

A Guide to the IMAT Gather Town Space

Gather is a wonderful new tool for getting to both explore and chat with other people in a more interactive virtual setting. The IMAT Meeting is pleased to offer a Gather Town Space for the duration of the meeting to be used during Poster Sessions and to generally encourage interaction and exploration of the active IMAT portfolio throughout the meeting. We welcome you to explore the space, to meet new colleagues, or plan a collaboration with old ones. This page is a guide to help you explore.

What you need:

- A **desktop/laptop** with a **mic** and **camera**.
- A web browser (**Chrome or Firefox recommended**).
- We strongly recommend using **headphones** to help prevent feedback.

How it works:

- Gather is a video chat platform that has avatars move around a map. As you get close to other avatars, video and audio from your computer will pop up and you will be able to chat.
- Move around the space using the **arrow keys**.
- By moving your avatar around you can have spontaneous conversations with those around you. These can be either one-on-one or small groups depending on how many people are around you and what you set your interaction distance to be.

Other useful information:

- For the IMAT meeting you have the following areas where you can Gather to chat and/or collaborate from from Nov 25, 2020 through Dec 16, 2020: (Please note that these rooms are for poster sessions and casual meetings and all other sessions will be held via WebEx)
 - **The Lobby** (where you enter the meeting and where you "respawn")
 - **Poster Session Rooms**
 - Room 1A (Poster #s 1-15) Room 1B (Poster #s 16-29)
 - Room 2A (Poster #s 30-45) Room 2B (Poster #s 46-58)
 - **Meeting Rooms** (request you use the "sign-up" form outside each room to book these for any purpose). There are WHITEBOARD workstations located in the Meeting Room
 - **Bar & Park** (tables allow private conversations and NCI program staff will "staff the bar" throughout breaks and interactive sessions)



Icon explanation:



Screen sharing ability



Change your **avatar** character and clothing



Change your **interaction distance**



Mini map to preview the space you're in



Raise hand feature: good for Q&A in larger discussion groups.



Opens the **settings** menu:

- Change Name
- Change Audio/Video Devices
- Respawn button to return to start (in the Lobby)
- Click for Mod Settings: Change room password, change mod message, toggle force mute whole space

Not-So-Obvious Features:

Here are some things you might find useful but aren't immediately obvious.

- There is a **messaging feature** that allows you to message people in four ways:
 1. *individually* by clicking on their name in the participant panel,
 2. *locally* to the people you are video chatting with,
 3. *room chat (must be requested)* with all the people in the current room you are in,
 4. *globally* to all the people in your map.
- There is a **locate feature** to find others by clicking their name in the participant panel.
- Interaction distance is also sometimes altered by **designated private spaces**. This allows conversations to only include people inside that space.
- Want to **full screen someone else's video**? Just click on their video.
- Talking to a group of people? Click the down arrows centered below the videos to shift into **grid view**.

Privacy Features:

We have three ways for you to control who has access to your map:

- You can add a **password** via the mod setting for a room
- If you want to only allow certain people you can {something something} at [here](#).
- **Domain whitelists** allow the moderator to allow entry into the space for all those who share the same email domain (ex. something@gather.town).

For managing people who are already in the space we have the following options:

- Any moderator has the ability to **ban** individuals during the event

Technical difficulties:

- Refreshing the page will fix most things!
 - If that doesn't work, try muting and unmuting your mic and camera in Gather.
 - Check if your browser permitted camera and mic access