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2025-08-06 Weekly Meeting 223 #547

indiebio started this conversation in **Weekly Meetings**



indiebio [yesterday](#) Maintainer

Weekly Meeting 223 is happening on Wednesday, 6 August 2025 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 as comments).

Demo's

working group updates: glTF, meta-org (incl Khronos, MSF...), media/curators, Virtual Worlds Museum, composable metaverse, experiments, add fun finds in the comments

Specific matters to discuss

↑ 1

6 comments · 8 replies

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indiebio [yesterday](#) Maintainer Author

from KEYFRAME: Virtual Worlds Museum update: We are testing portals between platforms through MetaTraversal and also tracking the ability to open up new web-link TABS to worlds from Viverse and Spatial into Second Life.

Cool portaling demo and v.1 of our virtual worlds visualizer on August 20th.

↑ 1

0 replies



indiebio yesterday

Maintainer

Author

jimmy: Google testing, show results of effectively a metaverse, a digitally created 3D environment. Version 3 results really impressive. fully meshed 90fps.

↑ 1

2 replies



indiebio yesterday

Maintainer

Author

in past server, there was a discussion about AI creation stuff. It now starts to seem inevitable.



indiebio yesterday

Maintainer

Author

<https://x.com/bilawalsidhu/status/1952742891295764620>

<https://deepmind.google/discover/blog/genie-3-a-new-frontier-for-world-models/>

**indiebio** [yesterday](#)

Maintainer

Author

Thoughts - would it be possible to go back to the old server, the OMI activity in the AngelXR server, to retrospectively generate newsletter to keep and archive (and revisit) those conversations? Once jimmy's newsletter stuff is updated and up to speed, we can relook this.

↑ 1

3 replies

**indiebio** [yesterday](#)

Maintainer

Author

Also on curation side, follow up with cross platform sharing, "the metaverse radar", consider e.g. <https://help.raindrop.io/public-page/> - less clunky than github

**indiebio** [yesterday](#)

Maintainer

Author

jimmy's been working on github pages now, bringing those into the newsletter experience, and then also looking at activity outside our github, to e.g. Khronos PR discussions.

**indiebio** [yesterday](#)

Maintainer

Author

Individual pages of the newsletters are ready - for the individual months. We need a place to host them - action required. Either on omigroup website, or github pages.

**indiebio** [yesterday](#)

Maintainer

Author

edited ▼

Jin update: first run of AI assisted hackathon, sharktank vibe.
There's 16 submissions, and now AI has given feedback. Voting is now open.
<https://clanktank.tv/>

↑ 1

3 replies

**indiebio** [yesterday](#)

Maintainer

Author

this includes modular tools that make running and evaluating hackathons easier. Meta-innovation!

**indiebio** [yesterday](#)

Maintainer

Author

edited ▼

other thing is a talk-show, inspired by the jedi wars council: Multi-agent AI analysis of current events.
<https://jedaicouncil.com/>
The council members are based on the archetypes that one would typically find in communities. It's one AI creating the whole script, but it could evolve to different AI's, e.g. in a Discord channel

indiebio [yesterday](#)

Maintainer

Author



<https://github.com/elizaOS/knowledge>



indiebio [yesterday](#)

Maintainer

Author

Reminder: Dominique Hazaël-Massieux and Ian Jacobs lead the W3C Community Group program. They are organizing a meeting of the W3C Community Council on 3 September 2025 at 15:00 UTC for an update on our activities to enhance the program - [#546 \(comment\)](#)

↑ 1

0 replies



indiebio [yesterday](#)

Maintainer

Author

indiebio research methodology in development: <https://indiebio.co.za/project-5-2/>
The method would involve designing a bunch of questions, first about what motivates people's desires to play games, secondly about their activities beyond games - metagaming, thirdly about their curiosity about participating, but then this is a LOT of questions. So then how can we use the visual and AI stuff to build a little game or something to get those answers in a better way that intrigues and doesn't exhaust the participants. OMI members could maybe help with that. Early days, much more thinking required but indie is inspired.

↑ 1

0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

