Virtual Venue

This year’s ICAT/EGVE and GI VR/AR will share a virtual conference venue hosted on the gather.town platform. Gather.town allows participants to connect in a digital space with spatial structures. That means you can choose an avatar and move around in the virtual conference venue, have audio and video chats with participants near you, watch keynotes and session talks, have discussions and view posters and demos.

When you first enter the virtual venue following the provided link. You will be asked to enter your e-mail-address. Please make sure you use the same adress as for the registration. Gather.town will then send you a code to sign in.

Before you enter the virtual conference you have to set your camera, microphone and audio output and grant the permissions in your browser. You can also edit your character in this step.

When everything is set up you will find your character in the entrance space of the conference venue. You can move around either using the arrow-keys, wasd-keys or by double clicking. By pressing ‘g’ while moving you can enter ghost mode i.e. you can walk through other participants. Also you can do a little dance by pressing ‘z’.

When your character approaches other participants the video and audio chat will fade in. This kind of proximity chat mimics sound travels in real-life.
When you enter a room with an ongoing presentation you will see a small video in the lower left corner. You can find yourself a seat and either press ‘x’ or click on that video and it will go fullscreen.

In the Posters and Demos room each booth is a private space e.g. everybody can hear and see everybody else. Insided this space you can press ‘x’ to see the poster. During the poster sessions, the authors will be present on the orange speaker position.
To see the program you can either check the info stands in front of every room or lookup the joint program in the menubar on the left. If you click the calendar icon, a list of past and upcoming sessions will pop up. You can also teleport yourself in the associated room by selecting the session and click ‘teleport’.

Below is an overview of the virtual venue. If you need any help at any time there will always be a staff member at the Helpdesk near the entrance.