmetaverse** started this conversation in **General**



**mrmetaverse** on Apr 20, 2021 Maintainer

I would like to propose that we map some sort of Service Diagram or baseline artifact for understanding and empathizing with the actual level of adoptability of our efforts. Basically, what is the current standard process involved with building the Metaverse today, and are there opportunities to improve that process? Next, do any of our OMI efforts create new pain points, or solve new problems for these creators?

I think I know what I am asking for, but this could use a research / content minded persons touch.

↑ 1

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**mrmetaverse** on Apr 20, 2021 Maintainer Author

edited ▼

One example might be to explore how a standard should be optional. Like someone who writes scripts for video games may not want objects from other experiences entering their world, it may disrupt their intended narrative. Maybe others only want certain skins, or assets into their World, like a Western theme may be acceptable so no lasers. If adoption is too rigid it may not be attractive. *"What's the minimum effort necessary to contribute value?"* is a question to ask while putting ourselves in other creators shoes.

Another example might be around the Level of Effort of adopting any processes we come up with. Like if we make it more difficult to adopt a protocol, it may discourage its use.

↑ 1

0 replies

## Category



**General**

## Labels

None yet

1 participant

