

Gather.Town Instruction Manual



IEEE ICASSP 2021 on Gather.Town

We understand that a virtual platform reduces the opportunity to have those chance encounters and hallway chats that often take place at an in-person event. We are therefore doing something new by adding another platform, Gather.Town, as a means of facilitating face to face interaction.

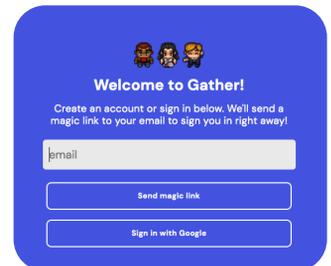
Join us in Gather.Town each day for Posters and Exhibits. You will be able to bump into colleagues and friends, have chance encounters with other conference attendees, and strike up conversations with your fellow researchers, just like you would at an in-person event.

You will be able to select a character, search for specific attendees, or just wander around the 2D style space by walking in and out of conversations, just as you would in real life. As you move around the space with your keyboard arrows, the webcam video and microphone audio of the other people in the room increases or fades based on your distance to their character, mimicking walking the hallways at an in-person conference.

You will enter Gather.Town through the conference platform (CONFlux) where you will see a button to join Gather.Town on all poster presentation pages and networking sessions.



The space will be available on a 24-hour basis until Friday, June 11. We suggest that you visit Gather.Town prior to the first poster session on Tuesday, June 8 so that you are comfortable using and navigating the space during actual sessions. You can also watch our [brief video demonstration](#) of the space.



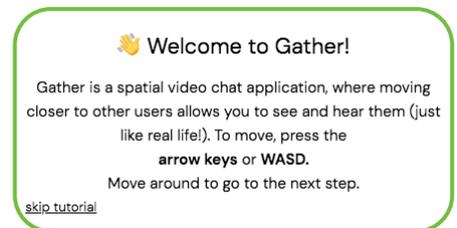
During the conference, feel free to use the space anytime to organize small meetings with other conference attendees, run into friends, meet new friends. There are tables and chairs located throughout the main/exhibit space that can provide private conversations. Only those sitting at the chairs will be able to join.

You will only be able to enter Gather.Town via the conference platform. All poster presentation pages have a link plus there is a link from the Welcome Page. If your browser asks for your permission to use microphone and camera, please answer "Allow". This is how others will be able to see and speak to you. Then select "Join the Gathering".

We hope you enjoy this new feature of the conference and are able to visit with your colleague's and new/old friends.

IEEE ICASSP 2021 Virtual Conference

Gather.Town is **ONLY** supported by Chrome and Firefox.



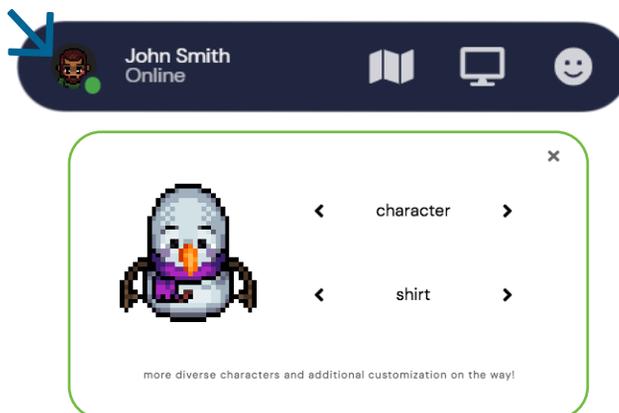
Enable/disable your audio and video

After signing in, you will see yourself in the bottom right corner window. This is where you can enable/disable your audio/video. Please keep in mind if you turn these off others will not be able to communicate with you.



Change Character

If you should decide to change your character, click the character icon in the bottom menu to select another one.



Add a Nametag/ Nickname & other settings

You cannot change your name or affiliation, however, you can add a nametag/or nickname to your character. Click your name in the bottom menu and add to "Add text status".

For example, if you are on the Conference Committee you may indicate this – the label will show under your name in the list of participants

Resetting location and other settings located here. (screenshot on right)



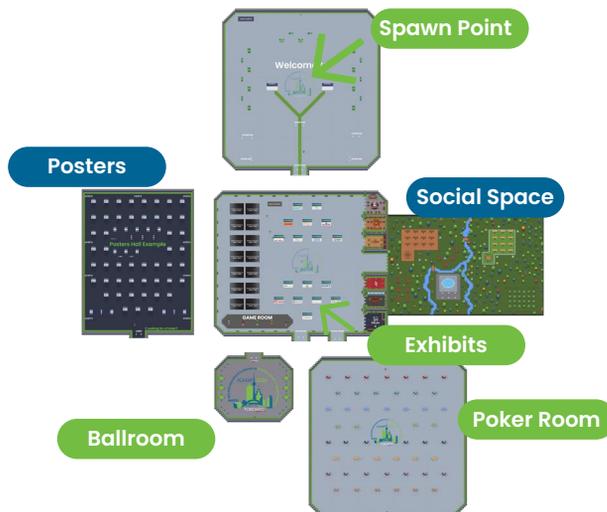
Location

When you first enter Gather.Town you will be in the center of the Welcome Room where help desks will be located. You can follow the arrow path down to the exhibit hall and the rest of the space. If you walk upwards in the welcome room, you can find a link back to CONFlux. You can select the map icon in the bottom menu bar and an overview map will pop up and give you the general location of where you are. This works in the poster rooms too.



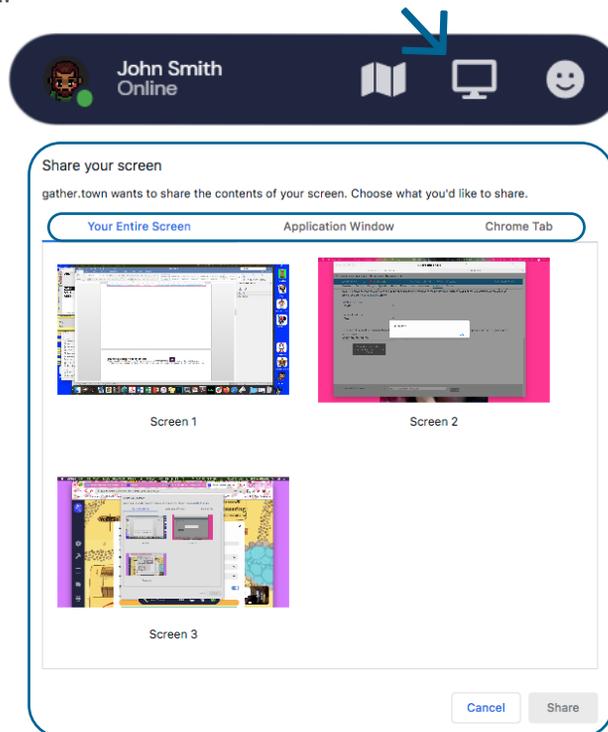
Map Overview

Here is a map overview of the main room for ICASSP 2021 in Gather.Town.



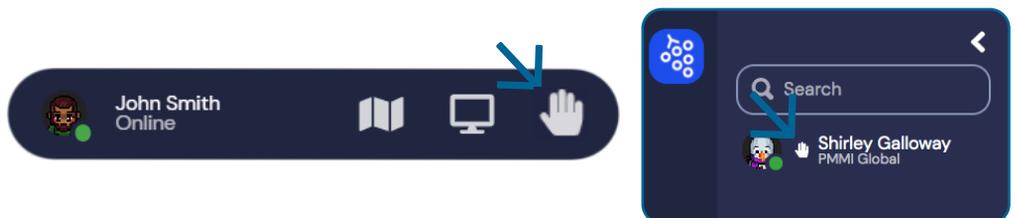
Screen Share

For poster presentations you may want to share your screen and show additional information. You will have the option to select/share your entire screen, an application window (i.e. PowerPoint), or a tab on Chrome. We recommend you practice this with a colleague before your actual presentation.



Raise Your Hand

There is an option to raise your hand. When you do so, a hand will appear next to your name in the participant list. You will need to select the hand again to remove it from next to your name.



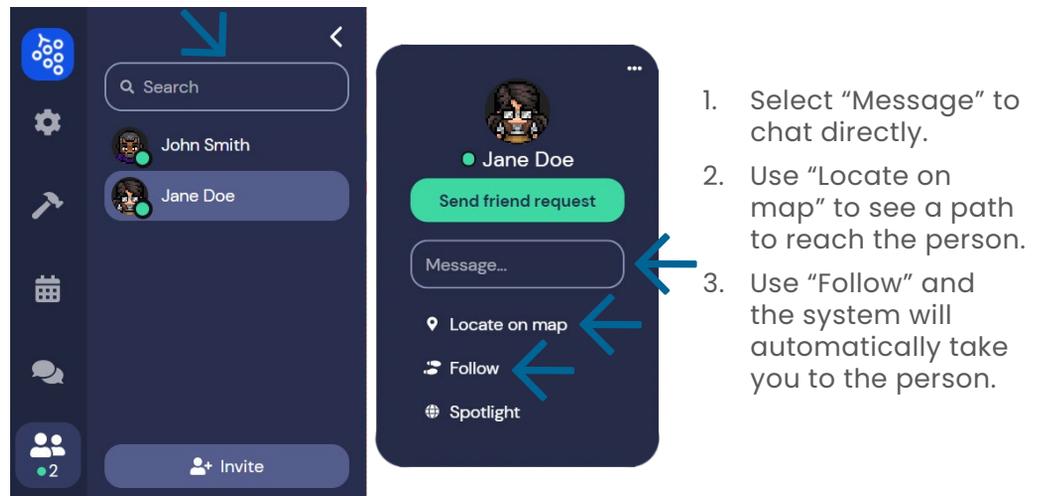
Modes

These options will automatically determine your audio/video based on which you select.



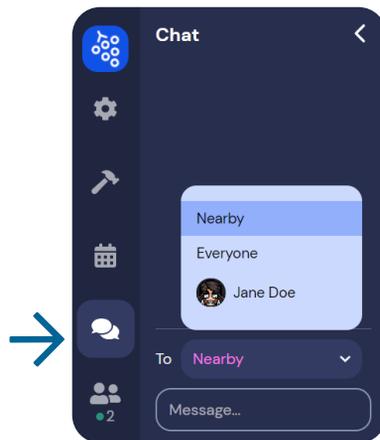
Search for an Attendee

You can search for a specific person with his/her name in the “Participants” icon on the left. There are three ways to contact them.



Messaging/Chat Feature

You can chat with a specific person, those near you, or to everyone. Please use this feature sparingly.



Video Chat

As you get closer to other attendees your and their camera will become clear and you can video chat with that person.



Private Space

When you step in a private space, a note will be shown at the bottom "You have entered a private space". In that space you can only chat with the people who are in the same private space.

All Exhibits and Posters are private spaces



Private spaces with Tables/Chairs

Each table and the chairs around the table make up a private space, and only people sitting on the chairs around the same table can talk to each other.



Exhibitor Material

Walk up to the booth and then press the "X" button on your keyboard to open it.

The material may be an image, web page, or video.

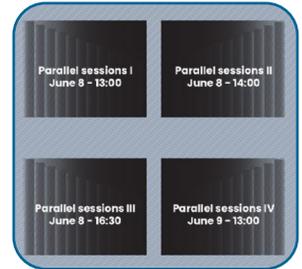


Presenter Information

You should have received an email with your poster presentation date and time. The poster sessions will take place within Gather.Town. You will receive login credentials by June 1 which will provide access to both Gather and the CONFlux virtual platform.

At the time of your presentation, you can navigate to your specific Session's poster room within Gather. The poster halls can be accessed from the main exhibit room. You will select the correct 'Parallel session' staircase, and then you will navigate to the correct poster room for your Track. Attendees will be able to navigate to different poster presentations throughout the session.

You can share your screen and webcam, and you may present either your PowerPoint presentation or your poster itself. Posters will be accessible throughout the whole conference. Please note that your presentation is required to publish your paper in IEEE Xplore.



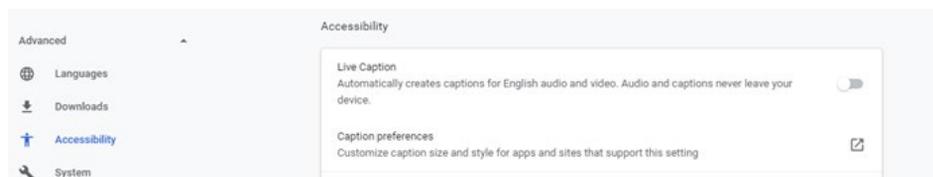
Accessibility

Live Captions within Chrome

The latest Chrome update now natively supports live captioning of audio streams, which WebRTC connects to automatically, so you can have live captioning for other people's audio in Gather!

Go to Settings > Advanced > Accessibility.

Check the 'Live Caption' box.



Captions while Screen Sharing

- Webcaptioner - a free, online live captioning program: <https://webcaptioner.com/captioner>
- PowerPoint's Live Captioning Tool (larger variety of languages): <https://bit.ly/3s8ODau>
- OBS's integration with Webcaptioner (OBS is a video capturing software that lets you alter your out-going video feed): <https://webcaptioner.com/help/integrations/obs>

Please see [this page](#) for more information on accessibility.

Joining Live Poster Sessions from CONflux

Navigate to your session using the Search bar or the Schedule tool. Click on the Gather.Town link at the top to go directly to your session's poster room.



There will be poster maps in each room to guide you. If you are in a session to present, navigate to your poster at the start time. You should be available throughout the session to present to fellow attendees.

Human Language Technology	
POSTERBOARD #1	POSTERBOARD #7
END-TO-END ACROSTIC TO SEMANTIC TRANSCRIPTION	51-BEST CROSS-MODAL LANGUAGE MODEL PRE-TRAINING FOR END-TO-END SPOKEN LANGUAGE UNDERSTANDING
3182	3009
POSTERBOARD #2	POSTERBOARD #8
ACOUSTIC-BASED INTER-RECOGNITION USING DISCOVERED PHONETIC UNITS FOR LOW-RESOURCE LANGUAGES	END-TO-END SPOKEN LANGUAGE UNDERSTANDING USING TRANSFORMER NETWORKS AND SELF-SUPERVISED PRE-TRAINING FEATURES
3650	4343
POSTERBOARD #3	POSTERBOARD #9
SPEECH-LANGUAGE PRE-TRAINING FOR END-TO-END SPOKEN LANGUAGE UNDERSTANDING	SENTIMENT-AFFECTED FEEDBACK CO-INTERACTIVE NETWORK FOR SPOKEN LANGUAGE UNDERSTANDING
4034	4800
POSTERBOARD #4	POSTERBOARD #10
TWO-STAGE TEXTUAL ENSEMBLE DISTILLATION FOR END-TO-END SPOKEN LANGUAGE UNDERSTANDING	FINN TRANSFORMER MODELS FOR SPOKEN LANGUAGE UNDERSTANDING
4641	2636
POSTERBOARD #5	POSTERBOARD #11
SELF-SUPERVISED SPOKEN LANGUAGE UNDERSTANDING VIA SELF-SUPERVISED SPEECH AND LANGUAGE MODEL PRE-TRAINING	GENERATING ACOUSTIC AND LINGUISTIC EMBEDDINGS FROM PRE-TRAINED SPEECH AND LANGUAGE MODELS FOR AGENT CLASSIFICATION
3543	3454
POSTERBOARD #6	
DO-AS-1 (MEL) NOT AS 1 (SFM) SEQUENCE LOSS TRAINING FOR SPOKEN LANGUAGE UNDERSTANDING	
4267	