Topic #1 "3D Scanning/Modeling" - Small Group Discussion (1 hour.)
Prompt: Break into groups based on interest and expertise. Ideally, each group should have a variety of institution types/size/budgets

- What resources are required to set up an all-encompassing 3D/VR program (position titles, IT infrastructure, imaging hardware types, software)?

- Common principles of digital preservation advocate for formats that are open, non-proprietary, with broad user/community support , and lossless compression (e.g. TIFF, MKV). Access formats tend to rely on similar criteria, but with lossy formats rather than lossless formats (e.g., jpeg, mp3, What are the best formats in your community for saving 3D image data for access and preservation?

- What are the best image capture methods for your respective communities? How do the features (texture, material, reflectivity, transparency, shape, size, color, volume, granularity of detail) of your image subject affect choice of image capture method (laser, structured light, photogrammetry, CT, LiDAR, multi-modal)?

- What researchers and practitioners require penetrating 3D scanning technology (e.g. CT scanning)? Would researchers and instructors in your field benefit from the volumetric data output by such scanning techniques, assuming cost was no issue?

Collate topic #1 conclusions as a larger group. (45 min)
- Moderator speaks for each group
- Time for further comments
- Conclusions

Topic #2 "Storage, Access, and Management " - (45 minutes)
- Which components of existing 3D discovery platforms (e.g. Sketchfab, Morphosource, Thingiverse, Smithsonian) would you choose to recombine? Which would you disregard?
- In what ways do 3D/VR data types differ? What sorts of special accommodations need to be made for them in regards to storage, access, and management?
- What existing infrastructures are useful for supporting 3D/VR?
- What services and systems are useful in the current environment? What is missing and necessary to develop? What should the wider community of information institutions be doing to support these needs?
- What roles and responsibilities are required to support storage, access, and management of 3D/VR data?
- What barriers have you encountered and what strategies have you adopted to overcome them?

Collate topic #2 conclusions as a larger group (45 min.)
Moderator speaks for each group

- Time for further comments
- Conclusions

Topic #3 "Integrating 3D into Existing Scholarly Communication and Makerspace Practices" -(1 hour)
Prompt: Divide into groups based on institution (researchers sit with fellow researchers, librarians sit with librarians, vendors sit with vendors)

- Researchers: How should data be published for a journal or a repository
- Librarians: How should libraries support data model?
- Vendors/trainers: how should hardware and software support metadata, replicability, and reproducibility?
- Non-profit/cultural heritage: Have you run into any specific licensing roadblocks or cultural protocols with regards to educational 3D content?
- How would your organization/institution use Creative Commons licensing (regardless of level) on 3D content produced in-house?

Collate topic #3 conclusions as a larger group (45 min)

- Moderator speaks for each group
- Time for further comments
- Conclusions

Topic #4 "Metadata requirements for publishing and discovery" - Small Group Discussion (1 hour)

- What important discovery functions do you need? In what ways do 3D/VR products need to be searchable and retrievable for you, your institution, or others? Who do you expect will be searching and how will they be searching?
- What metadata schemas and tools are required in 3D/VR production workflows?
- What core metadata fields are necessary for your work?
- How can 3D/VR production processes integrate metadata from existing sources?
- How do we enable searching across multiple collections?
- Compared with current search tools for 3D/VR products, where do we need to be in 5 years?

Collate topic #4 conclusions as a larger group. (45 min)

- Moderator speaks for each group
- Time for further comments
- Conclusions