

***** The Eduverse Welcome Center is a work in progress *****

- 1) 9:00 am - Welcome - Elli
- 2) 9:05 am - Overview of Opening - Introduces Move Team & Consultants
- 3) 9:15 am - Introductions and short overview of vision:
 actuality, Delia, Gentle
- 4) 9:35 - Group Tour

Tour Experts -

Welcome Area - Dodge
Instructor Resources/Deck - Elli
Info Center/Ampitheatre - Val
Pavilion - Marly
Commons - Kyoko

Group Leaders -

Group 1 - Zinnia - starts at Welcome Center
Group 2 - Wordsmith - starts at Instructor Resources
Group 3 - Actuality - starts at Info Center
Group 4 - Liss - starts at Pavilion
Group 5 - Sheila - starts at Commons

- 5) 10:10 - Questions, comments, use the mailboxes
- 6) 10:25 - 10:30 - News & Announcements - Val - sign up for your VVEC Info Center volunteer time slot to be placed on our calendar here:

<https://communityvirtuallibrary.org/virtual-reference/>

COMMENTS from mailboxes (placed across the VVEC Welcome Plaza Tour)

Suggestion:

FROM PAVILION

Owner(s) or Estate Manager(s)

Rename the individual parcels to reflect their intended uses.

This would help those walking or flying around to know where they are.

FROM WELCOME Area

The Firestorm Gateway did not work for me. I got a message saying I had to go to the Firestorm Welcome area first.

*** from Madori/Elli/Dodge: There is a Firestorm Gateway II (for older avatars) - under 50 days is what we have here.

<http://maps.secondlife.com/secondlife/Firestorm%20Orientation%20/128/128/2>

Also the LM that was given by Dodge landed me behind the Firestorm Gateway.

Also, look under the Firestorm Gateway - there is another one underneath.

Regards,

Esparanza Freese

Thank you so much for organizing this space and hosting a tour of the different areas.

The sitelines and the audio are lovely. The open buildings give the overall island this wonderful sense of space. Although my favorite place is the bench on top of the hill.

A few comments:

1) If there were chairs for people who use different avatars like dinky and tiny that would be great. I would suggest contacting Ingwaz Thor (ingwaz.thor). Their marketplace is here: <https://marketplace.secondlife.com/stores/97533>

Dinky avatars are able to use more animations than the tiny avatars, but it might be good to have a few of both.

2) The name plates (signs) on the marble textured archway portals were a little difficult to read which just could be the white on the whitish texture background.

3) The portals at the welcome area with the wood background were easier to read the signs on. Although there were a couple of prims that looked maybe like they were further out rather than resting on their portal.

4) The educational resource center is great! I really enjoyed seeing art on the walls. I was wondering if it might be possible to have art by other SL creators rotated through a few times a year. There are many SL artists and it would build community and maybe cross over some art classes or SL photography classes for people who may be interested.

Cheers,

Shandra

From ED RESOURCES Area

Hello, I would like to donate women hair for freebies. To whom I must send the items?

Regards,

Marcel Mosswood

[Corrected by CG](#): The Basics of SL, VW Education LInks, Places to Visit, givers are not enabled.

My Chilbo Newcomer Library has these and more.

A TPer or LM giver to there might be good.

Wow! the cool stuff is in the basement!

Llyn.navarita

Hi. I would like to put in some suggestions I have for the VWEC Welcome Plaza.

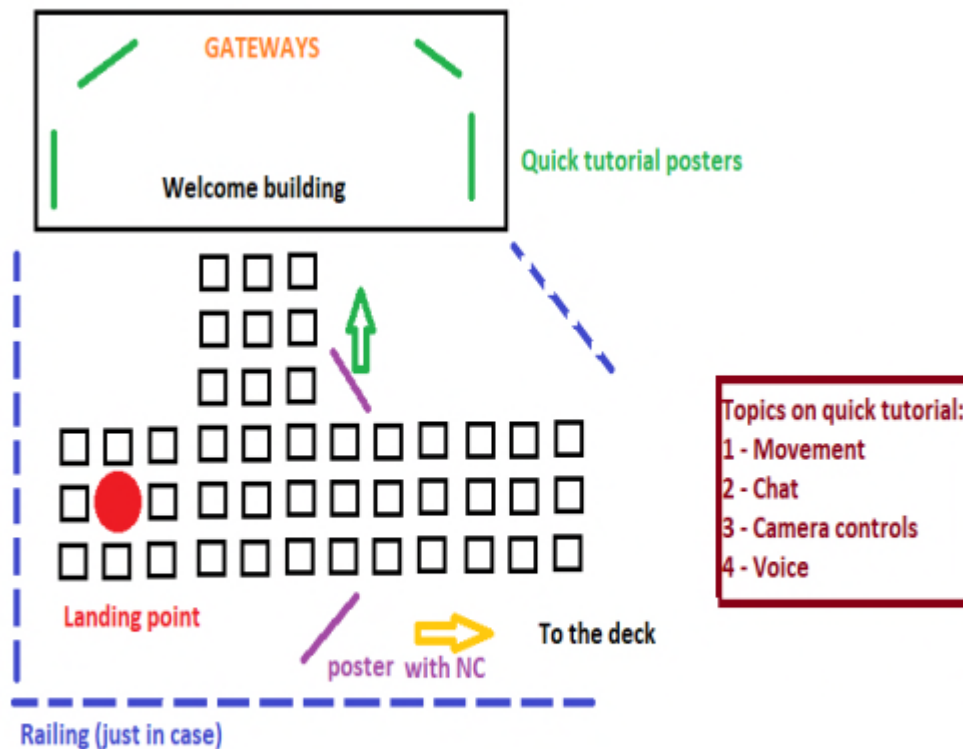
Welcome point.

Floor. I found that at some stage avatar may stop walking as it constantly bumps on the squares.

Suggestion:

If going with a PATH setting like in Orientation Island I'd suggest to remove some of the square meshes and make rearrange them in a path that leads either to Welcome building with quick tutorial or to the deck.

Please see the visualisation:



Other suggestions from visualisation:

I would move the Group Joiner to the deck with map or to INFO center. It is not imperative that educators should join VVEC right away. Some may want more time to familiarize with the idea.

Railing - optional just in case option (like on Orientation Island - As landing point is on a hill, close to the sea, It would be better to put a safety railing around 1m high around it.

Some residents may experience performance issues after landing, so we can catch them in their lagging movement :)

Now the Quick tutorial area.

I suggest to go with 4 topics for this section

1 - Movement

2 - Chatting

3 - Camera Controls

4 - Voice

Learning basics of each game (educators will at first consider SL as game, as many of new users) is hard process. Therefore notecards should be like clear instructions in my opinion. Please review attached NC I've prepared few years ago for new residents. Maybe you can make something similar :)

Notecard: Some tips for New Users (I can share this with you).

The quick tutorial textures.

Please consider changing unifying them in color scheme and design. Try using higher contrast color setting, especially for the text and images. In example Movement button icons. Text visibility is blending into the background. Maybe try Black/White Grey/Black setting instead.

DECK with map.

Instead of small text on a texture with explanation. I would put them like this:

Build Title

Click for description

Also description should be prompted on local chat, not necessarily in NC.

Blocking Voice Grievers poster from VWBPE

Try to lower the content - educator require just the instruction NC. There is no need to send two.

Educational resources building

Ramp/Stairs object - I think better would be to put both stairs and ramp adjacent to each other.

It is possible to click on the ramp/stairs accidentally when moving upwards/downwards on it.

It may close on avatar and may blow it in the air (if in mouselook).

Some educators might be reluctant to use HUDs or presenter screens.

It is worth to mention the crude 'drag and drop' from inventory to screen method (it would come in handy when scripts not work properly)

Spotlight posters

Maybe it would be better to turn off scripts or just send info on chat that there is no content available currently?

Other areas:

Chairs for bigger and tiny avatars :)

Kind Regards

Dex Euromat

April 6, 2022

COMMENTS:

VWEC Suggestions - Beth Ghostraven - April 2022

- re-label orientation portals so each one has its respective name. Right now they're all labeled Caledon

- A "how to change your clothes" area would be helpful. I would be happy to contribute some free clothing
- signs need to give a notecard with the text, and be labeled to identify them, for accessibility
- need a working translator giver here
- I don't think the Pavilion needs changing to fit in - I like it just as it is
- Need a sandbox area, could be a group-only sandbox (VSTE used to have one)

AT WELCOME:

Gimp and/or Blender for mesh objects? Or are there class areas?

Will there be portals to here to send newcomers from our newcomer Gateways?

INFO CENTER

- 1. Behind the info center desk, add a very tall couch.**
- 2. See the red chairs next to the info center desk? Copy them and add them to the outside tables by the Commons. Please get rid of the cheap red chairs that are there, now.**

Thanks,

Inquisitive Loon