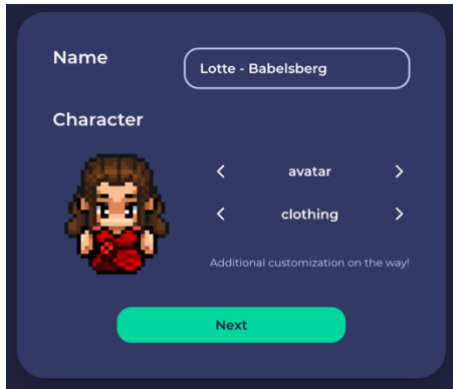




The platform gather.town

gather.town is a social platform, where you can build a virtual room to your needs. Participants can enter the room with their avatar and walk through it by using the arrow keys. In contrast to ,zoom' or skype, you can only see and hear the other participants near you and not everyone in the room.



So, you get the chance to talk to the person of your interest just by walking towards them - and the other way around. Through this technology the ambience is as close to a physical meeting as possible.

People can design their avatar as they like and also name them.

On the map of gather.town you can add private spaces, where only few people can talk to each other without getting interrupted.



At the spotlight points everyone else in the room hears the speaker and gets muted. This function is perfect for presentations and is signed by orange speakers.





The GEM Space



Screenshot: The podium

<https://app.gather.town/invite?token=LKKutCvvTdyUyTGxeW3m>

In preparation to the first workshop of GEM (Alternative Learning Spaces) all students and tutors are asked to name their avatar like that: „Name-school“, example: „Lotte-LFS“ or „SophieTummescheit-FUB-Tutor“.

Visit the Space before the first Meeting to design your avatar and check sound and image functions.

The GEM gather.town has 4 rooms:

1. „the podium“ - for presentations / the course introduction
2. „the private rooms“ – can be used for breakout sessions / discussions in groups
3. „the gallery“ - includes some learning materials and two further private spaces
4. „the garden“ - for the social aspect

The Podium will be the room you automatically enter. There will be a stage for the first introducing to give all students a short overview about the course and the structure. The presenter has the possibility to share his/her screens and show videos as well as a powerpoint presentation.



In the second room the student split up in groups and meet on their „carpet“, a color coded space, where they can have a first chat and discuss the further proceeding.

The private rooms can be visited at any time. You can use this rooms to meet up with your group at any time.



Screenshot: The private rooms

In the gallery, you can browse through materials on the course theme.

The gallery is always accessible until the end of the workshop series. You can return at any time to review the material or look for new material.



Screenshot: The gallery / Detail Garden area

The social garden is the final room of the GEM Space. You can use it to get in touch with all students from all locations and all partner schools. There are interactive games like poker, paint battle or tetris as well as talk areas to different subjects - which are not about the course in particular, but shall give everyone the chance to get to know each other on a more personal level. This room is also open indefinitely. Stay as long as you like.



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About GEM

GEM - Green Education in Media is an Erasmus+ Cooperation Partnership between nine international partners:

- Film University Babelsberg KONRAD WOLF, Germany (Project Lead)
- Tampere University, Finland
- Tampere University of Applied Sciences, Finland
- National and Kapodistrian University of Athens, Greece
- University of Malta, Malta
- Academy of Dramatic Art, University of Zagreb, Croatia
- Jagiellonian University in Kraków, Poland
- Lodz Film School, Poland
- Institute for Art and Innovation e.V., Germany

Together they are working on:

- Environment and fight against climate change
- Supporting digital and green capabilities of the higher education sector
- Green skills
- Creating new, innovative or joint curricula or courses
- Digital content, technologies and practices

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