omigroup / **omigroup**   Public

`<>` Code   ⊙ Issues 38   ⇡⇣ Pull requests   💬 **Discussions**   ⊞ Projects 2   •••

Creating the OMI Community #31

robertlong started this conversation in **General**

robertlong on May 10, 2021   (Maintainer)   edited ▾

We've discussed how OMI will be structure for researching, extending, and promoting protocols/standards. However, we haven't really had a discussion around how we can engage our whole community. For those people who don't want to participate in technical discussions around protocols/standards, how can we make OMI a home for prototyping, research, and thoughtful discussion?

@jsealt and I have talked about having three different meetings:

1. Weekly W3C Community Group Meetings:
   These meetings will be for discussing technical specifications for interoperability. We may split these up into meetings for each topic we're working on if they get to be too busy, but for now there will be one for all topics.

2. Bi-weekly Community Meetups:
   The agenda for these meetings would be a community status update, an informal show-and-tell session, and a social gathering for anyone involved in metaverse projects. **@madjin** worked on a similar thing called Metaverse Makers Meetup (M3) that held meetings in various virtual worlds and celebrated metaverse makers. I'd like OMI to be able to continue this tradition.

3. Monthly Lightning Talks
   We have a ton of people in our community working on amazing projects and with interesting backgrounds. This meeting would be a chance to feature them and educate our community on related topics.

Aside from these meetings, I think we need to discuss other ways we might want to work together as a community. Are there areas of research that we should be looking into? Are reference implementations of specifications enough open source work for OMI to house, or do people want to work on other types of projects? Should AngellXR house these efforts? @jsealt has expressed that Angell was basically set up for these sorts of projects. Also, do we need to create a separate non-profit organization from the W3C community group to fund research and development?

Increasing the scope of OMI comes with a cost. Managing an organization focused on standards/protocols is already a lot of work. I've heard a lot of interest for us to do more, but what can we realistically accomplish that will make OMI a great home for metaverse creators?

↑ 1

0 comments

Category

💬 **General**

Labels

None yet

---

1 participant