Cardiff Castle at Gather.town

As part of the Data Justice Conference, the Data Justice Lab has created a Cardiff-themed virtual space on Gather.town, set in the grounds of Cardiff Castle. Gather is a video-calling space combined with a 2-D map that allows multiple people to hold separate conversations in parallel, walking in and out of those conversations just as you would in real life by using an avatar character.

Access and setting up

Similar to other video calling platforms Gather must request permission to use your microphone and camera from the web browser. Right now, Gather is supported on Chrome and Firefox and ideally you need to be using a desktop or laptop. Please note that Gather does not currently work on Safari.

The Cardiff Castle space can be accessed via the link emailed to all participants or through the Teams channel. You do not need to set up an account to access the space. You will then be prompted to select your avatar and name and we recommend that you use your real name so that other Conference participants can recognise you.



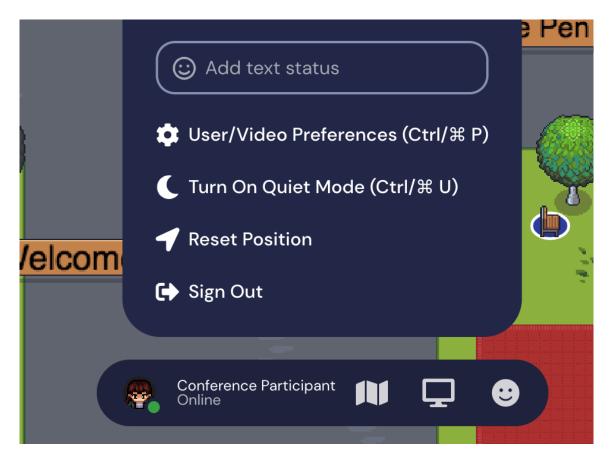
Navigation

Once your avatar has entered Cardiff Castle, to navigate the space simply use your arrow keys to move left, right, backwards and forwards. You can explore the Castle's rooms by walking through the doorways.

Video calls

When your avatar approaches others, a video call automatically starts between you and the people you approach. All videos will initially appear at the top of your screen.

There are two ways to enter into a video call with others: in an open area and in a private area. In an **open area**, you will be connected to everyone within 5 tiles unless you activate Quiet Mode. You can activate Quiet Mode at any time by clicking your name at the bottom of the screen and selecting "Turn On Quiet Mode" from the menu:



When you are in a **Private Area**, you will be connected to everyone who is inside the same private area as you. In Cardiff Castle, private areas are the seated areas such as benches and chairs in the Castle grounds and stools and sofas in the Castle rooms. This allows you to have private conversations.

Interactive objects

In some of the rooms there are interactive objects which act as portals to the conference content. These are: the clocks in the Video Presentations room; the fireplaces in the Live Sessions room; the calendars in both of those rooms; the book stalls in the Book Cafe; and the musical objects in the Theatre. When you walk up to one of these objects it will glow yellow; to activate the object press x on your keyboard and this will either reveal the URL that takes you directly to the conference Teams channel (where you can find all live sessions and pre-recorded video presentations), or, in the Theatre, it will play a video from our Welsh Culture programme.

Rooms

In total there are six rooms to explore:

Book Café

A cosy bar with plenty of private seating areas to chat with other participants, this is where you can access the conference book launches by interacting with the book stalls in the top right corner of the room.



Pen and Wig Pub

Loosely based on the Pen and Wig Pub near Cardiff University campus that is a favourite watering hole among students and lecturers alike. There are plenty of private seating areas to have a pint and a chat.



Rooftop Terrace

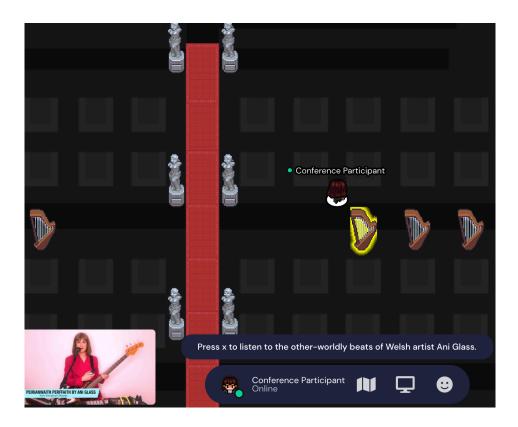
An outdoor terrace with views of the city at night, this provides a slightly more relaxed and elegant setting for networking or catching up with other participants.



Theatre

Follow the red carpet to enter the Theatre, where you can access the cultural videos on display from our pick of some of Wales' top artists by interacting with an object from the Arts! Which one will you pick first?





Live Sessions room and Video Presentations room

Situated next to each other at the bottom left of the Castle grounds, these rooms act primarily as the portals to the conference live sessions and pre-recorded video presentations, but you can also interact with the calendars at the back of each room to view the conference programmes.

