

## VWEC Quarterly meeting Chat Oct 9, 2024

[2024/10/09 09:02] Valibrarian Gregg: Madori is speaking in voice about the SL mobile app. IM me if you are unable to hear!

[2024/10/09 09:03] Keeper Baxton: yeah for VWEC

[2024/10/09 09:03] Valibrarian Gregg: We are very excited about the mobile app and the VWEC exhibit at the welcome center! thank YOU

[2024/10/09 09:03] Valibrarian Gregg: Our agenda today is in the box in front of me if you are just arriving :)

[2024/10/09 09:04] Dex Euromat: Question: Is there any date when the Vivox voice will start to be removing from the grid?

[2024/10/09 09:04] Valibrarian Gregg: thank you Madori! applause :)

[2024/10/09 09:04] Lyr Lobo: Great, thank you!

[2024/10/09 09:04] Dr. Duke Van Acker (dukevan.acker): claps

[2024/10/09 09:04] Lyr Lobo claps

[2024/10/09 09:04] Zinnia Zauber: Thank you Madori!

[2024/10/09 09:04] Buffy Beale: thanks Madori, great news!

[2024/10/09 09:04] Keeper Baxton: thank you Madori

[2024/10/09 09:04] Valibrarian Gregg: Dex- we should be hearing about a target date soon!

[2024/10/09 09:04] Bruce (cooper.swizzle): Thank you

[2024/10/09 09:05] Valibrarian Gregg: <https://www.vweconsortium.org/>

This is a public meeting, so we will be keeping and publishing a transcript in due course. The transcripts can be found at <https://www.vweconsortium.org/meetings/>

[2024/10/09 09:06] Valibrarian Gregg: Here is how to find us online on social platforms: <https://linktr.ee/vweconsortium>

[2024/10/09 09:06] Valibrarian Gregg: Thanks, Dodge! I am happy to present a great group of speakers who are early adopters and pioneers of the metaverse. We will hear examples of a variety of spaces and ways to explore beyond Second Life.

[2024/10/09 09:06] Valibrarian Gregg: We do not mean to infer that YOU MUST go outside of SL as some of you only want to keep this as your home. That is perfectly fine. However, educators certainly need to be aware of where the students are and how the metaverse is rapidly growing.

[2024/10/09 09:07] Valibrarian Gregg: Have you heard of the VR Exploder Club?

[2024/10/09 09:07] Max Chatnoir: y

[2024/10/09 09:07] John O'Connor (acuppa.tae): y

[2024/10/09 09:07] Lyr Lobo: y

[2024/10/09 09:07] Dex Euromat: y

[2024/10/09 09:07] Suemoon Magic: y

[2024/10/09 09:07] Dodge Threebeards: y

[2024/10/09 09:07] Buffy Beale: y

[2024/10/09 09:07] Valibrarian Gregg: (Initially it was called the VR Explorer Club but there was a typo and the group found the word EXPLODER fit perfectly as so many worlds are exploding onto the scene.)

[2024/10/09 09:08] Valibrarian Gregg: VWEC and the Community Virtual Library partner with San Jose State University's Virtual Center for Archives & Records Administration (VCARA) for monthly trips across the metaverse.

[2024/10/09 09:08] Valibrarian Gregg: James Atlloud will tell us about it! James?

[2024/10/09 09:08] Suemoon Magic: y

[2024/10/09 09:08] Dex Euromat: y

[2024/10/09 09:08] Lady Tigress Bonded (pet.karu): y

[2024/10/09 09:08] John O'Connor (acuppa.tae): y

[2024/10/09 09:08] Valibrarian Gregg: yes James

[2024/10/09 09:08] TARA (tara.isachenko): y

[2024/10/09 09:08] Keeper Baxton: y

[2024/10/09 09:08] Shiloh e. (shiloh.emmons): y

[2024/10/09 09:08] dora faye schimmerski (dorafaye): y

[2024/10/09 09:08] Buffy Beale: y

[2024/10/09 09:08] Max Chatnoir: y

[2024/10/09 09:08] PI (pi.illios): y

[2024/10/09 09:08] Lyr Lobo: y

[2024/10/09 09:08] Bruce (cooper.swizzle): y

[2024/10/09 09:08] Valibrarian Gregg: James has been on a lot of our trips!

[2024/10/09 09:09] Valibrarian Gregg: most I think

[2024/10/09 09:10] Valibrarian Gregg: VR- virtual reality

[2024/10/09 09:10] Valibrarian Gregg: Virtual worlds- typically a subset

[2024/10/09 09:10] Valibrarian Gregg: of VR

[2024/10/09 09:10] Valibrarian Gregg: Most of the VR platforms allow for desktop version! no headset needed :)

[2024/10/09 09:13] Valibrarian Gregg: We use the VCARA discord channel for voice.

[2024/10/09 09:16] Dex Euromat: yes, chatting is some platforms exists, but typing with controllers of VR goggles is quite hard.

[2024/10/09 09:17] Valibrarian Gregg: yes! Here is the form VR Exploder Club Form <https://tinyurl.com/VRexplodersFORM>

[2024/10/09 09:18] Buffy Beale: thanks James, excellent info!

[2024/10/09 09:18] Bruce (cooper.swizzle): Thanks James

[2024/10/09 09:19] Valibrarian Gregg: ~

[2024/10/09 09:19] Valibrarian Gregg: ~

[2024/10/09 09:19] Valibrarian Gregg: Thanks James! Our next presenters will tell us about Open Sim & maybe even beyond. Lyr Lobo and Rhiannon Chatnoir (both leaders of the Nonprofit Commons) certainly are well known metaverse explorers. Lyr and Rhi- take it away!

[2024/10/09 09:19] Buffy Beale: cheering

[2024/10/09 09:20] Lyr Lobo: Great to see everyone \*grins\*

[2024/10/09 09:20] Valibrarian Gregg: the OSCC conference DEC 7-8

[2024/10/09 09:20] Lyr Lobo: The OpenSimulator Community Conference is Dec 7-8, 2024 and it is our 12th annual conference

[2024/10/09 09:20] James Atlloud (lloud.laffer): <https://conference.opensimulator.org/>

[2024/10/09 09:20] Lyr Lobo: We are in the Call for Proposals <https://conference.opensimulator.org/call-for-proposals/>

[2024/10/09 09:21] Lyr Lobo: and welcome education, research, artistry, social, and creative sessions, 20 minutes each or Zoom workshops the week after the conference

[2024/10/09 09:21] Valibrarian Gregg: VWEC is supported by the Hypergrid Safari and Thirza Ember serves as a consultant!

[2024/10/09 09:21] Valibrarian Gregg: Joyce runs Avacon.org

[2024/10/09 09:22] Lyr Lobo: We hold live music events, art museum exhibitions, planetarium, shopping, and Expo Booths on five regions with freebies and cool examples from artistic creations. Beth hosts a clothing shop on an expo \*grins\*

[2024/10/09 09:22] Lyr Lobo: On screen, you see the Core Developer opening panel

[2024/10/09 09:22] Lyr Lobo: which kicks off the conference with our development plans and where we are going

[2024/10/09 09:23] Lyr Lobo: Every year, traveling the hypergrid gets more stable and easier to do, connecting us across the Metaverse

[2024/10/09 09:23] Lyr Lobo: we run a 3 hour party on friday

[2024/10/09 09:23] Lyr Lobo: to gather, put the finishing touches on the speaker booths, and get ready for a great conference \*grins\*

[2024/10/09 09:23] Lyr Lobo: It is free and you are invited to join us

[2024/10/09 09:23] Lyr Lobo: or to speak

[2024/10/09 09:24] Lyr Lobo: Our community events span the metaverse and occur the week after the conference

[2024/10/09 09:24] Lyr Lobo: sign up to host an event...we also have Kay McLellan's Educator Commons

[2024/10/09 09:24] Lyr Lobo: which meets in the OSCC Expo Region 3 in the speaker booth gazebo area

[2024/10/09 09:25] Lyr Lobo: Usually the day before ...either Thursday at 5pm or on Friday

[2024/10/09 09:25] Valibrarian Gregg: ty Rhiannon

[2024/10/09 09:25] Valibrarian Gregg: sound fine Lyr

[2024/10/09 09:25] James Atlloud (lloud.laffer): y

[2024/10/09 09:25] Rhiannon Chatnoir: Call for Speaker Proposals:  
<https://conference.opensimulator.org/call-for-proposals/>

[2024/10/09 09:26] Valibrarian Gregg: VVEC will be submitting a presentation!

[2024/10/09 09:26] Rhiannon Chatnoir: yes we record and livestream every presentation during the main 2 days

[2024/10/09 09:27] Lyr Lobo: <https://conference.opensimulator.org/call-for-proposals/>

[2024/10/09 09:27] Lyr Lobo: <https://conference.opensimulator.org/call-for-volunteers/>

[2024/10/09 09:27] Valibrarian Gregg: a great networking opportunity

[2024/10/09 09:28] Rhiannon Chatnoir: the left top is Maria Korolov presenting

[2024/10/09 09:30] Lyr Lobo: WE encourage the community to join us as it is a community event

[2024/10/09 09:30] Lyr Lobo: this is the conference space with 4 regions coming together

[2024/10/09 09:31] Lyr Lobo: meet the developers, learn about the future and research that shapes virtual worlds, VR, and related technologies

[2024/10/09 09:31] Lyr Lobo: any questions for us? \*grins\*

[2024/10/09 09:31] Valibrarian Gregg: we will ask at the end!

[2024/10/09 09:31] Buffy Beale: thanks Rhi and Lyr!

[2024/10/09 09:31] Lyr Lobo: Thank you, dear friends

[2024/10/09 09:31] Valibrarian Gregg: ~

[2024/10/09 09:31] Second Life: Rhiannon Chatnoir gave you OSCC 24 OPEN SIMULATOR COMMUNITY CONFERENCE .

[2024/10/09 09:31] Valibrarian Gregg: ~

[2024/10/09 09:31] Lyr Lobo: after teaching 62 classes in these worlds, I find them amazing experiences

[2024/10/09 09:31] Valibrarian Gregg: TY Lyr and Rhiannon! Our next presenter will share VWEC's Hypergrid HUB which is in the world of Kitely. You can jump between worlds in the open source worlds like Open Sim.

[2024/10/09 09:32] Valibrarian Gregg: Cooper Swizzle - the mic is yours.

[2024/10/09 09:32] James Atlloud (lloud.laffer): Yes

[2024/10/09 09:32] Suemoon Magic: y

[2024/10/09 09:32] Dex Euromat: y

[2024/10/09 09:32] Buffy Beale: y

[2024/10/09 09:32] James Atlloud (lloud.laffer): Hi Cooper

[2024/10/09 09:32] Lissena Wisdomseeker (lissena): y

[2024/10/09 09:32] Valibrarian Gregg: ~

[2024/10/09 09:32] ...: Hello and thank you for this opportunity to inform you about the Kitely Hub and what is happening there.

[2024/10/09 09:32] Keeper Baxton: you can you sit up on couch

[2024/10/09 09:33] ...: I'm Cooper Swizzle and in RL, Bruce Gross. I'd like to point out,

[2024/10/09 09:33] ...: I used ChatGPT to take what I wrote and condensed it down to this version.

[2024/10/09 09:33] ...: So if you're someone like me that has a lot to say and wants to edit, ChatGPT is wonderful.

[2024/10/09 09:33] James Atlloud (lloud.laffer): :)

[2024/10/09 09:33] ... As many of you know, we had to move. It was an experience and we all learned from that move.

[2024/10/09 09:33] ... Let's begin:

[2024/10/09 09:33] ... Metaverse Libraries: Connecting Virtual World Communities

[2024/10/09 09:34] ... • The Community Virtual Library (CVL) is a hub for librarians in virtual worlds, promoting information literacy and digital citizenship in immersive environments.

[2024/10/09 09:34] ... • CVL expands to platforms like Kately as part of Metaverse Libraries, connecting educators and virtual communities.

[2024/10/09 09:34] ... Antique Pattern Library

[2024/10/09 09:34] ... • This project preserves public domain craft pattern publications through scanning and editing for accessibility.

[2024/10/09 09:34] ... • Patterns are freely available for educational, personal, and creative use, helping to maintain craft heritage.

[2024/10/09 09:35] ... Digital Citizenship Museum

[2024/10/09 09:35] Valibrarian Gregg: <https://www.antiquepatternlibrary.org/>

[2024/10/09 09:35] ... • CVL's Digital Citizenship Museum educates about digital literacy, curating exhibits on topics such as cybersecurity, virtual world communities, and digital street smarts.

[2024/10/09 09:35] ... • Key exhibits include work from experts on virtual communities, AI, STEAM education, and more.

[2024/10/09 09:35] ... Hypergrid Resources Library

[2024/10/09 09:35] ... • This branch of the CVL provides resources for navigating OpenSim and connecting users to people and communities in the emerging connected metaverse beyond Second Life.

[2024/10/09 09:35] ... Virtual Worlds Education Consortium (VWEC)

[2024/10/09 09:36] ... • VWEC brings educators together to share best practices and tackle challenges across platforms.

[2024/10/09 09:36] ... • It's an ongoing collaboration space for educators interested in teaching and learning in virtual environments

[2024/10/09 09:36] ... • VWEC Kately is the Hub for OpenSim and we have joined with Xenon Darrow from Wolf Territories, sharing the quarterly meetings and tours.

[2024/10/09 09:36] ... • On Saturday mornings, Kreatya Shannon, is the Center Coordinator for the VWEC Info Center.

[2024/10/09 09:36] ... • She is providing assistance to those interested education and lifelong learning in Kitely.

[2024/10/09 09:36] ... • Aside from our quarterly meetings for the past few months we are doing the Hypergrid VVEC Tours.

[2024/10/09 09:37] ... • In Aug we went to the Opensim Worlds Fair, opening March 2025 for a sneak preview on Wolf Territories Grid.

[2024/10/09 09:37] ... • In Sept we visited Jimmy Olsen's Europa on Wolf Territories.

[2024/10/09 09:37] ... • This month we will be going to explore Coney Island on Kitely created by Kimm Starr.

[2024/10/09 09:37] ... With the assistance of Kimm Starr, we have set up a VVEC Area at the Opensim Worlds Fair opening in March 2025 where we will also be holding are Quarterly Meeting

[2024/10/09 09:38] Keeper Baxton: well done Bruce, thanks

[2024/10/09 09:38] Valibrarian Gregg: TY Cooper! Next we will hear about the Metaverse for younger kids (K-12).

[2024/10/09 09:39] Bruce (cooper.swizzle): Thank you

[2024/10/09 09:39] Valibrarian Gregg: I am sorry my colleague, Lucia Morales, is unable to attend at this time of day. You know we are global and time zones get troublesome.

[2024/10/09 09:39] Valibrarian Gregg: Lucia is working with me in the world of Minetest which is an open source "blocky world" very similar to Minecraft but free for us to use.

[2024/10/09 09:39] Valibrarian Gregg: If you have been in Minecraft (or a child you know builds in Minecraft) type a T in local chat.

[2024/10/09 09:40] James Atlloud (lloud.laffer): yy

[2024/10/09 09:40] Dodge Threebeards: y

[2024/10/09 09:40] Sheila Yoshikawa: y

[2024/10/09 09:40] Buffy Beale: y

[2024/10/09 09:40] Suemoon Magic: y

[2024/10/09 09:40] Rhiannon Chatnoir: y

[2024/10/09 09:40] John O'Connor (acuppa.tae): y

[2024/10/09 09:40] Valibrarian Gregg: Everything learned in Minetest will transfer to Minecraft- a world which is now used by many students in the classroom (adopted by school districts).

[2024/10/09 09:40] Valibrarian Gregg: To participate in our Minetest project, you simply download at <https://www.minetest.net/>

[2024/10/09 09:41] Valibrarian Gregg: Let Lucia (CeriumSolas in SL) or me know and we will help you get started.

[2024/10/09 09:41] Valibrarian Gregg: Our project explores the idea of teaching and learning for kids (K-12) and we are currently creating a Digital Citizenship Center, a ZOO, and a Virtual Sustainability Project.

[2024/10/09 09:42] Valibrarian Gregg: Because digital citizenship is essential for our youth, we are finding the virtual world a great place to discuss and build “metaphors” for the concepts.

[2024/10/09 09:42] Valibrarian Gregg: We have simplified the elements such as: digital identity, digital footprints and cybersafety so that kids can understand them.

[2024/10/09 09:42] James Atlloud (lloud.laffer): James loves digital footprints

[2024/10/09 09:42] Valibrarian Gregg: Understanding that you need to be kind to others online and “be true to yourself” even when playing a game requires discussion.

[2024/10/09 09:43] Valibrarian Gregg: Also, kids must realize the “trail” of footprints they leave when they participate online.

[2024/10/09 09:43] Valibrarian Gregg: An example of a metaphor....the kids are placing cybersafety deep in the burning nether with a bridge of glass you must cross over the hot lava!

[2024/10/09 09:44] Valibrarian Gregg: In our ZOO, the kids learn what animals eat and they must tame them. They grow crops and build spaces for living.

[2024/10/09 09:45] Valibrarian Gregg: The Sustainable Virtual Library includes solar panels, a recycling center, and a nearby nature preserve.

[2024/10/09 09:45] Valibrarian Gregg: One student is creating a water conservation house with a special sewage facility underground!

[2024/10/09 09:45] Valibrarian Gregg: In Minetest they can learn just about anything... such as

[2024/10/09 09:45] Valibrarian Gregg: •Discuss why you replant when you harvest

[2024/10/09 09:46] Valibrarian Gregg: •Use the environment wisely

[2024/10/09 09:46] Valibrarian Gregg: •Build up rather than tear down

[2024/10/09 09:46] Valibrarian Gregg: •Work cooperatively

[2024/10/09 09:46] Valibrarian Gregg: •Digital citizenship is the same as physical world citizenship

[2024/10/09 09:46] Valibrarian Gregg: •The Virtual World of Minetest is a metaphor of our world!

[2024/10/09 09:46] Valibrarian Gregg: Observing the children is helping us understand HOW to teach in immersive spaces where kids are actively engaged in building together.

[2024/10/09 09:46] Valibrarian Gregg: We are still in the initial stages but we welcome those interested in the project!



[2024/10/09 09:47] Valibrarian Gregg: So you have heard of many places that VVEC is exploring and YOU may even suggest more! But before we open for discussion, Lissena wisdomseeker will speak a bit of why we LOVE SL!

[2024/10/09 09:48] Dodge Threebeards: y

[2024/10/09 09:48] James Atlloud (lloud.laffer): y

[2024/10/09 09:48] Buffy Beale: y

[2024/10/09 09:48] Shiloh e. (shiloh.emmons): y

[2024/10/09 09:48] Lissena Resident: But We Still Think of Second Life as our Home

[2024/10/09 09:48] Lissena Resident: Full Disclosure: I am the owner of a grid in Opensim called "Virtual Learning Village."

[2024/10/09 09:48] Lissena Resident: Before that, I spent quite a bit of time exploring places like SineSpace, Kately, Sansar, Avacon, and many worlds that no longer exist.

[2024/10/09 09:49] Lissena Resident: And this was soon after I had just discovered Second Life.

[2024/10/09 09:49] Lissena Resident: Why was I already looking beyond Second Life back then?

[2024/10/09 09:49] Rhiannon Chatnoir: although the AvaCon grid does still exist ;)

[2024/10/09 09:49] Lissena Resident: Well, around 2012, when I was very new here, there was a lot of talk about SL's imminent demise in different discussion groups I attended. So I thought I should have a backup plan.

[2024/10/09 09:49] Lissena Resident: I can't clearly remember why people were so gloomy and doomy then -- but I've since learned that this kind of rumor tends to crop up every few years.

[2024/10/09 09:49] Lissena Resident: And guess what? Second Life is still here and thriving.

[2024/10/09 09:49] Lissena Resident: Virtual Learning Village also still exists, mostly because it's inexpensive to maintain and a lot of people put a lot of work into making it a beautiful place

[2024/10/09 09:50] Lissena Resident: ...and I do like supporting activities like the OSCC conference as an Opensim member.

[2024/10/09 09:50] Lissena Resident: But I have never really NEEDED VLV,.because Second Life has remained the center of my life in the Metaverse.

[2024/10/09 09:50] Rhiannon Chatnoir: ♥

[2024/10/09 09:50] Lissena Resident: Why?

[2024/10/09 09:51] Lissena Resident: Maybe the best way to explain it is with the image on this slide:

[2024/10/09 09:51] Lissena Resident: I picture Opensim grids as stars scattered across the vast dark universe – the distances between them may be bridged quickly by hypergridding, but they still seem very separate from each other.

[2024/10/09 09:51] Lissena Resident: On the other hand, for me, SL is like Planet Earth – things and people feel closer and more connected, even though they may be as far apart as my Linden home in Shepherd's Fork is from where we are now sitting on this deck.

[2024/10/09 09:52] Lissena Resident: There's a cohesiveness and continuity I experience in SL which may come from nothing more than being able to see clusters of regions with their little green dots when I pull up the world map of the Eduverse, for example.

[2024/10/09 09:52] Lissena Resident: Those green dots represent people, don't they.

[2024/10/09 09:52] Lissena Resident: Here is the heart of why we still think of SL as our home:

[2024/10/09 09:52] Lissena Resident: every time I ask someone why they stay in Second Life -- or why they return to Second Life after being away, sometimes for years -- they all say the same thing:

[2024/10/09 09:52] Lissena Resident: It's because of their friends here and the wide range and numbers of PEOPLE they can meet here so easily.

[2024/10/09 09:52] Lissena Resident: So I wonder.....

[2024/10/09 09:53] Rhiannon Chatnoir: the overarching community

[2024/10/09 09:53] Lissena Resident: Do you think of SL as your "home" in the Metaverse -- and why?

[2024/10/09 09:53] Lissena Resident: Please type your thoughts in chat.

[2024/10/09 09:53] Sarah (sarahbuxso): yes

[2024/10/09 09:53] Keeper Baxton: yes it is my community

[2024/10/09 09:53] Valibrarian Gregg: I do! yes- because I have a huge community here

[2024/10/09 09:53] Shiloh e. (shiloh.emmons): yes, home because of wholistic connection

[2024/10/09 09:53] Suemoon Magic: Yes, I spend time with friends here

[2024/10/09 09:53] John O'Connor (acuppa.tae): yes, its where I belong

[2024/10/09 09:53] James Atlloud (lloud.laffer): Maybe my place of birth?

[2024/10/09 09:53] Rhiannon Chatnoir: lol

[2024/10/09 09:53] Roxie Neiro: Yes, and it is because of the friendships!

[2024/10/09 09:53] ♡ Sōokie Jade ♡ (jadetyler): Yes, many friends here

[2024/10/09 09:53] Valibrarian Gregg: good one James! birth of my avatar

[2024/10/09 09:53] Keeper Baxton: i like the variety of people i meet globally

[2024/10/09 09:54] Lissena Resident: So, how do you feel when someone refers to SL as a "game"?

[2024/10/09 09:54] Buffy Beale: Yes because of all the reasons above ^

[2024/10/09 09:54] Max Chatnoir: first virtual world I found -- like a birthplace, and many friends from all over.

[2024/10/09 09:54] Lissena Resident: Please type...

[2024/10/09 09:54] Dex Euromat: Yes. because of relationships I made through all these years

[2024/10/09 09:54] Sheila Yoshikawa: Yes, because I have a home (with cats) here, and have a reason to visit here to interact with other people, the community is supportive and can cheer me up

[2024/10/09 09:54] James Atlloud (lloud.laffer): this avatar is my oldest

[2024/10/09 09:54] Keeper Baxton: too narrow

[2024/10/09 09:54] Sarah (sarahbuxso): I have a business here

[2024/10/09 09:54] Valibrarian Gregg: It has never been a game at all to me!!

[2024/10/09 09:54] Stranger Nightfire: Yes Above all because this is where the people are, there is a population

[2024/10/09 09:54] Buffy Beale: I tell them, try it and then talk to me

[2024/10/09 09:54] Shiloh e. (shiloh.emmons): that they do not understand or grasp what SL is about

[2024/10/09 09:54] Suemoon Magic: I tell them it is Social Media with legs

[2024/10/09 09:54] Bruce (cooper.swizzle): I'm not a gamer

[2024/10/09 09:54] Marly (marly.milena): Yes, my ONLY virtual world where I could teach and create new entities like Music Library that people can connect with me personally

[2024/10/09 09:54] PI (pi.illios): Yes because it forge lasting friendships, revel in the platform's beauty, and unleash my inner creative spirit.

[2024/10/09 09:54] Roxie Neiro: I like that Suemoon!

[2024/10/09 09:54] Keeper Baxton: this is totally more than a game

[2024/10/09 09:54] Valibrarian Gregg: To me it is a PLACE not a game

[2024/10/09 09:54] ☾ Sσokie Jade ☾ (jadetyler): It's a Social Environment, not a game

[2024/10/09 09:55] Dex Euromat: When someone refers to it as "game" they didn't even bother to stay longer and change their mind.

[2024/10/09 09:55] Sheila Yoshikawa: yes agree it is a place, with memories and meaning

[2024/10/09 09:55] Max Chatnoir: It's an extension of my original life.

[2024/10/09 09:55] James Atlloud (lloud.laffer): funny how 'place' is so often mostly about the people

[2024/10/09 09:55] Roxie Neiro: Everything I can do in RL I can do in SL - and there is never a bad hair day!

[2024/10/09 09:55] Valibrarian Gregg: It is a PLACE not an app :)

[2024/10/09 09:55] John O'Connor (acuppa.tae): I don't get old here

[2024/10/09 09:55] Shiloh e. (shiloh.emmons): SL is social but an excellent learning space

[2024/10/09 09:55] Keeper Baxton: i call SL my augmented reality of RL

[2024/10/09 09:55] Marly (marly.milena): We also create groups of kindred spirits offering different experiences; we keep knowing each other in different contexts here

[2024/10/09 09:55] Barbara Collazo: can dance in stilettos

[2024/10/09 09:56] Stranger Nightfire: Sync how we mourn Sims that have gone away

[2024/10/09 09:56] Bruce (cooper.swizzle): There are times I wish I could live here

[2024/10/09 09:56] ☞ Σσσκιε Jade ☞ (jadetyler): This was posted on the SL Community Website - I liked it: Second Life is not a game. It is a multi-user virtual environment

[2024/10/09 09:56] Sheila Yoshikawa: though in fact it isn't just about the people for me, places (with trees and places to wander and think and explore) also have meaning

[2024/10/09 09:56] Lissena Resident: I experience SL as a Community. How about you? How do you experience it?

[2024/10/09 09:56] Rhiannon Chatnoir: SL is great for its interconnected communities and increased possibilities for serendipity in the people and collaborations that can happen here. And, even as many of us are explorers of other worlds, the connections and people still are here and even explore with us.

[2024/10/09 09:56] James Atlloud (lloud.laffer): In games I 'play' an avatar, but here I 'am' my avatar.

[2024/10/09 09:56] Roxie Neiro: That is sooo true, James!

[2024/10/09 09:56] Shiloh e. (shiloh.emmons): even if real life is chaotic, I can reach out in SL and find my friends, connection, and creativity

[2024/10/09 09:57] Keeper Baxton: love it james

[2024/10/09 09:57] Buffy Beale: creativity galore and so inspiring

[2024/10/09 09:57] Roxie Neiro: My avatar is me!

[2024/10/09 09:57] Sheila Yoshikawa: unexpected encounters with beautiful vistas, art, manifestations of creativity and imagination

[2024/10/09 09:57] Keeper Baxton: my avatar is teaching me to be a better person

[2024/10/09 09:57] Lissena Resident: What has kept YOU in SL or brought you back to it over time?

[2024/10/09 09:58] Buffy Beale: mine taught me how to dance

[2024/10/09 09:58] emilioch: Science circle

[2024/10/09 09:58] Sheila Yoshikawa: haha all of the above

[2024/10/09 09:58] Buffy Beale: lol Sheila

[2024/10/09 09:58] Keeper Baxton: the people, the experiences, the creativity

[2024/10/09 09:58] Valibrarian Gregg: educational experiences and networking with experts (like Erik Moore in cybersecurity)

[2024/10/09 09:58] Marly (marly.milena): The ability to use my skills to benefit others in a creative space

[2024/10/09 09:58] Suemoon Magic: Yes, very

[2024/10/09 09:58] Buffy Beale: groups are essential

[2024/10/09 09:58] Dex Euromat: people and the creativity

[2024/10/09 09:58] Keeper Baxton: groups help tie us into a common focus

[2024/10/09 09:58] Rhiannon Chatnoir: When organizing the Second Life Community Convention in 2009, we had a nonprofit/edu track and one of the keynotes was Connie Yowell, then of the MacArthur Foundation, and comment of hers always sticks in my mind, that "Second Life's secret sauce is community."

[2024/10/09 09:58] James Atlloud (lloud.laffer): During the pandemic I grew to appreciate live music - and now it's so much better than RL in getting near the artist.

[2024/10/09 09:59] John O'Connor (acuppa.tae): the people I met

[2024/10/09 09:59] Valibrarian Gregg: learning together about topics we could not learn alone (like keeping up with AI!)

[2024/10/09 09:59] John O'Connor (acuppa.tae): Teaching my class

[2024/10/09 09:59] Shiloh e. (shiloh.emmons): My building education events and support my friends who perform, Ari, but also my space, my home... which are artistic expressions of me.

[2024/10/09 09:59] John O'Connor (acuppa.tae): engaging with VVEC

[2024/10/09 09:59] Lissena Resident: How has bringing so many of the educational sims together in one area of the grid affected your experience of them and of SL?

[2024/10/09 09:59] Rhiannon Chatnoir hugs Lissena. I know you mentioned that NPC meetings helped in your founding of your org.

[2024/10/09 10:00] Zinnia Zauber: #GreenDotsArePeople

[2024/10/09 10:00] John O'Connor (acuppa.tae): it has really supported the development of our community

[2024/10/09 10:00] Shiloh e. (shiloh.emmons): it is improved networking

[2024/10/09 10:00] Valibrarian Gregg: Learning that the future of the library beyond books is YOU and your communities :) curating simulations and communities

[2024/10/09 10:00] Zinnia Zauber: hehe Thank you!

[2024/10/09 10:00] James Atlloud (lloud.laffer): +1

[2024/10/09 10:00] Buffy Beale: it shows we are serious

[2024/10/09 10:00] John O'Connor (acuppa.tae): It provides a fantastic resource

[2024/10/09 10:01] Zinnia Zauber: You are not alone.

[2024/10/09 10:01] Keeper Baxton: we NEED more dots in different sims

[2024/10/09 10:01] Shiloh e. (shiloh.emmons): i like dots.. YES... I feel there are people

[2024/10/09 10:01] John O'Connor (acuppa.tae): So much activity going on

[2024/10/09 10:01] Lissena Resident: What do YOU like most about SL?

[2024/10/09 10:01] Zinnia Zauber: We know we are among our super smart and talented friends.

[2024/10/09 10:01] Valibrarian Gregg: everything is in the interface!

[2024/10/09 10:01] John O'Connor (acuppa.tae): it is a first life too!

[2024/10/09 10:01] Bruce (cooper.swizzle): The friends I've made

[2024/10/09 10:01] Lyr Lobo: Creating, meeting, conferences, friends

[2024/10/09 10:01] Roxie Neiro: There is always so much to do. The hardest part is you can't do it all!

[2024/10/09 10:02] Keeper Baxton: sitting in my pajamas and going to conferences

[2024/10/09 10:02] Zinnia Zauber: Distance doesn't matter. We are together.

[2024/10/09 10:02] John O'Connor (acuppa.tae): meeting so many amazing lovely people

[2024/10/09 10:02] ♡ Sōokie Jade ♡ (jadetyler): The friends, creating, teaching and music.

[2024/10/09 10:02] Buffy Beale: I like you, Liss, and everyone here, to be among so many brilliant dedicated people is an honour

[2024/10/09 10:02] Max Chatnoir: Too true, Roxie!

[2024/10/09 10:02] John O'Connor (acuppa.tae): so much generosity

[2024/10/09 10:02] Buffy Beale: yes, thanks for coming Liss!

[2024/10/09 10:02] Max Chatnoir: :-)

[2024/10/09 10:02] Shiloh e. (shiloh.emmons): it is both a space to escape to, to find a moment of peace.. but the ability to connect when I want to..... or learn when classes/lectures take place...

[2024/10/09 10:03] Roxie Neiro: Everyday in SL is a new adventure - always something new!

[2024/10/09 10:03] Keeper Baxton: Real Player One movie shows the zero gravity dance floor

[2024/10/09 10:03] Lissena Resident: Our reflecting together on the simple words "SL is still our HOME" has helped me understand better what this particular virtual world has to offer. I hope it's been helpful to you too.

[2024/10/09 10:03] Rhiannon Chatnoir: Beyond people and community, being in Second Life ultimately changed my career path and life focus with some of the long-term collaborators I have worked with/for and the organizations I helped found.

[2024/10/09 10:03] James Atlloud (lloud.laffer): +1

[2024/10/09 10:03] Shiloh e. (shiloh.emmons): yes, Lissi... especially your sim is inspiring !!

[2024/10/09 10:03] Valibrarian Gregg: Thank you Liss!

[2024/10/09 10:03] Valibrarian Gregg: Now we will open up for conversation or questions. Feel free to ask any of our presenters a question in local chat or use voice.

[2024/10/09 10:03] Sheila Yoshikawa: thanks Liss!

[2024/10/09 10:03] Max Chatnoir: Super, Liss!!

[2024/10/09 10:03] Lyr Lobo cheers

[2024/10/09 10:04] Buffy Beale: great presenters, thank you!

[2024/10/09 10:04] Valibrarian Gregg: Or if you have a space in another world that you want to share, feel free.

[2024/10/09 10:04] Rhiannon Chatnoir: Working with Global Kids, founding a dev LLC with Frans Charming, and then ultimately co-founding AvaCon and all of the community it tries to support back.

[2024/10/09 10:04] Bruce (cooper.swizzle): And I'm Cooper Swizzle in Kitley

[2024/10/09 10:05] Keeper Baxton: For OpenSim is there a common currency all can use for commerce

[2024/10/09 10:05] Rhiannon Chatnoir: that was just a bit of a brief of my professional path in SL

[2024/10/09 10:05] James Atlloud (lloud.laffer): HG Safari is meeting today at Noon pacific.

[2024/10/09 10:05] ☞ Sσokie Jade ☞ (jadetyler): Builder's Brewery is working on a Gateway for learning to Build. Coming soon. :)

[2024/10/09 10:05] Lissena Wisdomseeker (lissena): In OpenSim I like that so much is free--Lyr took me shopping there and I got great outfits that way

[2024/10/09 10:05] James Atlloud (lloud.laffer): <https://hgsafari.blogspot.com/>

[2024/10/09 10:06] Rhiannon Chatnoir: yes! At the OSCC Expo region 2 is where all of those hypergrid safari resources are on learning to hypergrid

[2024/10/09 10:06] Second Life: Valibrarian Gregg gave you VWEC Hypergrid Tour 10/24 10amSLT.

[2024/10/09 10:06] Lissena Wisdomseeker (lissena): I wish I could clone myself so I could spend more time in more places!

[2024/10/09 10:07] Valibrarian Gregg: How many of you have alts? so you can be in more than one place?

[2024/10/09 10:07] Dodge Threebeards: I do

[2024/10/09 10:07] Keeper Baxton: i do have an alt

[2024/10/09 10:07] Roxie Neiro: I do

[2024/10/09 10:07] Lissena Wisdomseeker (lissena): Time is the issue for me :(

[2024/10/09 10:07] Shiloh e. (shiloh.emmons): of course, Val.....

[2024/10/09 10:07] Suemoon Magic: I do

[2024/10/09 10:07] Sheila Yoshikawa: yes

[2024/10/09 10:07] Shiloh e. (shiloh.emmons): she is my banker, too

[2024/10/09 10:07] John O'Connor (acuppa.tae): I'm sorry to leave early but thank you all for the really interesting presentations. Great to see so many people here for the meeting.

[2024/10/09 10:07] Valibrarian Gregg: do you bump into yourself in other worlds?

[2024/10/09 10:07] Rhiannon Chatnoir: the OSCC speaker booths are in OSCC Expo 3, the booths from the prior year are still up, and will be changing next month to this year's speakers. Which is a perk of presenting, you get space for the year on the conference grid

[2024/10/09 10:08] Lissena Wisdomseeker (lissena): I like that I use the same name in SL and elsewhere

[2024/10/09 10:08] James Atlloud (lloud.laffer): Oh!



[2024/10/09 10:08] Valibrarian Gregg: Madori dropped this link!

<https://community.secondlife.com/forums/forum/316-second-life-education-and-nonprofits/>

[2024/10/09 10:08] Sarah (sarahbuxso): I have a question, I am really confused about using the viewer for SL and for Opensim, I use firestorm but I understand there's separate viewers now for both.

[2024/10/09 10:09] Valibrarian Gregg: You can ask Madori or any of our presenters a question! voice or chat

[2024/10/09 10:09] Sarah (sarahbuxso): firestorm?

[2024/10/09 10:09] Rhiannon Chatnoir: and similar to how Nonprofit Commons has free office space for nonprofit/edu folks, we also offer free space in our AvaCon OpenSimulator grid  
<https://www.avacon.org/blog/events/free-virtual-land-for-social-good-organizations/>

[2024/10/09 10:09] Shiloh e. (shiloh.emmons): my laptop now has issues with FS

[2024/10/09 10:09] Sarah (sarahbuxso): Where do I get that viewer?

[2024/10/09 10:09] James Atlloud (lloud.laffer): <https://www.firestormviewer.org/os/>

[2024/10/09 10:10] Lissena Wisdomseeker (lissena): Yes Rhi--thank you for that on Avacon

[2024/10/09 10:10] Lyr Lobo: At OSCC, you can create a free account as part of the conference to use for exploring OpenSimulator grids

[2024/10/09 10:10] Dex Euromat: I remember Firestorm had 1 version for both, but then it was separated

[2024/10/09 10:11] Lyr Lobo: Firestorm still has the current version in SL only or in SL and Opensimulator

[2024/10/09 10:11] Rhiannon Chatnoir: and here is the link to free office space here in Second Life with Nonprofit Commons <https://nonprofitcommons.avacon.org/contact/>

[2024/10/09 10:11] Valibrarian Gregg: <https://www.antiquepatternlibrary.org/>

[2024/10/09 10:11] Lyr Lobo: the reason for two versions is the physics license in SL is paid and not opensource

[2024/10/09 10:11] Lissena Wisdomseeker (lissena): interesting, Lyr!

[2024/10/09 10:12] Lyr Lobo: The link on the right is for Opensimulator and allows you to access Second Life, too. <https://www.firestormviewer.org/choose-your-platform/>

[2024/10/09 10:12] Valibrarian Gregg: <https://antiquepatternlibrary.org/html/warm/dickens.htm>  
(a particular link created just for the Dickens Project!)

[2024/10/09 10:12] Lissena Wisdomseeker (lissena): Are there other viewers that also work?

[2024/10/09 10:13] Keeper Baxton: moving from Linux vs window servers

[2024/10/09 10:13] Rhiannon Chatnoir: We have info on how to login to the OSCC grid that has links to the version download link at <https://conference.opensimulator.org/login-info/>

[2024/10/09 10:14] Lissena Wisdomseeker (lissena): oh! good t know, Rhi

[2024/10/09 10:14] Bruce (cooper.swizzle): [Bruce@traininginthe21stcentury.com](mailto:Bruce@traininginthe21stcentury.com)

[2024/10/09 10:14] Sheila Yoshikawa: Has anyone opinions on Alchemy as a browser for opensim <https://www.alchemyviewer.org/about>

[2024/10/09 10:14] James Atlloud (lloud.laffer): I think singularity viewer is still around <https://www.singularityviewer.org/>

[2024/10/09 10:15] Valibrarian Gregg: This networking we are discussing reminds me that we are curating directories of the metaverse!

[2024/10/09 10:15] Valibrarian Gregg: VWEC Member Directory

<https://tinyurl.com/VWECmembers>

Form to add yourself to the directory:

<https://tinyurl.com/VWECmemberForm>

VWEC Metaverse Community Directory

<https://tinyurl.com/VWECcomms>

Form to add a community to the VWEC Community Directory

<https://tinyurl.com/VWECcommFORM>

[2024/10/09 10:15] Lyr Lobo: Older downloads of Firestorm, like 6.6.17

[https://wiki.firestormviewer.org/fs\\_older\\_downloads](https://wiki.firestormviewer.org/fs_older_downloads)

[2024/10/09 10:15] Lyr Lobo: You can have multiple viewers installed, like the Second Life viewer and the Firestorm viewer

[2024/10/09 10:15] Lissena Wisdomseeker (lissena): fun!

[2024/10/09 10:16] Lyr Lobo: Windows systems

[https://downloads.firestormviewer.org/release/windows/Phoenix-Firestorm-Releasex64-6-6-17-70368\\_Setup.exe](https://downloads.firestormviewer.org/release/windows/Phoenix-Firestorm-Releasex64-6-6-17-70368_Setup.exe)

[2024/10/09 10:16] Lyr Lobo: Mac only

<https://downloads.firestormviewer.org/release/mac/Phoenix-Firestorm-Releasex64-6-6-17-70368.dmg>

[2024/10/09 10:16] Lissena Wisdomseeker (lissena): ty Lyr

[2024/10/09 10:16] James Atlloud (lloud.laffer): more viewers -

[http://opensimulator.org/wiki/Compatible\\_Viewers](http://opensimulator.org/wiki/Compatible_Viewers)

[2024/10/09 10:16] Lyr Lobo: Most welcome \*grins\*

[2024/10/09 10:16] Keeper Baxton: nice

[2024/10/09 10:16] Lyr Lobo: I have 2-3 versions installed

[2024/10/09 10:16] Rhiannon Chatnoir: that is a nice way to have folks help double check 'Is this space still there"

[2024/10/09 10:16] Valibrarian Gregg: We want YOUR work in our directories :)

[2024/10/09 10:16] Shiloh e. (shiloh.emmons): thank you for all the networking links

[2024/10/09 10:16] Sheila Yoshikawa: dead links!

[2024/10/09 10:17] Max Chatnoir: Some of the places are gone.

[2024/10/09 10:17] Lissena Wisdomseeker (lissena): some have moved

[2024/10/09 10:17] Sheila Yoshikawa: I didn't mean the ones Val etc are giving us

[2024/10/09 10:17] Keeper Baxton: wish SL had a link to put bad links to places

[2024/10/09 10:17] Keeper Baxton: to clean up their SL directory

[2024/10/09 10:18] Keeper Baxton: yea Madori

[2024/10/09 10:18] Madori Linden: i am!

[2024/10/09 10:18] Suemoon Magic: Cool

[2024/10/09 10:19] Valibrarian Gregg: Have any of you tried the mobile app?

[2024/10/09 10:19] Valibrarian Gregg: It will be a great way to enter SL "on the go!"

[2024/10/09 10:19] Valibrarian Gregg: and introduce it easily to people

[2024/10/09 10:19] Keeper Baxton: yes i have

[2024/10/09 10:19] Buffy Beale: I have and it's fun to learn something new

[2024/10/09 10:20] Madori Linden:

<https://community.secondlife.com/forums/topic/510261-webrtc-is-replacing-vivox-for-voice-communication-in-sl/>

[2024/10/09 10:20] Lissena Wisdomseeker (lissena): I have used the iPad app

[2024/10/09 10:20] Keeper Baxton: talk to me later if interested in what i found

[2024/10/09 10:20] Rhiannon Chatnoir: is it this:

<https://community.secondlife.com/blogs/entry/15919-big-updates-coming-to-voice-services-in-second-life/>

[2024/10/09 10:20] Lissena Wisdomseeker (lissena): will we get a notice when our regions get it?

[2024/10/09 10:21] Lissena Wisdomseeker (lissena): the voice

[2024/10/09 10:22] Valibrarian Gregg: and our partner communities are all on our website (as well as the calendars of educational groups!) <https://www.vweconsortium.org/communities/>

Contact me if you find a community we need to add :) anywhere across the metaverse

[2024/10/09 10:23] Rhiannon Chatnoir: Vivox for a long time was its own company, but then was bought out and is part of Unity and really integral to a lot of the games published there

[2024/10/09 10:23] Shiloh e. (shiloh.emmons): thank you everyone !

[2024/10/09 10:23] Zinnia Zauber: Thank you all for your insight and information! Inspiring!

[2024/10/09 10:23] Sheila Yoshikawa: Thanks to all the presenters

[2024/10/09 10:23] Lyr Lobo: Thank you! Have a great day!

[2024/10/09 10:23] Bruce (cooper.swizzle): Thank you everyone. I need to go back to RL.

[2024/10/09 10:23] Buffy Beale: thanks everyone, great meeting! Have a delightful day!

[2024/10/09 10:24] Zinnia Zauber: Please take care everyone! Thank you for joining us!

[2024/10/09 10:24] James Atlloud (lloud.laffer): Thank you, this was a great session.

[2024/10/09 10:24] Max Chatnoir: Great presentations!

[2024/10/09 10:24] Lissena Wisdomseeker (lissena): Lunch time!

[2024/10/09 10:24] Madori Linden: ty.

[2024/10/09 10:24] James Atlloud (lloud.laffer): 🎵🎵 ☀️Thanks for music ☀️ 🎵🎵

[2024/10/09 10:24] Madori Linden: bye