Google I/O Notes, Contacts

- People to contact and why
    - Meggin Kearney (MKearney@google)
        - Talk in more detail about what she looks for in hiring technical writers
    - Myles Borins (@mborins)
        - Ping about LTS team in Node if I don't hear from him in a week
- Sent emails
    - Chris Mills (cmills@mozilla)
        - Talk about writing content for MDN
    - Paul Bakaus (PBakaus@google)
        - Finish re-writes of AMP article and send it to him
    - Morten Rand-Hendriksen (mrh@linkedin)
        - Send issue number of Gutenberg closed issues
        - Ask further questions about where Gutenberg is going and what's the purpose
    - Peter Lubers
        - List of suggestions on what do for the rest of the year
    - Zoe Liu (zoeliu@google)
        - Request full configuration for aom source compilation
- Things to write about
    - Immersive Web
        - What it is
        - How it works?
        - Magic Window, glipmses of VR in a 2D context
        - [webxr examples](#)
    - Material Design, Typescript and GAE
        - Why only Sketch for the editor?
        - [Material Design](#)
        - [Material Component Github Repo](#)
        - [Material Components Catalog](#)
        - Build a site using the following stack
            - Typescript transpiled to ES2016 for code
            - Express and Node for the server
            - Material Design for the UI
            - Google App Engine for hosting
                - Integrate with other portions of the GCP stack: Storage Buckets, others?

- Assistants and actions on Assistant
    - How can we enhance existing sites?
    - Creating mixed media elements
- AI, Accountability and Ethics
    - Why and why now?
    - Ethics
    - Pros and Cons
- Conversational Interfaces for Assistant and elsewhere
    - What they are?
    - Why they matter and why now?
- AV1 Playground
    - Test encode and decode with parameters provided by Ziu
- Written articles
    - Playable Places
        - Concept
        - Comparison
        - Execution
            - Idea: Building Geoteaming with Google Maps
            - Idea: Using games to market a location
        - [Start building real-world games](#)
    - link rel="canonical"
        - What is it?
        - How does it work?
        - Why would you use it?