I like the coloration and the overall theme but found the Metaverse overly large and clunky and thought the empty rooms next to the posters on the walls were kind of strange. What are they there for? Are we putting something in those rooms or are they just for decoration? Also the scale of the room is so huge that I found it hard to navigate up and down within the room in order to see everything. The design reminds me of the Dwemer ruins in Skyrim but somehow they make the scale of the room(s) (in Skyrim) more bearable without having to look up and down so much. I'm not really sure if the room could be a little bit shorter with slightly less looking upward to do, and that would help.

Compelling: Color scheme and overall theme. Interior circular room was great, if a bit too tall. Underwhelming: The extra rooms, with no real indicated purpose to them. Are banned books going to be inside? Is this a space that the interns will be designing? What goes there? It drove me crazy that I was moving so slowly in such a large area towards... empty rooms.

I would speed up the "walk speed" for the user or shrink down the room a tiny bit, or both. I felt like I couldn't just waltz into a space and out of it, I had to wait and wait for my "avatar" to mosey on over, and it was excruciating. Everything seemed too large. Also the altar or dais in the center was blocking my view of the things on the wall, I realized. That space should be open and easy to see across, sort of like the courtyard of the Getty. Maybe a reflecting pool should be in the center instead?

Why are all the panels largely grayscale? Don't you think it should be the other way around--the room itself should be bland and the posters should highlight the information with bright colors? Also the panels were not terribly different from one another to the point of seeming like broken records. They were all largely the same and I didn't feel compelled to really click on them or interact with them.

The space must be user friendly and easy to use, not clunky and overdone. I want to get the point across and create a dramatic effect, but sometimes a little goes a long way, and I think the current iteration is just too much, too big, and too dramatic for its own good. 75% of what it currently is would be much better.

I would be more careful with color and try to use it in specific targeted areas to draw attention to the content, not the space itself. I also think that the "posters" in the main gallery with information linked to them should be horizontal and not vertical, as to draw the eye around the room and not up and down. Again, it's very hard to look up and down in the Metaverse due to the scale of the room, so maybe if it were scaled down slightly, it would look better as-is? Also, are the books on the shelves going to be interactive? If they could be "opened" or linked to actual banned books and information on what they are about, that would be great. Some people don't even realize (somehow, even in this day and age) that books are being banned and what books would normally even be banned in the first place.

I frankly found it difficult to draw up enough interest to click on all the links. That's pretty damning in my opinion, because usually I am a patient and curious person when it comes to virtual spaces. I didn't feel immersed in the space at all. The scale felt off, the color scheme of the panels vs. the rest of the space felt off, but the overall design is good and evokes a positive emotion. It's just not quite right somehow.

I used my Lenovo Legion AMD laptop-- it's for gaming so it's pretty fast. The lack of speed in moving around the room was pretty obnoxious, and I found myself wanting to leave the space quickly as a result. Also looking up and down is pretty annoying, so the stacked information I was hesitant to look at or click on. When we were discussing the use of panels, I thought the panels would be the size of the wall in one of those little rooms, not a boilerplate poster in the main gallery.