

Digerati50 Omniverse Networking 23 Sept 2022 Report

No	Key Observations in run-up to event	Remarks
Guest Inductions	All guests need Inductions to be familiar with 2 things – their VR set (DNA used Oculus Quest 2) and the platform being used. DNA used vrChat as we felt it was most ideal for a corporate networking event. Guests were happy with induction given. Received a lot of positive feedback.	Guests who do not go through an induction cannot participate in the event as they won't know how to use the unit or how to navigate platform. Last minute inductions are dicey as they will lead to guests, most likely, having a poor experience. Make a tutorial video for last minute guests. This frees up your team to focus on more important last minute issues.
Pre-event Jam Sessions	Guests who participated in one or more of the 8 Jam sessions organised prior to the event had no issues on the day of the event. Also the jam sessions are fun as guests can use whatever avatars they want first ie an anime character/giant banana/a knight/samurai etc ! But once their actual avatars are ready, do switch. Important to use their actual avatars modeled after their face as you are going to have a serious event.	Critical to have such pre-event sessions to build guest confidence. Plus these already become networking sessions as well. DNA organised Fri-Sat at 9.30pm sessions and in the last four days before the event we switched to daily Jams and at 5.30pm
Avatar Creation	Guests happy with the avatars created, especially since the avatars were younger versions of them! We created some avatars ourselves with about 9 hours taken per avatar with 2 VR modelers working together. Most avatars though were created by AI software from ReadyPlayerMe – this is free – for now.	This is very important ! By creating guest avatar, you are giving them their virtual reality identity. Do this well.
Virtual World For The Event	You need 3-D modellers to create the world you will use for your event. Guests very impressed with the creation of the 2 worlds that were created. We had a Dragon and a Flying Shark. (the point is that you are only limited by your imagination with worlds you wish to create) We also bought a third world for US\$50 and then 'renovated' it. And yes, right now, you can buy virtual worlds for that cheap !	You need to hire 3-D modellers or use interns. We had 4 super interns from MMU in Cyberjaya. They have been offering VR degrees for the last 15 years at least. But APU also has students familiar with VR and DNA is going to be using their students to build

		<p>the worlds for our April 2023 networking event.</p> <p>Key Lesson: The virtual worlds created MUST remain private. Once you make it public, anyone in the world, with a vrChat account, can join your virtual world! You do not want that.</p>
	<p>Comment on vrChat: Is customizable compared to other platforms. However its stability is a drawback. At present, the max participants in any world is 40, when we hit that for our event, we ended up having some issues, but nothing major ie the world did not crash!</p>	
	<p>Comment on having an event in VR: Note that good VR units cost at least over RM1k. For a fully immersive event, all guests will need their own unit. Expect to provide these units to most of your guests. This will be your biggest cost and it is upfront as you need to lend the units to guests as least 1 month before your event.</p> <p>You can rent units as well but the vendor we know of, VR Liang, rents them out for 3 days at RM450 each.</p> <p>DNA purchased 28 units for our event. 12 CEOs bought their own units and around 5 had their own sets from before.</p> <p>You can reach out to DNA at newsroom@digitalnewsasia.com if you wish to rent DNA's sets.</p>	
	<p>Final Observation: Some guests started leaving after 30 mins with networking ending at 7.45pm. Just like as with a physical event, there are always guests who stay on till late. Same behavior in the Omniverse!</p>	

No	Areas to be Improved	Remark
1	<p>Tech issues are experienced by guests who are not ready in terms of tech setup, last minute induction, not participating in prior Jam sessions.</p>	
2	<p>Beware of confusion over having an Oculus Account (if you purchase the Oculus) and a vrChat (or whatever platform you use) account.</p> <p>Important that Guests understand they must always login to vrChat / or platform you are using account that is set up for them by the VR team and not use their Oculus login. Reason being the avatars are paired with the vrChat accounts. Logging in with their Oculus account means the support team is unable to track the Guest's Avatar status.</p>	
3	<p>Voices of many guests talking near to each other caused too loud background noise for some guests. Although the world created is spacious, it is observed that guests would stick to one area (near the stage).</p> <p>vrChat has a bubble feature that limits background voices. But as this issue never came up in any of the Jam sessions, which were poorly attended, we did not teach guests how to activate the bubble feature.</p>	
4	<p>OCULUS Quest 2 Headsets have a shared user account.</p> <p>Headsets need to be factory reset and freshly set up according to the users account.</p>	
5	<p>Communication between your VR support execs is very important – especially during the 30 mins period before the event starts and 30 mins after. As everyone is joining the world at the same time, issues will crop up. Here it is very important you have at least 6 VR support exec for every 50 guests.</p> <p>Note that this is not an exact science and is based on DNA's experience at this point in time ie the Sept 23rd event.</p>	

6	<p>Having more than 1 world: The key challenge here is that you will want to move some people from World 1 to World 2 and vice versa. Need clear instructions to your team on how to execute this. Do not make the Guests do anything. It has to be done for them.</p> <p>Key lesson:</p> <p>DNA was very late in determining this and communicating the message clearly to the VR support team!</p> <p>How to move guests and who to move has to be determined at least 72-hours before and your VR support team must understand this clearly.</p> <p>Also note that vrChat only gives permission to one person to move people from one world to another. This is a platform limitation.</p>	