Scientific Network Participatory Translation Studies

Heteroglossic communication from an actors´ centered perspective

DFG Deutsche
Forschungsgemeinschaft
German Research Foundation

Program booklet
2nd Network meeting
(digital via Gather Town)
November 24 + 25, 2022

Coordination:
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funded by the DFG

Thursday, November 24, 2022 - 3:00 pm - 7:10 pm
(Central European Time)

3:00 pm – 3:15 pm
Welcome and organizational matters

3:15 pm – 3:45 pm
Poster presentation and discussion
- **Karolien Gebruers** (Heriot-Watt University, Edinburgh, Scotland)

3:45 pm – 5:00 pm
Poster exhibition (part 1)
- **Laura Morgenthaler García** (Ruhr-University, Bochum, Germany)
- **Marta Estévez Grossi** (Leibniz-University, Hannover, Germany)
- **Şebnem Bahadir** (Karl-Franzens-University, Graz, Austria)
- **Monnapula Molefe** (University of the Free State, Bloemfontein, South Africa)
- **Martina Schrader-Kniffki and Nadine Müller** (Johannes Gutenberg University, Mainz, Germany)

5:00 pm – 5:15 pm
Break

5:15 pm – 6:15 pm
Poster presentations and discussion
10 min. short presentations plus 10 min. questions and discussion
- **Laura Morgenthaler García**
- **Marta Estévez Grossi**
- **Şebnem Bahadir**

6:15 pm – 6:30 pm
Break

6:30 pm – 7:10
Poster presentations and discussion
10 min. short presentations plus 10 min. questions and discussion
- **Monnapula Molefe**
- **Martina Schrader-Kniffki and Nadine Müller**

Platform: gather.town
(see the *Guide to Gather Town* on pp. 5-7)
 link: **https://app.gather.town/events/UQlUHIqqSxebjBiH6zZh**
 password: network_meeting_112022

Gather

Friday, November 25, 2022 – 3:00 pm – 7:15 pm
(Central European Time)

3:00 pm – 3:45 pm
Poster exhibition (part 2)
- **Jemina Napier** (Heriot-Watt University, Edinburgh, Scotland)
- **Nina Gray** (Johannes Gutenberg University, Mainz, Germany)
- **Silke Jansen** (Friedrich-Alexander University, Erlangen-Nürnberg, Germany)

3:45 pm – 4:00 pm
Break

4:00 pm – 5:00 pm
Poster presentations and discussion
10 min. short presentations plus 10 min. questions and discussion
- **Jemina Napier**
- **Nina Gray**
- **Silke Jansen**

5:00 pm – 5:15pm
Break

5:15 pm – 7:15
Collective planning and discussion
- Evaluation and discussion of the 2nd meeting
- Planning of the 3rd virtual network meeting (2023)
- Rough planning of the conference in Germersheim, Germany (2024)

Platform: gather.town
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 link: https://app.gather.town/events/UQlUHIqqSxebjBiH6zZh
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Gather

Guide to Gather Town

Link to our space in Gather Town:
https://app.gather.town/events/UQlUHlqqSxebjBiH6zZh
Password: network_meeting_112022
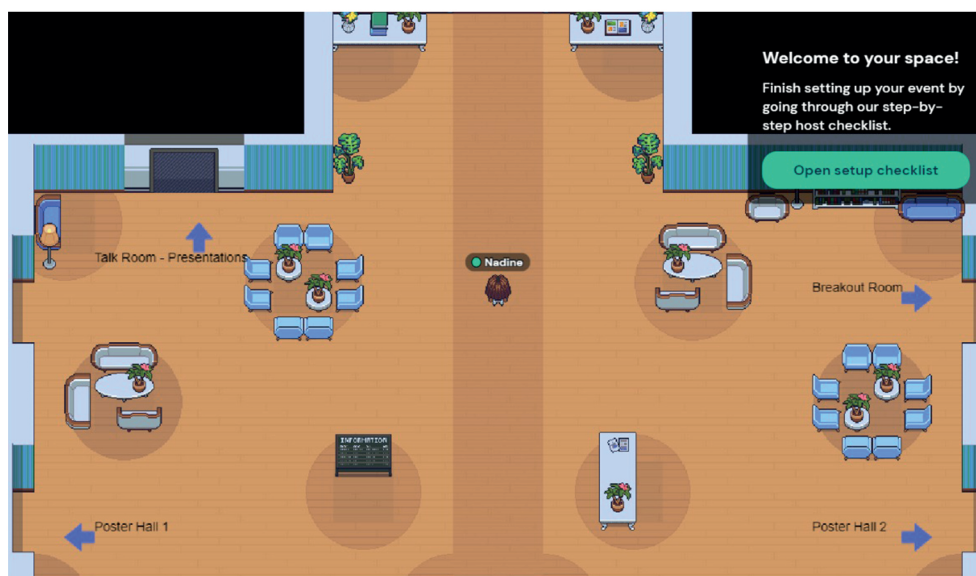
1. What is Gather Town?
Gather Town is a web-based video calling experience and virtual space for people to interact. It combines video-calling with a 2D map that lets you walk around, talk to the other people next to you, as well as interact with objects. It can be used for a variety of different settings.

2. What does the virtual space look like?
The space in Gather Town we created for our second network meeting includes

- a virtual lobby,
- two poster halls (one for each day of the meeting),
- a talk room where the poster presentations will be hosted,
- as well as a breakout room we will use for our last activity on Friday

When you join our space, you will automatically arrive in the lobby. There, we will welcome you at the reception table and provide you with further information. Then you will have the chance to explore the space. On the lobby floor, you will see arrows that indicate where the poster halls, the talk room and the breakout room are, thereby helping you to find your way around.

A view of the lobby with the arrows that indicate the location of the specific areas where the activities will take place.

Gather

3. How does Gather Town work?

Please note: Gather is best supported in **CHROME and FIREFOX.** We highly recommend using one of these browsers to make sure you don't face any technical problems during our event.

a. Landing page and Demo

When opening the link to the space in Gather Town, you will first get to a landing page, where you can find useful information about the event, are provided with a quick guide to Gather Town, as well as have the possibility to try out a quick Gather demo before joining the event.

b. Log on using our unique link and password, and set browser permissions

When you first enter Gather in Chrome or Firefox (or if you've cleared your Chrome or Firefox history), you will see a pop-up asking for camera and microphone access permissions. Select **Allow** to enable audio and video <u>before</u> joining the gathering.
For a detailed explanation on how to set browser permissions, go to:
Setting Browser Permissions (gather.town).

c. Create and customize your Character/Avatar

When you first visit a Gather Space, you get to choose your **avatar**, the digital character that represents you in the space. When you've picked details for your body, clothing and accessories, select **Next Step**. Enter a name for your character, then select **Finish.** The so called **Check Your Hair** screen then displays a preview of your character and a preview of your video feed, with the input/output options for your camera, mic, and speakers. When you're ready to continue, select **Join the Gathering.** You can still change your name and character once you've entered the space, just go to the **Personal Menu** in the **Navigation Bar.**

d. Explore the 2D space

- Use the **arrow** or **WASD** keys to navigate the space.
- Your audio and video connect to others as you approach them and fades out when you walk away.
- <u>To find someone</u> on the Map, you can preview the **Participants list**, select a person's name, then choose **Locate on Map** (this option will display a dynamic line that will lead you to wherever the person is) or **Follow** (this option will automatically move you in the space to the person and will attach you to them so they can lead you through the space).
- You can **press "x"** to interact with glowing objects. You can close an interactive object by pressing "x" again.
- You can press the keys **1 to 6** to emote.
- When you're done using Gather, all you need to do is shut your browser tab.

Gather

4. How will the poster exhibition work?

We would like this meeting's poster exhibitions to be an informal opportunity for the attendees to start exchanging ideas about the meeting's focus on how to conceptualize participation and how to approach it method(olog)ically, based on the posters of the presenters.

Attendees, via their avatars, will be able to move through the virtual poster hall and view the posters exhibited, as well as interact live with other avatars. Presenters will be assigned a poster position in the hall and should dedicate some part of the live session to standing by their poster so they can interact with attendees (answer questions, discuss aspects presented on the poster etc.). Of course, presenters can also move around the hall in order to view the other posters during the session.

Please note: As soon as you enter the shaded area in front of a poster set, you enter a **private area.** Anyone in that area can see and hear each other's audio and video, but cannot hear or see others' videos outside of that area. Also, as soon as you approach a poster set, a small **preview of the poster** will appear. If you want to view the poster full screen, you need to press "x" on your keyboard. When you are viewing the **full-screen** image, you can zoom in and out, click and drag, scroll up and down, as well as use your cursor to point and click on the poster. You can close the full-screen image by pressing the "x" or "esc" key, or by clicking the "x" at the top right of the window.

5. How will the poster presentations work?

The short poster presentations will take place in the talk room available in our space in Gather Town. During the presentation, the spotlight will automatically be on the presenter, so that he or she can be heard and seen in the whole room. The presenter will be asked to share his or her poster for the duration of the presentation and the subsequent discussion, so please have the document ready for sharing.

If you have questions or technical difficulties, you can get in touch with Nadine Müller **(nadimuel@uni-mainz.de)** from our organization team. You may also find the answers to your question in the **Gather Help Center.**