

Good morning @channel looking forward to seeing everyone this Thursday.

Here are the field notes for design session # 7, last Friday:

We tried CoSpaces to design worlds in VR. Everyone was able to join a class and assignment I created and placed everyone in groups.

All groups created worlds, seems the interface was easy to understand.

There was a bit of confusion because when you create in CoSpaces, although you are contributing to the same world, you don't see the other person (unlike Mozilla Hubs)

We went to breakout rooms and that seemed to have solved the problem.

The plan was to test the worlds in VR but everyone was designing they did not see the message to move forward. Designate an adult in charge of keeping time and asking to move on, will solve the problem.

We worked on fleshing out the "Real of Release" core idea which is about creating an structure, blob, monster and then destroying it. one of the exercises we did was about how to turn destructive into constructive, and will put something together for the dev team to start working on it.

We reviewed the latest build with the Grow a Garden from the dev team.

Everyone was really excited seeing the ideas now in VR, and provided a lot of great feedback. You can see a video of the build here:

<https://drive.google.com/file/d/1Apve0OExCz7MEJh0vdVxogJGEK6N98cb/view?usp=sharing>

(you have to actually blow and make the sound to make the bubbles when using it in VR



) and the miro board:

[https://miro.com/app/board/o9J\\_IHW3W6Q=](https://miro.com/app/board/o9J_IHW3W6Q=/)

I am still very impressed with the attendance we've had. Only one designer was not present, and this has been consistent since the start.

All recordings have been uploaded including the session from Friday, and the planning for that session.

Have a good week.