

 **omigroup** / **omigroup** Public[Code](#) [Issues](#) 13 [Pull requests](#) 1 **[Discussions](#)** [Projects](#) 1 ...

# 2025-08-27 Weekly Meeting 226 #551

**indiebio** started this conversation in **Weekly Meetings**



**indiebio** [last week](#) Maintainer

Weekly Meeting 226 is happening on Wednesday, 27 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

Newsletter sent to W3C mailing list. Need to advertise on social media, using the github link: Event next

tuesday: [#550](#) (to W3C mailing list: <https://www.w3.org/community/metaverse-interop/>)

monthly Discord chats work in progress: <https://github.com/omigroup/monthly-discord-chats>

↑ 1

7 comments · 2 replies

**Oldest** [Newest](#) [Top](#)



**indiebio** [last week](#) Maintainer Author

indiebio is working on a post-doc proposal for funding.

Not directly relevant to metaverse, but the project is focused on the humanities approach, to provide a rigorous grounding for how technological infrastructure is designed for transforming expertise, and facilitating new knowledge alliances. Ultimately, my vision is to incorporate physical world assets into games, with a rigorous social understanding grounding the game design to achieve the big objective of fundamentally changing the ways people interact with each other and with the natural environment.

So it links to the metaverse in how (emergent) games, and by extension the metaverse, can fundamentally change the ways people interact with each other and with the natural environment.

Title: Cultivating scientific curiosity: Digitally-mediated approaches for promoting societal transformation through scientific curiosity and capacity.

Acronym: Sci-Curious

The overall aim of Sci-Curious is to develop a method that cultivates scientific curiosity in participants, leading to better engagement in and between local contributor groups who incorporate experience-based expertise. This will be achieved firstly through developing a digitally mediated deep canvassing method that incorporates elements of intractable scientific challenges and designed to cultivate curiosity through game design principles, and then using this method as an intervention to engage participants in two Biosphere Reserves.

↑ 1

0 replies



**indiebio** [last week](#)

Maintainer

Author

good glTF meeting last week. Yank shared his progress, and tim spoke about his format. it is almost the opposite of what glTF aims for and wants, in that it hopes to conserve information. glTF is easier for importers, and so perhaps more efficient for the metaverse.

↑ 1

0 replies



**indiebio** [last week](#)

Maintainer

Author

Sean RP1 met iFire IRL! At the glTF in Vancouver, part of the Khronos invite, happening as part of SIGGRAPH

↑ 1

0 replies



**indiebio** [last week](#)

Maintainer

Author

avatarjoy: Reposting from the "Friends of Mal" Facebook group on the in RL Memorial for **@malburns**: Mal's Family and friends will come together to say goodbye and remember Mal on Friday, 29th August at 9:30 am (UK time) at Mortlake Crematorium, London. For those who are unable to attend in person, you are warmly invited to join the service online:

livestream: <https://watch.obitus.com/login>

Username: jovus8636

PIN: 492871

<https://discord.gg/5DcV2gh8?event=1409469517352009748>

↑ 1

0 replies



**indiebio** [last week](#)

Maintainer

Author

VWM partnering up with a Unity dev in France to create the immersive experience while learning about the history of virtual museums!

↑ 1

1 reply



**indiebio** [last week](#)

Maintainer

Author

also working on getting VWM into RP1, and next is XR guild into RP1



**indiebio** [last week](#)

Maintainer

Author

Conversation about AI processing power, Sifr has upgraded their systems to cope with AI in their workflow.

somewhere between buying the 5090 or the super high power one, get the Mac Studio :) 200GB RAM. Triple the price for 8 times the VRAM

↑ 1

0 replies



**indiebio** [last week](#)

Maintainer

Author

avatarjoy: Weekly community meetings of the non profit happens in Second Life every Friday.

There's also a MOOC happening

Start the community planning for the OpenSim conf.

↑ 1

1 reply



**indiebio** last week

Maintainer

Author

for media on Mal Burns, this is a link to the talks/tours he was part of for the OpenSimulator Community Conference which the final one was his interview of Philip Rosedale:  
[https://www.youtube.com/playlist?list=PLGbtdH2-\\_0P-iMvcBdKb7DKv3v4A5\\_gpw](https://www.youtube.com/playlist?list=PLGbtdH2-_0P-iMvcBdKb7DKv3v4A5_gpw) also the rest of the team behind what was Mal's weekly show "In World Review" did a final tribute episode on July 13th which included information on Mal's passing and a tour of Mal's personal region in OpenSimulator which is really lovely to get a glimpse of what he curated for content and the comments during <https://www.youtube.com/watch?v=Xqm7Gqlc3JA> and his friends/collaborators at HyperGrid Safari will be hosting a guided tour on October 1 and they have a nice article on him too at <https://hgsafari.blogspot.com/2025/07/remembering-mal-burns.html>

### Category



Weekly Meetings

### Labels

None yet

### 1 participant

