



ESCAPE

European Science Cluster of Astronomy &
Particle physics ESFRI research Infrastructures

Short introduction to Gather.town

7th June 2021

J. Schnabel, ESCAPE WP3, FAU Erlangen



Logging in

Gather.town is protected by a "Guest list" - only registered emails can be used!

This Gather space has a guest list. Please sign in or create an account with your email address to continue.

[Sign In](#)

If you want all your account/data to be deleted after the duration of the event, check this box (will delete all data associated with this account!):

The screenshot shows the Gather.town interface. On the left, a dark blue sidebar contains a 'Welcome to Gather!' message, a 'BASICS' section with three items: 'Moving around' (checked), 'Muting and unmuting' (active), and 'Interacting with objects' (unchecked), and a 'Skip Tutorial' button. The main area is a light blue virtual space with a large dark blue tutorial overlay. The overlay features a character icon labeled 'RILEY' and text: 'Try muting yourself. Click the mute button on your video.' Below the text are icons for a microphone, a right arrow, and a red microphone with a slash. In the bottom right corner, a video feed shows a woman named 'Jutta'.



Overview



Some hints

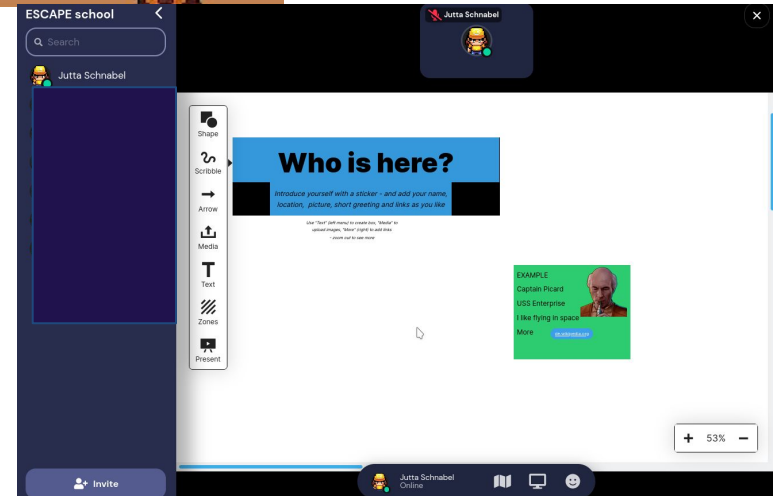


Teleporters bring you to different parts of the space station quickly



Whiteboards allow you to leave notes for other people to see

Embedded websites can also be used outside gather.town - just share the link





Rules

- **Study groups:** Use the small rooms to discuss during the lectures, help each other on and interact
- If space gets close to maximum participation (>190 people present), consider using the shuttle bay for an “away mission” to a **different space**, so more people can be accommodated!
- **Freetime:** Use gather.town to your own liking, contact us if anything should be fixed!
- **Resetting of space** during European “night” (~ midnight UTC), so inactive users do not block the space for others (limited capacity)
 - Will be announced 15 min in advance in gather.town
 - you can re-enter again immediately afterwards

