

Event Creation and Discovery



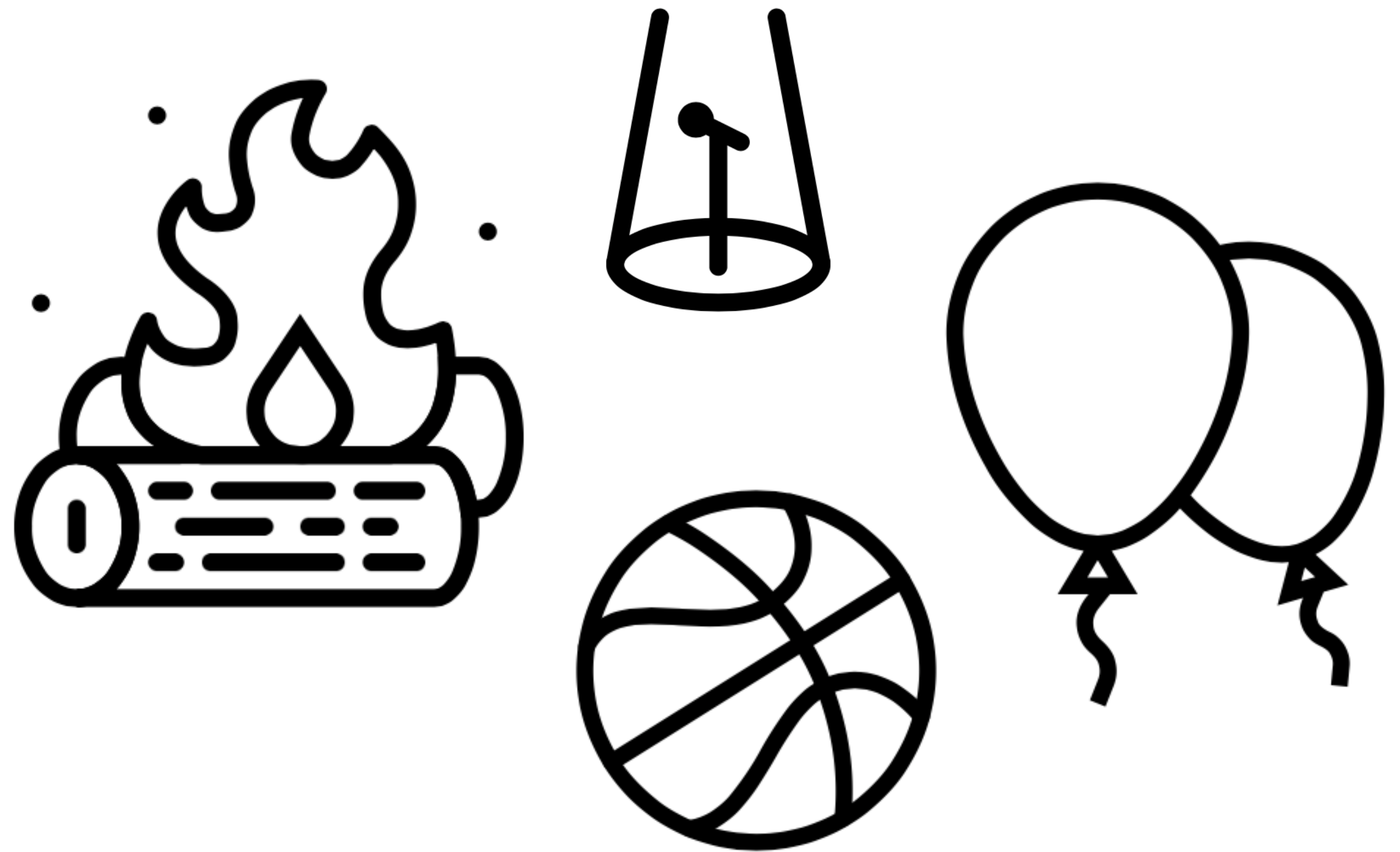
Ideas to workshop:

- **Create events via a beacon**
- **Create events via a snap**
 - UI questions in to consider
 - Possible new features as side project
- **Surfacing events in Go To**
 - UI questions in to consider
 - Organizational questions
 - Possible new features as side project
- **Handling event notifications**
- **Event lifetime, and ephemera aggregation**

Create events via a beacon

What is a beacon?

A physical focal point to an event that signals that people are near each other and interesting things are happening



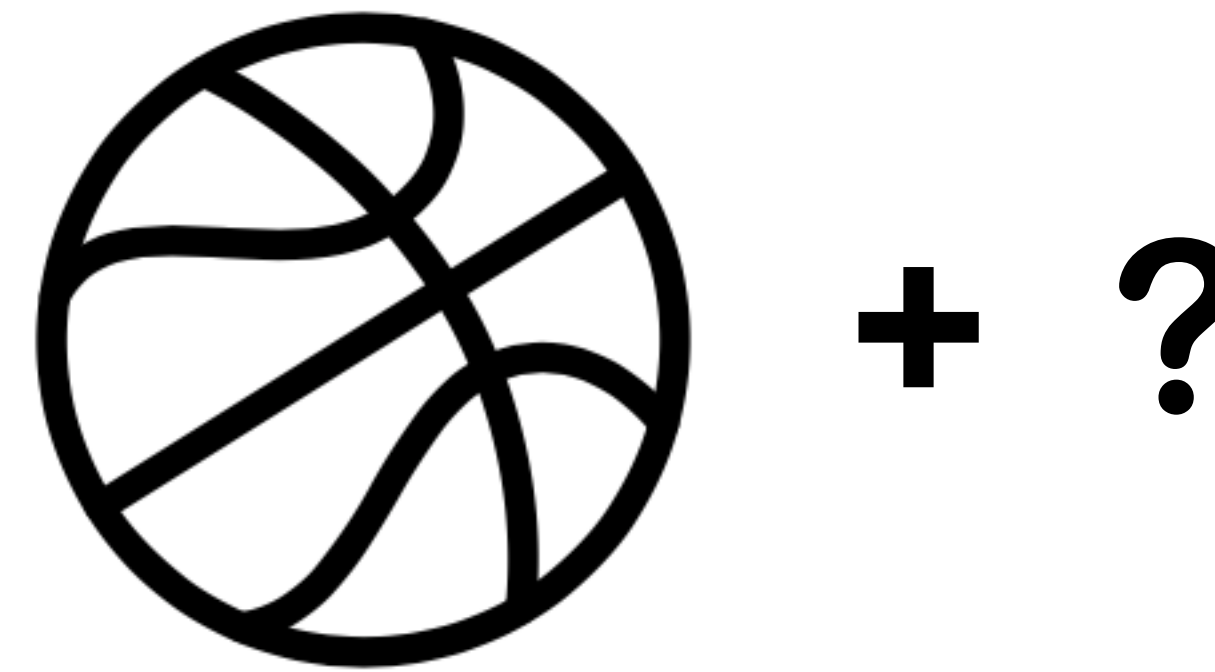
Create events via a beacon

The marketplace already has many things that *could* be candidates for beacons.

If there was sufficient information about the circumstances of those things being rezzed.

The missing information may be

- Who rezzed it?
- Where was it rezzed?
- How many people are nearby?
- How many other beacons are nearby?
- What domain is it in?
- What kind of beacon/activity is it?



Create events via a beacon

For instance:



Paul likes basketball
He's friends with Petra
He is connected with Patrice
He likes hanging out in big groups
He spends lots of time in Playa



Basketball + Patrice



Bonfire + Petra +
Playa + 20 people

If we can devise a scoring algorithm that accounts for the relative value of these kinds of parameters we might make good enough estimates about saliency for particular individuals that we won't require people to take overt action via UI to invite attendees and describe events.

Create events via a beacon

On the other hand, we could imagine a tablet app that looks like this:

The obvious advantages to this is that it is a targeted and explicitly user initiated

The disadvantages to this are that

- the user may have to type
- they have to be connected to those they want to invite
- events are deliberate, less spontaneous
- this is tipping toes into building chat

Invite Connections

Who?: ☒ All my connections

Choose

▼

I am:

hanging out
building
playing a game
celebrating
exploring
in need of help
other

▼

Send Invite

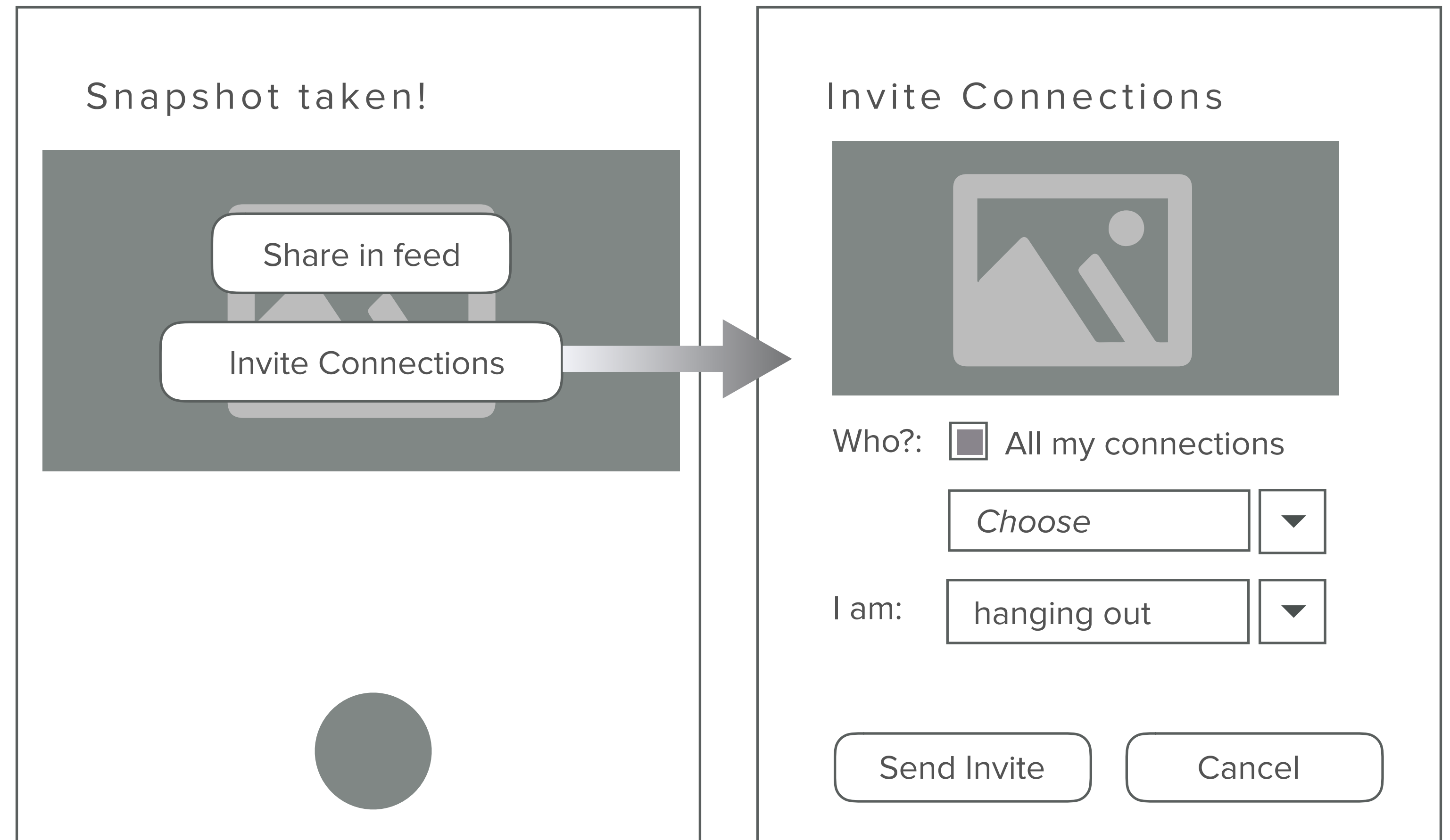
Cancel

Create events via a snap

Taking and sharing a snap could be another catalyst for initiating an event:

This will add another path for users to be prompted to initiate events, and add a compelling picture, which can be shared with the recipients and in the snaps feed

It would require making a number of changes to how snaps work on the tablet

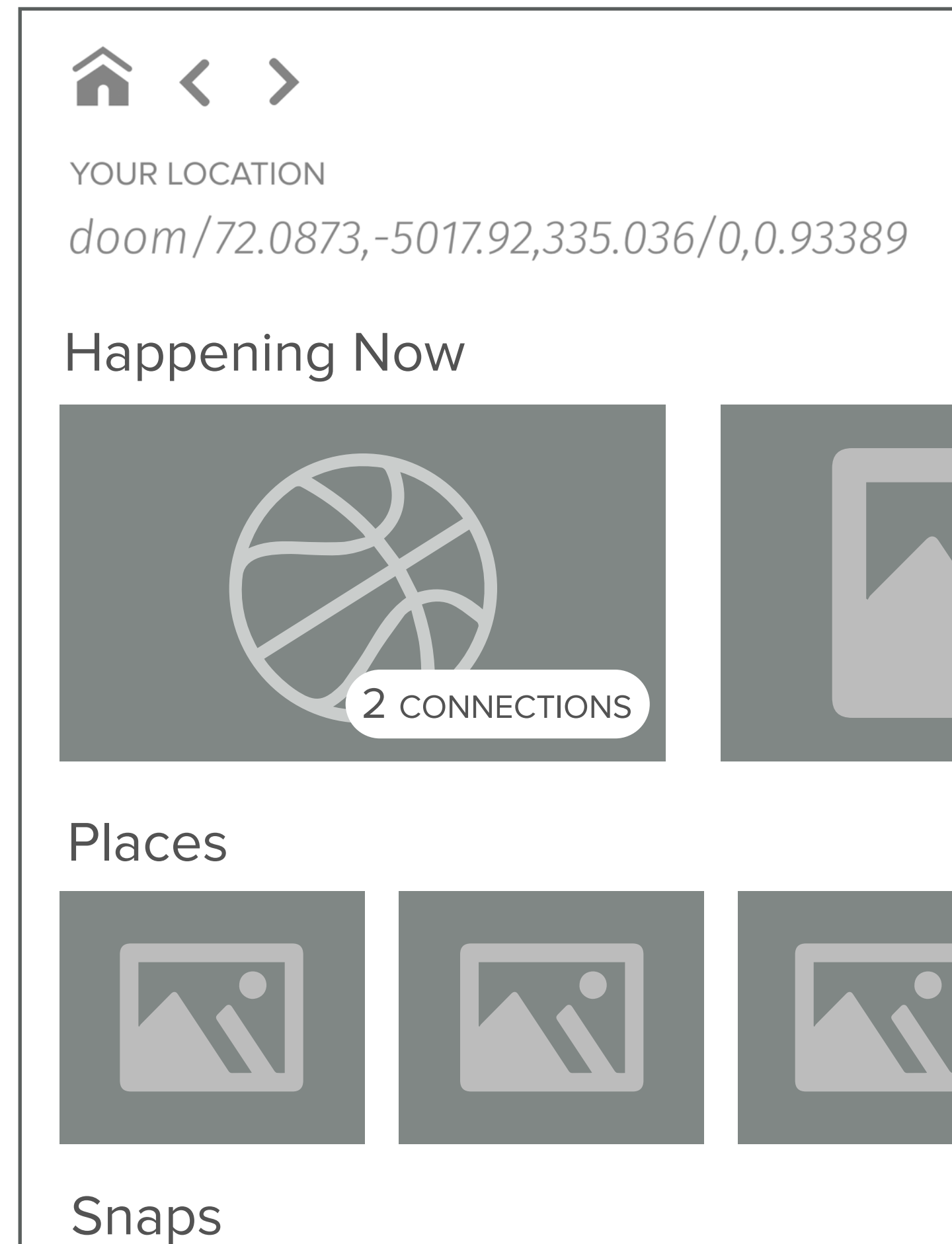


Surfacing events in Go To

Whether we use beacons or snaps to initiate an event, it is likely we will want to use the Go To app as a clearinghouse for interesting events taking place

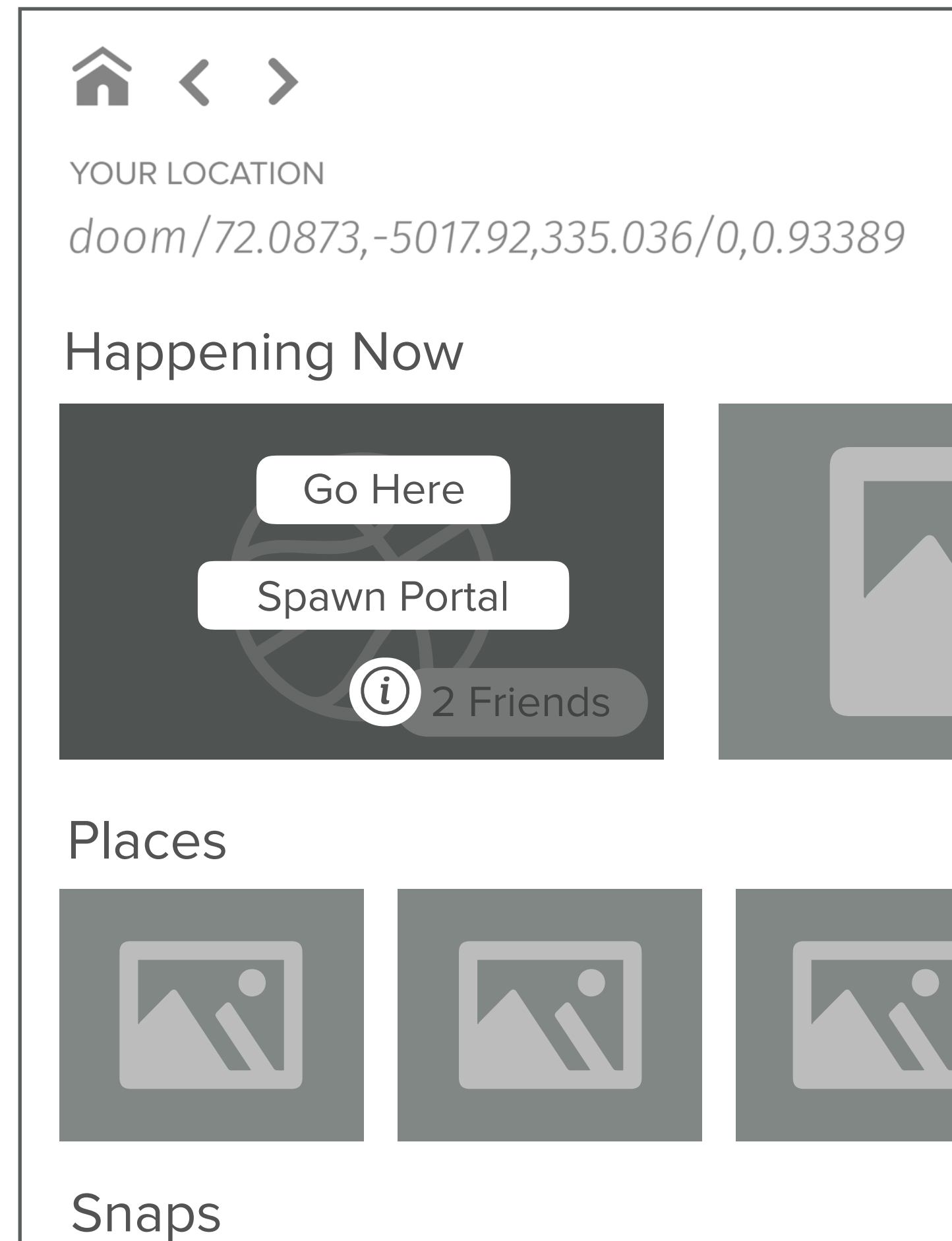
The current design for Go To is not ideal for the tablet, and was intended as a temporary solution

There is an opportunity, though maybe ancillary to this project, to consider a different organizational scheme for Go To



Surfacing events in Go To

There are also features that could improve the utility of Go To, and which could specifically aid in event creation and discovery



Handling event notifications

If someone you are connected with shares an invite with you we could notify you with a haptic pulse and with a notification message:

Howard share a snap of what's happening in Archillogic.
Open "Go To" to see it

Howard share a snap of what's happening in Archillogic.
[Ignore](#) [Join Howard](#)

The “ping”- the snapshot card from the connection is identified with a border or icon and is first in “Happening now”

