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2024-04-03 Weekly Meeting 153 Notes/Agenda #458

indiebio started this conversation in **Weekly Meetings**



indiebio 2 weeks ago Maintainer

Weekly Meeting 153 is happening on Wednesday, 3 April, 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 NEW SERVER, in the omi-weekly-meeting channel of the [OMI Discord](#).
We regularly use the # omi-meeting-chat channel for text chat.

Agenda

Check in, welcome

Fun finds!

Working groups check in

Housekeeping:

new blog post announcing the chairs: <https://omigroup.org/omi-elects-new-chairs/>

last week's notes: [#455](#)

↑ 1

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indiebio 2 weeks ago Maintainer Author

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Catch up, check in:

mtv shared progress on his "Live music metaverse". long-term plan to turn 2D historic events into 3D shows

↑ 1

7 replies



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indiebio 2 weeks ago Maintainer Author

jin: one of the chairs of the avatar group at MSF stepped down, needs a new chair.



indiebio 2 weeks ago Maintainer Author

aaron: spending time between jobs now, contributing more to Godot



indiebio 2 weeks ago Maintainer Author

edited ▼

jin: recognise past contributions - e.g. robert, evo ... how to prevent burnout - the out-of-balance between talk and action. Need to find better mechanisms to support the people doing the work.
lot of data in the retroactive public goods space in crypto
Open source projects also need help towards guides, documentation, content.



indiebio 2 weeks ago Maintainer Author

SoloSolipsist doing dynamic Gaussian things



indiebio 2 weeks ago Maintainer Author

Meticulac:

The only coding thing I've done this last week was try to get back into learning factorcode.org/ to try and make something to help myself manage to-do lists.

**indiebio** 2 weeks ago

Maintainer

Author

edited ▾

what drives you?

- Aaron: a personal vendetta against Unity - frustration that it is so hard to move complex assets between engines.
- indiebio: frustrated that science can't make the world better but games are so fun, why can't science be more like games?
- mtv: bring equity and fairness to the music industry
- SoloSolipsist: the visionPro :) tangible results have recently been motivating. Seeing the long game. William Gibson quote - future not uniformly distributed, being part of things that create wonder. Progress comes in fits and starts, sometimes it's easy to feel down, so keep
- Gary: My motivation comes from aiming to overcome major systemic oppression historically created by big proprietary corporations such as Meta and Apple, free metaverse access for everyone.
- humbletim: looking at how things - pieces of the puzzle fit together. Thinking of a skills pipeline rather than a lock-in or black hole. sort of like apprenticeships. Combined beast consisting of video libraries, some structured learning, some structured mentorships, some shadowing ... what would the metrics be? How to measure success? What is out there regarding digital apprenticeships? This could be a fundable idea - e.g. by the Linux foundation, could be contributed by Debian, to get more skills in, of the complex sort that is currently ageing out. Can brand it as a metaverse mentorship thing.

↑ 1

0 replies

**indiebio** 2 weeks ago

Maintainer

Author

Publicity team update: draft blogpost [omigroup/media#86](#)

jin blog (good for reblog on OMI?)

<https://mirror.xyz/openvoxels.eth/hBQzBNwFXrOnwj5S5oOiYaBpQrpM8HfjENYMjKcy6Cs>

↑ 1

1 reply

**indiebio** 2 weeks ago

Maintainer

Author

Member showcase: have questions, then record people answering, transcribe and work into a blog

**indiebio** 2 weeks ago

Maintainer

Author

joke:

The Ubuntu logo, featuring the word "ubuntu" in a blue, lowercase, sans-serif font.

Ubuntu is an ancient african word, meaning "I can't configure Debian"

↑ 1

0 replies

Category



Weekly Meetings

Labels

None yet

1 participant

