Our Networks 2020 Sponsorship Package

Growing Our Networks in Uncertain Times/Places

August 7–9, 2020
Online, Distributed
Based out of UTC-4 from America/Toronto

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Background

Our Networks is a community event about the past, present, and future of building network infrastructures. The event hosts keynotes, talks, and hands-on sessions on topics including: decentralized systems, peer-to-peer web, community networks, blockchains, and new network communication and storage protocols–for example Dat, InterPlanetary File System (IPFS), <a href="Secure Secure Secure

This year we're taking a different approach given the rapidly evolving COVID-19 situation.

This is a call to face the uncertainty together—come meet us online. We are moving beyond an in-person event, instead inviting participants to collectively invent the future of our networks in virtual spaces. In the presence of so many unknowns, how can alternative network infrastructures support the creation of radically equitable futures? What tactics of distributed collective care allow us to offer mutual aid in this moment? How can we apply more broadly what we learn as we go about decentralizing the conference across time and place?

Format

We're hosting a range of virtual activations through the month of July leading up to and including the weekend of August 7–9. We will include familiar formats like streamed talks and virtual workshops, but because of the technical interests and expertise of our audience we also expect activations that break free from the bounds of an "online conference." For example, a durational study group, a meetup in a game world, an online art project using a platform in unexpected ways, experiments with collective forms of distributed expression (à la Twitch Plays Pokémon), etc. Leaning into new forms of interaction that build collective experiences at a distance, we want to collectively cultivate virtual experiences that feel intimate, exploratory, and expansive.

Our goal is to minimize barriers and create a welcoming environment through a variety of strategies: having a <u>Code of Conduct</u> in place with clear enforcement guidelines, supporting first-time speakers, performing direct outreach to underrepresented communities, having free public aspects, and keeping registration low-cost through sliding scale tickets and scholarships.

Audience

Our audience is a mix of enthusiasts, hardware and software hackers, designers, researchers, software developers, and digital activists. In 2020 we are expecting 150 attendees to register for the core set of events, with drop-ins from up to 500 attending various online activations who are located worldwide. In 2019 we had 130 conference attendees, a growth from 2018 (100 attendees) and 2017 (40 attendees).

Sponsorship Levels

We are seeking sponsorship to cover costs associated with the month long series of online events. We have four sponsorship levels: Tier 1 through 3 Network Providers and "Screen break."

	Screen	Tier 3	Tier 2	Tier 1
	break \$100	\$500	\$1000	\$1500
Mention in conference opening and closing plenary	~	~	~	✓
In-event Branding				
Logo on presentation buffer	~	•	•	•
Logo on virtual objects (i.e., backgrounds, default avatar skins)				•
Logo on printed materials (i.e., program)			small	large
Inclusion of material in registration package (i.e., stickers, postcard or letter-sized mailer)			•	•
Online Branding				
Logo on website	~	•	•	~
Social media shout-outs during and after event		•	•	•
Swag Branding				
Logo on swag (i.e., t-shirts, totes)				~
Event Attendance				
Complementary core tickets		2	4	unlimited w/ RSVP