

Quo vadis, Warpstock Europe?

or: Project Deep Impact

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November 2 - 4, Warpstock Europe 2007

Outline

- 1 The Story so far
 - Situation
 - Results
 - Remedy

- 2 The Future
 - Already Accomplished
 - Open tasks

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History

The past situation:

- Nobody who tries to ensure that a Warpstock Europe happens
- No public status reports
- Nobody steps forward at first, then last-minute effort
- No organisation infrastructure
 - No information resources
 - No communication infrastructure
 - No presentation infrastructure

Results

Each year, organisers have to start from scratch:

- Find out how to do things themselves
- Search for knowledge bearers
- Communication facilities have to be set up
- Web site has to be set up
- Info and PR material has to be written

Results - 2

Corollary

- *Knowledge gets lost*
- *Much time is spent on re-inventing the wheel*
- *High stress level for organisers*

D'oh!

- Suboptimal experience for organisers and visitors
- Reluctance to organise (another) event

Remedy

Theorem

- *Create lasting infrastructure*
- *Reduce workload*
- *Create awareness*

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Already Accomplished

New infrastructure provides:

- Library with information about organising an event
- Communication facilities
- Presentation facilities

Open Tasks - Infrastructure

- Improve existing features
- Extend features
- Add content

Contributions required!

warpevents.eu provides the infrastructure. Somebody else has to put it to use!

Sponsoring very welcome!

Ensures:

- Hosting
- Ongoing development

Open Tasks - what else?

Possible issues:

- Web site: Travelling directions, forum, new features
- Sessions: start, end, breaks
- Schedule: topics, hand-out
- Social event: Yes or no? What kind?
- Warpstock board: Good idea or too much bureaucracy?

Your suggestions?

The End

Thank you for your attention.