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2024-11-20 Weekly Meeting 186 #500

indiebio started this conversation in **Weekly Meetings**

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indiebio 3 days ago   Maintainer

Weekly Meeting 186 is happening on Wednesday, 20 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

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5 comments · 2 replies   Oldest   Newest   Top

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indiebio 3 days ago   Maintainer Author   edited ▾
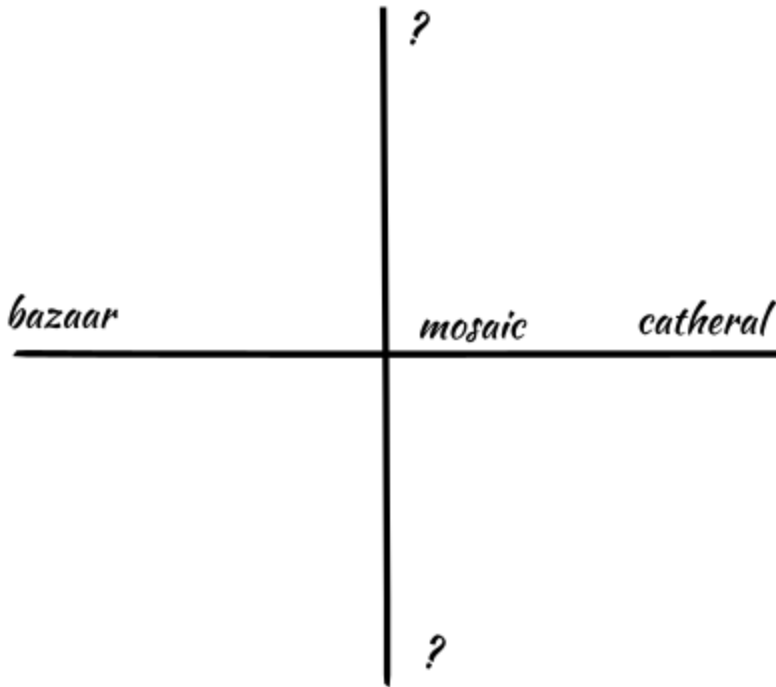
Discussion point: Who ARE we even?
context: indiebio's research is on the digitally-facilitated transformation of expertise, and from there, the interoperability of special interest groups. One aspect of this is to figure out how special interest groups are different.
A rabbithole started with the cathedral-bazaar metaphor, extended to the mosaic addition which turned messy and needed qualification. This made it into a quadrant. What are the labels on the quadrant? Where do we fall on the quadrant?
Where do others fall on the quadrant? This could lead to how do we interoperate with them, but from a community sustainability perspective I am more interested in how do we distinguish ourselves and then build on that to be healthy.

Conversation on Discord:
https://discord.com/channels/887789163045335081/1235581117520679014/1308111496378843136

↑ 1   0 replies

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indiebio 3 days ago   (Maintainer) (Author)

Research proposal submitted (first phase) EU funding: https://indiebio.co.za/aquasavvy/
By OMI members indiebio and knev.
Title: Bring water sensitive urban design into digital twins of cities, creating a visual canvas tool through and for participatory planning perspectives.

Metaverse link:
Why I want to bring water into the metaverse:

In such dynamic and fragmented environments (really, here we are talking about the environment, late capitalism, and the current political realities) it becomes crucial to experiment with new professional and democratic dialogue tools that can operate within the complexities, controversies and uncertainties present in late modern societies, … Visualising and enabling such dynamic experimentation has up to recently been technically difficult (Hadjimichael et al 2024, Langenheim et al 2022). The emergence of Digital Twins of cities provides a potential way to facilitate this experimentation, coupled with the emerging concept of the Metaverse and its focus on interoperability (Yang et al., 2024).

A digital twin is typically a technically bounded, visual representation of a model or simulation of a city or industrial installation, excluding the inputs and consequences of the chosen model. While the concept of virtual worlds and digital twins are easily conflated with the concept of the Metaverse, the idea of the Metaverse by contrast is fundamentally a social notion concerned with the interconnection of many different instances, for example the bridging of digital twins, simulations and game worlds (Yang et al., 2024) that aims to extend social interaction into visual representations. Therefore it is problematic that current digital twins of cities seem to almost exclusively focus on physical assets (Naderi & Shojaei, 2023) in isolated "walled garden" contexts; few have incorporated other resource streams especially in open access or interoperable formats. In this project we challenge this approach from a technical perspective and provide a prototype alternative, while facilitating local knowledge and climate change preparedness (Brennan et al., 2022) through the staging of new participatory planning approaches.

↑ 1   0 replies

indiebio yesterday   (Maintainer) (Author)

Did an interview to contribute the OMI views to this EU project:
https://digital-strategy.ec.europa.eu/en/library/eu-initiative-virtual-worlds-head-start-next-technological-transition

↑ 1   2 replies

> **indiebio** yesterday   (Maintainer) (Author)
>
> workshop invite: https://web4hub.net/events/toward-virtual-world-and-web-4-0-governance-action-oriented-workshop/
>
> **indiebio** yesterday   (Maintainer) (Author)
>
> consulting: https://web4hub.net/shape-web-4-0/

indiebio yesterday   (Maintainer) (Author)

GLTF: want more eyes on this (include link to demo youtube - great one on vehicles by aaron and Nathan omigroup/gltf-extensions#231 - also preparing for a X Spaces.

↑ 1   0 replies

indiebio yesterday   (Maintainer) (Author)

fun find https://massivelinx.com/

↑ 1   0 replies

Category

[#] **Weekly Meetings**

Labels

None yet

1 participant