IUPAC | CCCE 2021 Gather.town - How to navigate social and poster sessions

Gather.town is the platform we will be using to host all of our online socials and some of our awards ceremonies virtually at this year's IUPAC CCCE 2021 conference. Below you will find a walkthrough of how to join, use, and get the most out of your conference experience with Gather.town. If you have any further questions or difficulties please email CCCE@cheminst.ca or zachawkins@cheminst.ca for further support.

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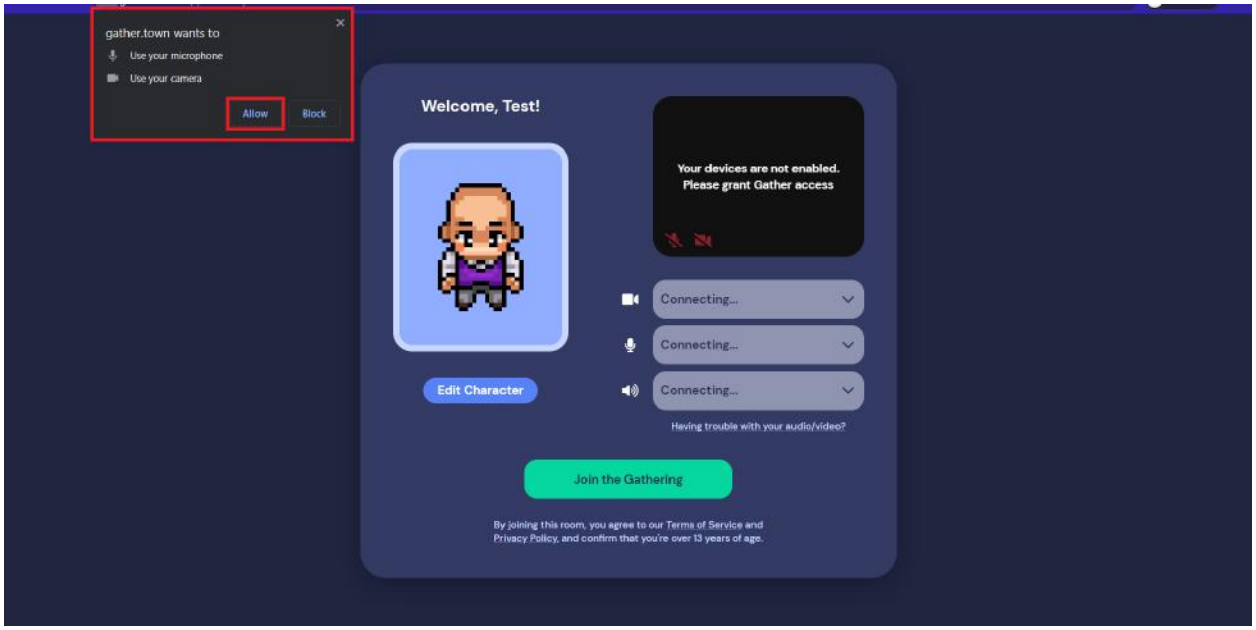
Logging in to Gather.town

When you first click the link to log into our Gather.town platform you will be brought to the following screen:

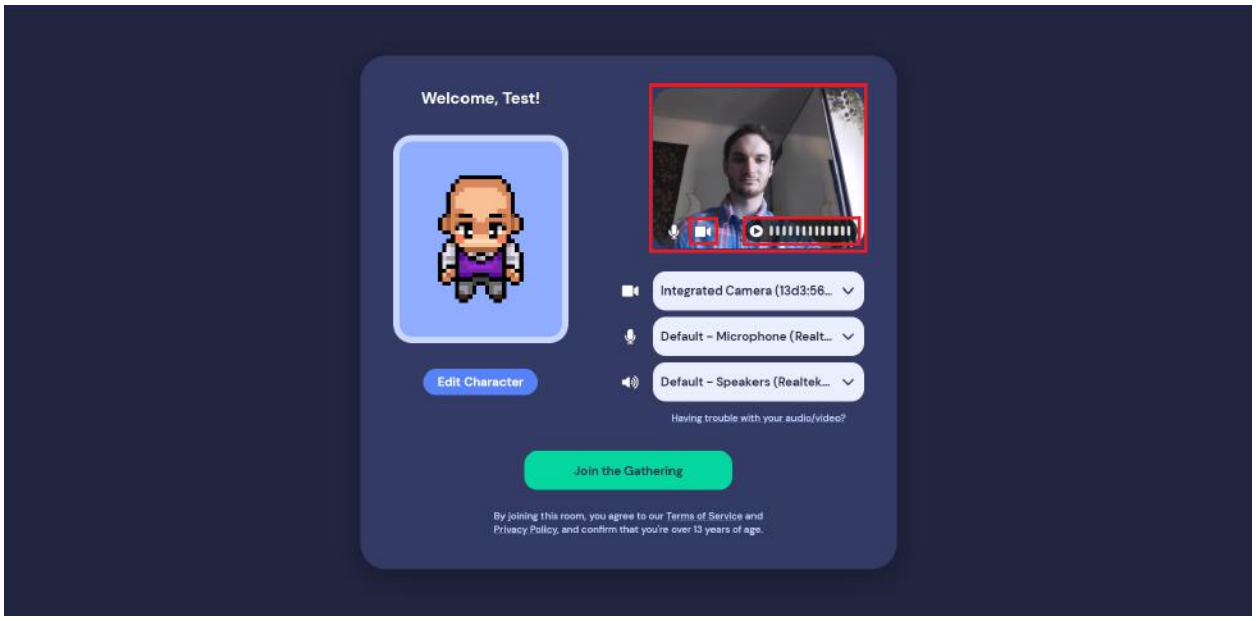
From this screen, you can customize your avatar, change your character's name, and change the clothing on your avatar.

After you click next, your browser will ask you about your camera and microphone permissions. This will look different for every browser, but we are using Google Chrome for our example, which is shown below:



From here you will want to allow your microphone and camera to be used so that you can communicate with others within the Gather.town platform. If you want to use your microphone but not your camera, allow both for now and you can turn your camera off further in the joining process.

After you allow the setting you should be able to see a preview of your video, as well as test your microphone using the white bars found at the bottom of your portrait from the webcam. When you speak some of the bars should become green, indicating your audio levels. Here you can also turn off your video by clicking the picture of the video camera, found in the bottom left of your webcam capture. If you are concerned about privacy, please also note that if you go to another window while in Gather.town your camera will be automatically turned off and your microphone muted. Please see the picture below for reference:



Once you are satisfied you can click “Join the Gathering” to enter the platform and begin exploring.

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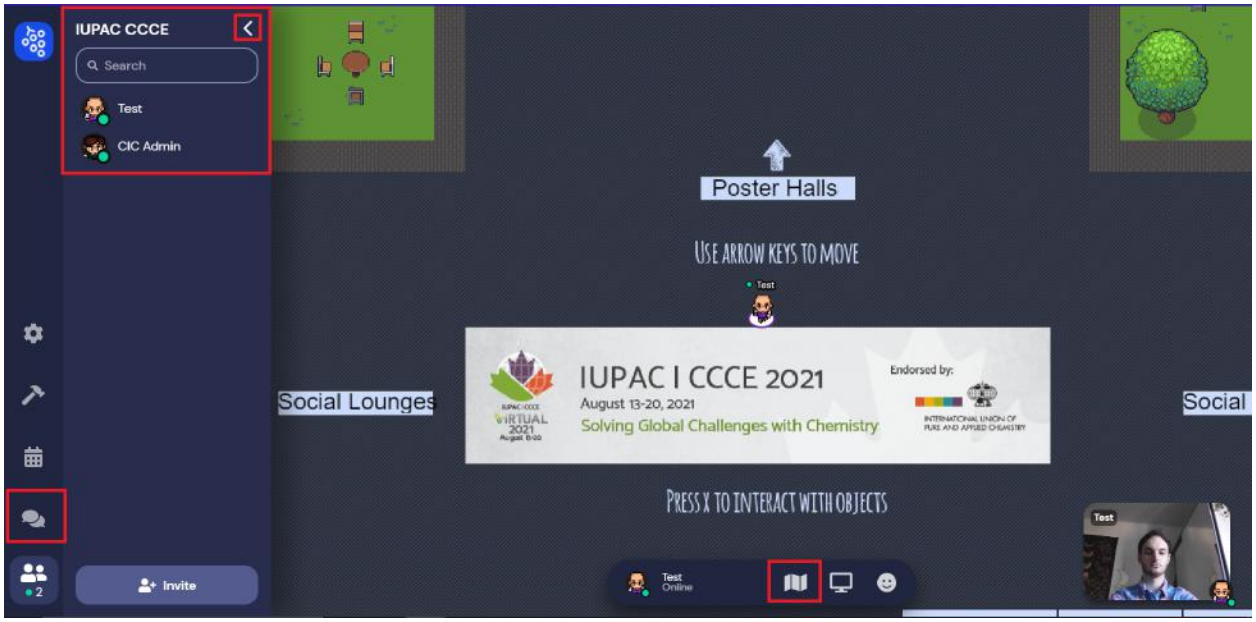
User Interface

When you first enter the world you will see the following screen. From this screen you can view a minimap to help you navigate, this tool is found in the menu located on the bottom, center of your screen. You can also see who else is in the world and send them a message by clicking on their names. Any messages you send will appear in the speech bubble icon on the left-hand menu. If you find the left-hand menu takes up too much of your screen, then you can click the arrow pointing to the left, highlighted in red, to minimize the menu.



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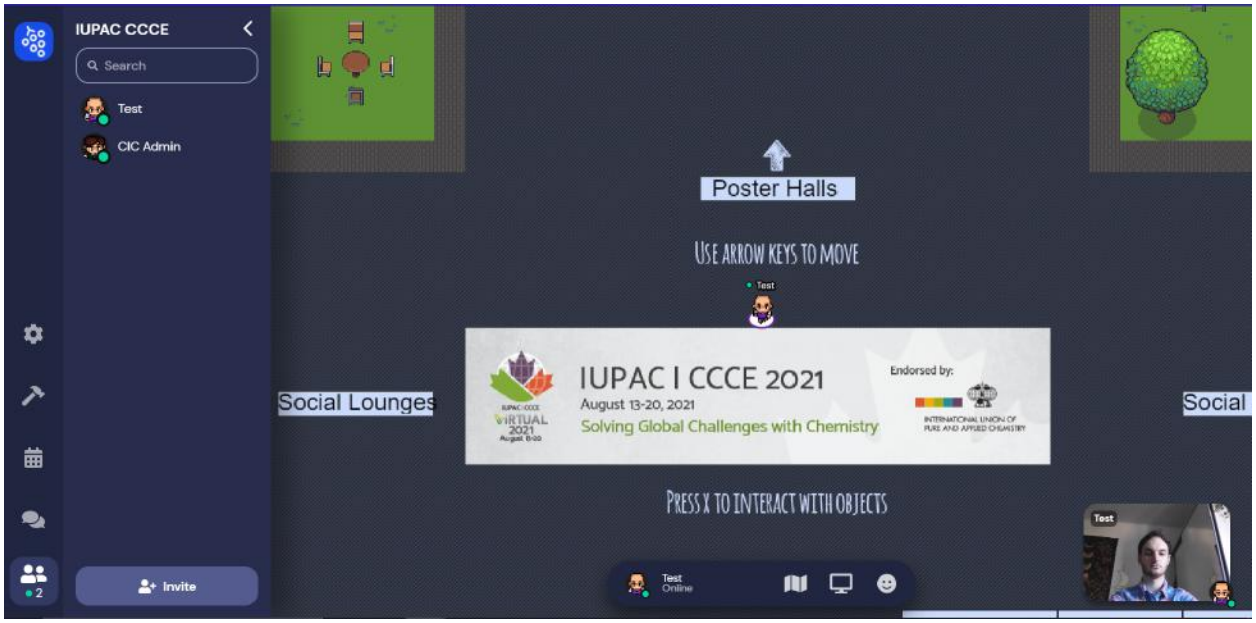
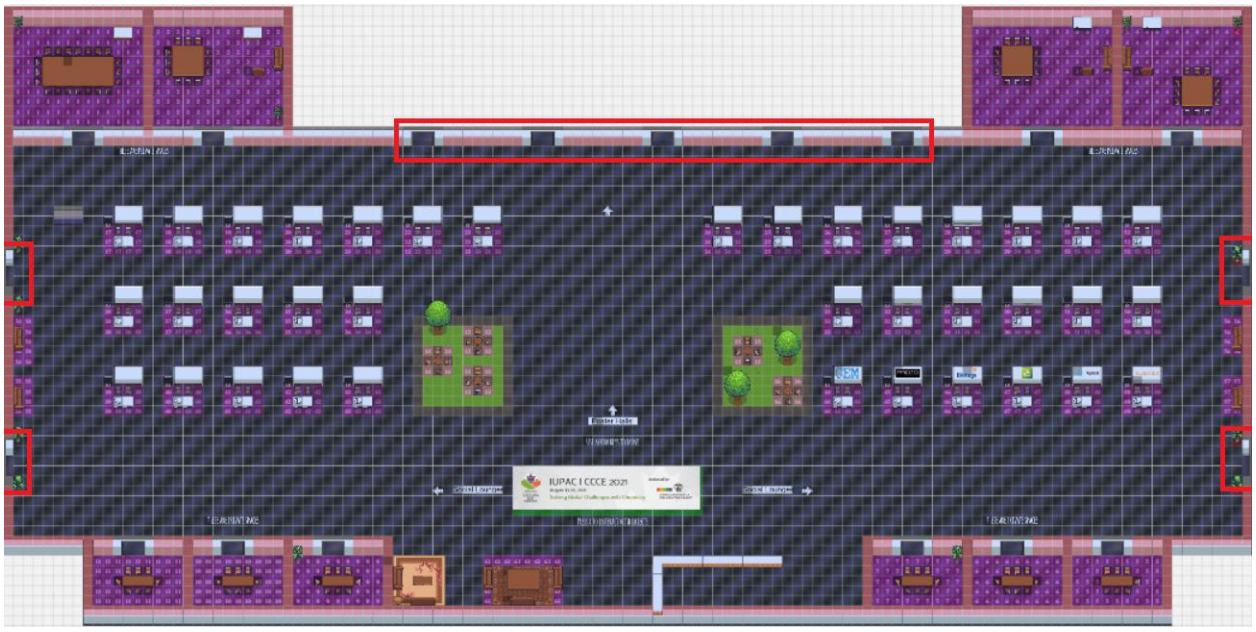
Map Overview

When you first enter the world you will be brought to the following location:



While there will be arrows and signs to help you navigate the world, we will also give you a top-down view of the main conference hall, the poster rooms, the various types of social rooms, and anything else that might be useful to know within Gather.town.

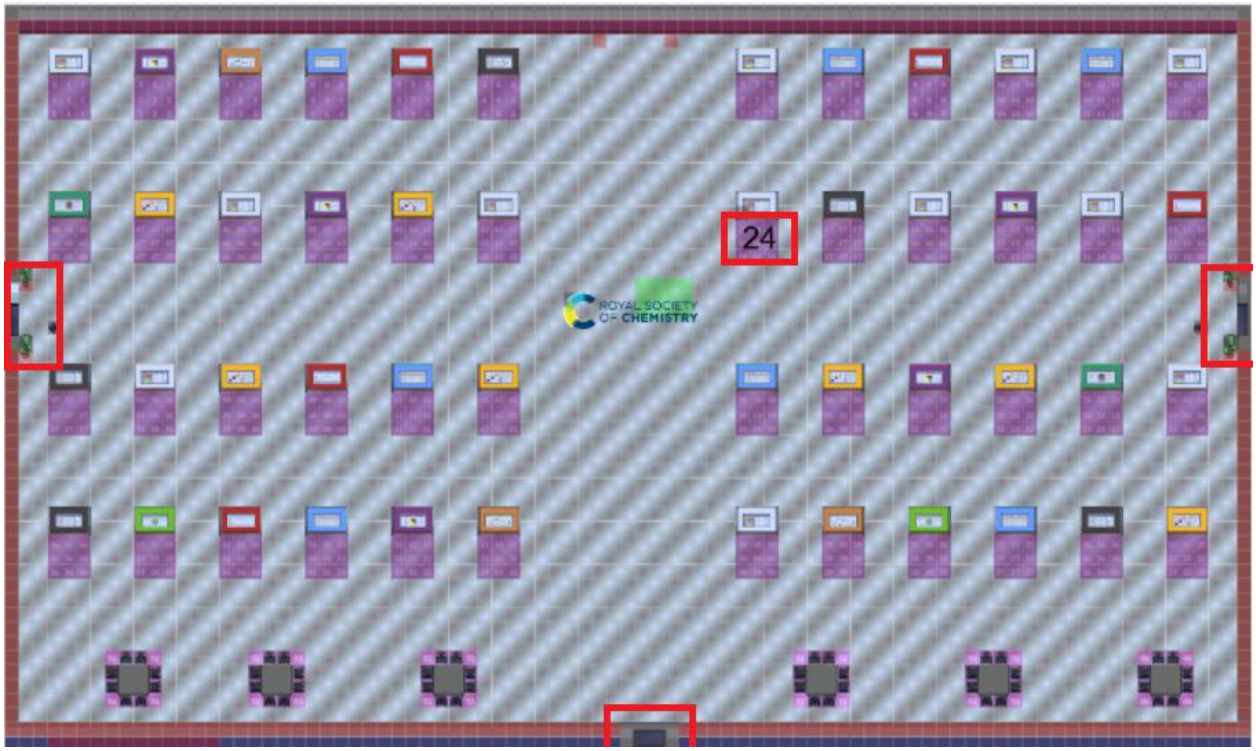
The screenshot below is the layout of our main conference hall, where your avatar will first spawn in the game:



The five highlighted doors in the top center of the map are the doors you will use to enter the poster sessions. The far-left door will lead to poster hall #1, the second door from the left will lead to poster hall #2, etc. The two doors to the left and right will lead to individual social rooms for various social events. Please see the "Social Schedule" and

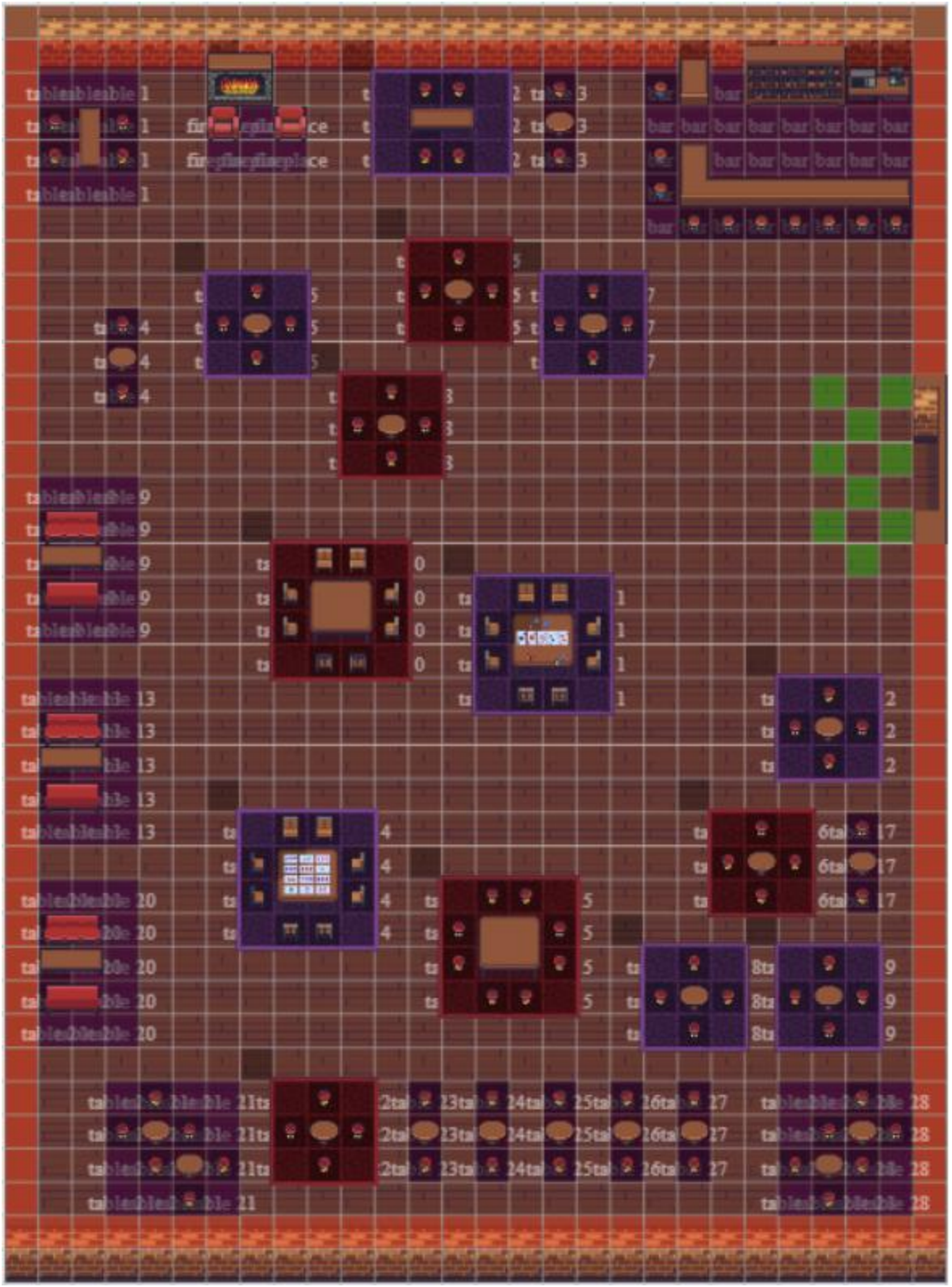
"Poster Schedule" sections below for more information regarding what events will take place on each day.

Poster Halls:



The door at the bottom of the room is where you will enter the room after walking through the door of the main conference hall. It is also the door you should take if you wish to go back to the main conference hall. The doors on the left and right sides of the room will take you to the poster hall relative to the sequence of rooms you are in. For example, if you are in poster hall #2, taking the left door will take you to poster hall #1 and the door on the right will take you to poster hall #3. All of the poster sessions will be labeled with numbers informing you what poster number you are viewing in the schedule.

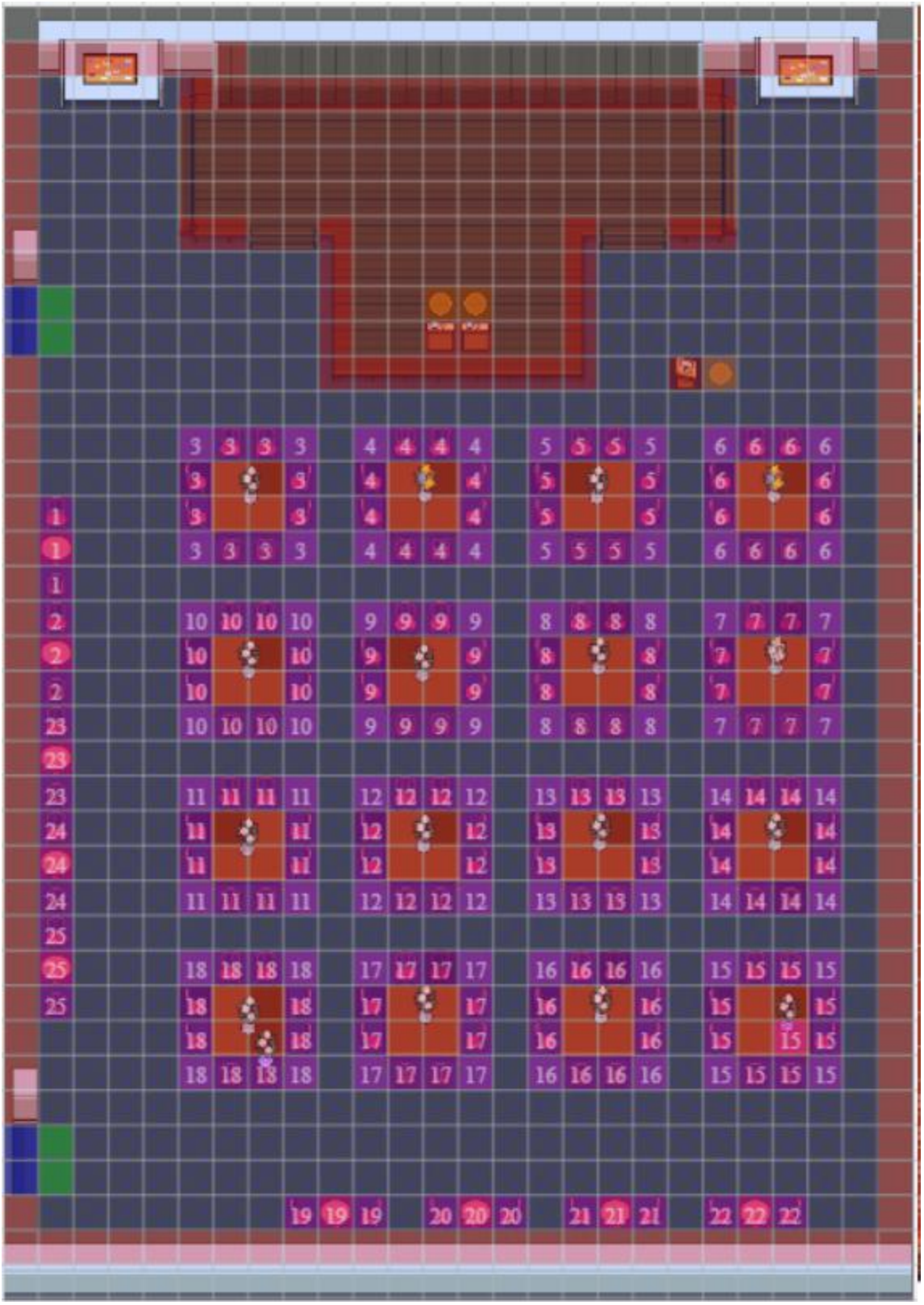
Social Room #1



This social room is a bar-style room with several private spaces to have conversations, games that people can play together, and an actual bar. Just remember, this is a virtual

conference so you will have to BYOB. Ideal for a social where you want everyone to relax and get to know each other.

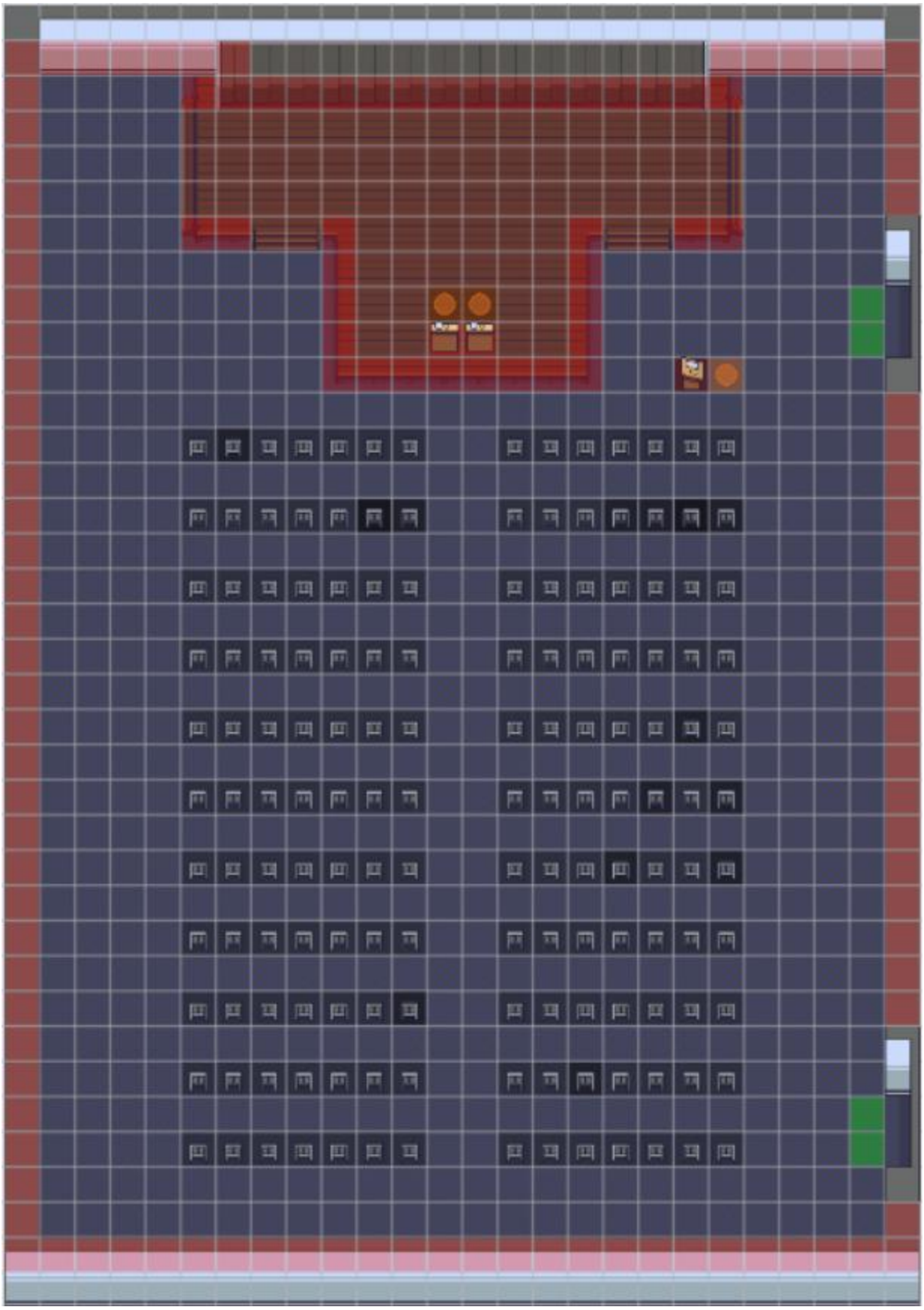
Social Room #2



This poster hall is a wedding style room with several dinner tables, some private, two-person tables on the side, and a stage with a podium where you can make

announcements to the entire room, including sharing your screen to show powerpoints, videos, and anything else you may want to share. Ideal for award socials, giving an award banquet feel.

Social Room #3



This room is a graduation-style room where people can grab a seat and listen to a presentation and speech from a presenter or award winner. Ideal for award ceremonies, giving a formal award ceremony feel.

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Social Schedule

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Poster Schedule

Posters will be blocked together by division, over three days by theme:

- Monday: Frontiers and Health (Organic + Biological and Medical Divisions)
- Tuesday: Frontiers, Sustainability, and Society (Analytical, Environmental, Chemical Education, and General symposia)
- Wednesday: Frontiers and Energy (Materials Chemistry/Inorganic/Macromolecular Sciences and Engineering/Environmental)

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