

VIRTUAL REAL(I)TY FOR ONLINE EVENTS

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WHAT A YEAR...

- 2020 – Making the Real be Virtual!
- 2020+ Making the Virtual be Real...

- Two new phrases have dominated
 - “Unprecedented”
 - “Zoom fatigue”

LET US COMPARE...

	Face-to-Face	Online
Timezone	Same for all!	Everybody on their own time
Travel	Travel – yay!	No Travel – yay!
Registration	Webpage or at-venue	Webpage
Session selection	Look at boards, papers, website	Webpage
Go to room	Walk!	Webpage
Watch Presentation/Panel/Class	Watch real presenter, audience	Zoom video, audio, slides, chat
Participate in/Lead discussions	Talk and respond	Zoom video, audio, slides, chat
Ask questions	Ask, at the appropriate time	Zoom video, audio, slides, chat

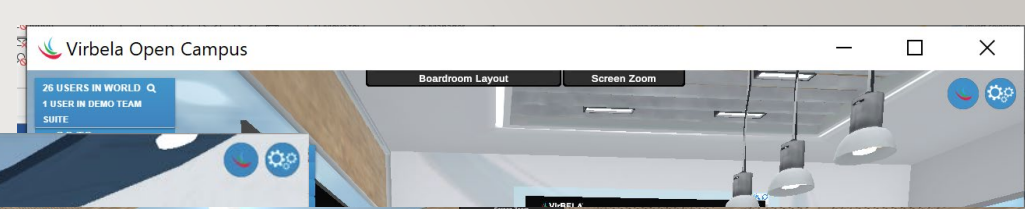
AND COMPARE MORE...

	Face-to-Face	Online
Ask deeper questions after	Find speaker, talk with them	Email, arrange zoom, use breakout
Meet other attendees - planned	Find them, go somewhere	Email, arrange zoom, use breakout
Meet other attendees – ad hoc	Bump into them, go somewhere	?? (as above?)
Socialising, fun	Meet, plot, move, do... anything!	Zoom drinks/karaoke, online games
Speaker experience	See the audience and engage	Zoom stats, video (looking at me?)
Audience experience	See presenter(s), audience	Zoom stats, video tiles
Sponsor experience	See attendees, bribe them, engage	Website, arrange zoom, ...



WE CAN, MUST DO BETTER!

- Virtual “reality” has come a long way *[not talking VR headsets/haptics/etc.]*
 - Games: Second Life, Minecraft, 10¹⁰⁰ first person shooters, ...
 - Not suitable for collaborative events, limited content sharing, no responsibilities/control
- **Can we mimic Real Life™?**
 - “See” everyone
 - Hear ~~everyone~~ those close to you
 - Get a room(/table/corner/booth) for groups
 - Take control of a stage or screen (and room) by walking up/touching it
 - Share things, point at things
 - Needs understanding of psychology in the design



1. Rooms provide the basic organisation across the world. The 'Campus' is basically all of the outdoor

JUST ONE EXAMPLE

- *VirBELA* – owned by a real estate company! (they lease private virtual islands...)
- And *VirtwayEvents* and *Teeoh*, and many others emerging
- *Spatial.Chat* – no avatars but live video.
 - Cluster into groups for discussions, across rooms
 - Also supports screen sharing
- We CAN do better.

