



Notes

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Charmverse Workshop

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Attachments  Charmverse Workshop

 Charmverse Workshop - 2025/02/13 07:59 PST - Recording

Meeting records  Recording  Transcript  Transcript 2  Recording 2

Summary

Afolabi Aiyeloja and Xandra Dozet led a Charmverse overview and workshop, showcasing its features for managing on-chain communities, including token gating, task management, proposals (integrated with Snapshot), and credential issuance. Participants, including Andrea LV, Diego, TYME INC. CEO B. Cauley, and Matt Strachman, explored workspace setup, optimization strategies (including Notion import best practices), and the use of roles and permissions for access control. Next steps include continued community feedback to guide future Charmverse development, prioritizing the upcoming launch of Scout Game, a fantasy sports platform for on-chain developers.

Details

- **Meeting Introduction and Charmverse Overview:** Afolabi Aiyeloja opened the meeting, and Xandra Dozet, Head of Community at Charverse, presented Charmverse. They described it as a platform for on-chain communities to manage members, tasks, and decisions, with features like token gating, task management, proposal voting (integrated with Snapshot), and verifiable credential issuance.

- Charmverse Features and Functionality:** Xandra Dozet detailed Charmverse's features, including various login methods (wallet, Discord, email, Google), member directories, task management with reward capabilities, proposal creation and voting, and verifiable credential issuance. They explained how to set up and customize workspaces, manage permissions and roles, and utilize web3 capabilities like token gating and on-chain rewards . The ability to export multiple pages simultaneously was not currently available. They also discussed integration with Safe for multi-sig payments, and the possibility of issuing on-chain credentials.
- Token Gating, Rewards, and Credentials:** A question arose regarding token gating individual pages; Xandra Dozet clarified that while direct token gating of pages isn't possible, access can be controlled by assigning roles with token-gated access to specific pages. They further explained the process of creating and managing rewards, including setting reviewers and issuing credentials, both on-chain and off-chain . Afolabi Aiyeloja inquired about community approval for rewards and credentials; Xandra Dozet explained that the approval process is customizable and can involve multiple reviewers or a voting mechanism, particularly within the context of proposals .
- Proposals and Workflows:** Xandra Dozet explained Charmverse's proposal system, including different workflows (e.g., community proposals, grant applications, decision matrix) and the ability to customize workflows with steps like feedback, binary choice, scoring matrices, and voting. They showcased creating proposal templates, including document and form styles, highlighting the flexibility in setting reviewers and requirements.
- Additional Features and Integrations:** The ability to import pages from Notion and markdown files, as well as posts from Discourse, was mentioned. API access for admins was also highlighted. Xandra Dozet explained that Charmverse can be used for Web2 communities, offering a smooth transition to Web3 features as needed. The ability to create a mirrored database to filter and analyze application data was showcased.
- Dev Guild Charverse Workspace Example:** Afolabi Aiyeloja presented the Dev Guild's Charverse workspace , highlighting key aspects like the homepage, branch structure, task and resource management, roles and permissions (using Guild XYZ integration), multi-sig management, and credential usage. They emphasized the importance of databases for organizing and managing tasks

and workflows. The use of embeddable elements from other platforms within Charverse was also noted.

- **Charmverse Workspace Setup and Optimization:** Afolabi Aiyeloja and Xandra Dozet led a session on setting up and optimizing Charmverse workspaces. They showcased the Dev Guild space as an example of a well-developed workspace, emphasizing that it's a year-long development process, and users shouldn't feel pressured to reach that level immediately. They addressed common issues such as accidental deletion of pages and offered solutions. They facilitated breakout rooms for hands-on assistance with setup and optimization, with Xandra remaining in the main room for general support. Afolabi helped users Diego and TYME INC. CEO B. Cauley in a breakout room, while Xandra assisted others. They discussed the challenges of Notion imports, particularly for databases, suggesting importing in chunks and potentially manual rebuilding for optimal results. They highlighted the importance of immediately transitioning to Charmverse after importing to avoid inconsistencies.
- **Notion Import and Workspace Optimization:** Andrea LV sought guidance on optimizing their Charmverse workspace after importing data from Notion. They faced difficulties merging data from different sources and aligning it with their project goals. Xandra Dozet recommended creating URLs to link columns in the database to relevant pages and adding roles with specified permissions to improve organization. This would allow for better management of activities, rewards, and team member access. They discussed the importance of creating and assigning roles to streamline the onboarding process for new team members.
- **Charmverse Features and Future Development:** Xandra Dozet described Charmverse features like member directories, proposals, forums, and rewards systems. They clarified that the team is currently focused on Scout Game, a fantasy sports app for on-chain developers, and there are no major new Charmverse features planned unless there's significant community demand. Matt Strachman inquired about future developments, and Xandra explained that the current priority is Scout Game, with future Charmverse features dependent on community needs.
- **Scout Game Overview:** Xandra Dozet provided a detailed overview of Scout Game, a fantasy sports platform for on-chain developers. They explained the gameplay, including scouting developers, earning points based on their contributions, and receiving rewards in scout points and potentially real money.

from partner organizations. They highlighted the availability of quests and starter packs to help players get started without spending money and the upcoming launch of a token with an associated airdrop. They addressed the strategy involved in selecting developers to scout, emphasizing the importance of balancing potential payout with the cost of purchasing a card and the number of existing scouts. They also shared that all points earned in pre-seasons will count toward the airdrop upon token launch.

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