The Good, The Bad, and The Ugly of Nanocon 2013

GOOD

1. Artist’s Alley
   1. Maybe closer to Fredd next year
2. Layout
   1. Extra hallway for video games with TV
3. Game Projects presentations on stage
4. Failure to burn down playhouse.
5. Allen was helpful
6. SIS (50 signups)
7. Running out of food Sunday in concessions
8. No Rock Band
9. Ticket system
   1. More advertising of ticket system
10. Drama club
11. Charity Raffle
    1. $311 for child’s play
12. Flow by the front table
13. People enjoyed the ARG
14. Having overnight security
15. Alumni returning
16. Paint and Take (thank you Travis)
17. Ban Hammer
18. Happy Vendors
19. Breakfasts
20. Picture in the Paper
21. Photographer
22. Word is spreading around Madison
23. Happy Police
24. Happy Speakers

BAD

1. Communication breakdowns
2. More free time for guests
   1. Ask them to run events?
3. More Tidball
4. More cooperation from game design students is needed
5. Schedule got together too late
6. USE SVN
7. Need healthier food options
8. Better communication with vendors about products to bring
9. More people helping clean up
10. Vendor communication
11. Playhouse contract (next year’s in SVN)
12. Con rules need to be in book
13. Book problems
14. Advertise ticket system
15. Sign hanging
16. Lack of inventory (what do we have already)
17. More power cords
18. Killing people
    1. Ashes, Bizkit, Chris, Cindy etc.
19. Recruiting new people
20. Need more events
21. Geekier speakers
    1. Geekier topics
    2. Marketing guests
22. Video game tournaments
23. Over use of PA

UGLY

1. Allen’s hair
2. Advertising
3. Social media
4. Communication
5. Car reservations

First meeting for 2014 Wednesday December 4 at 6 PM, in the Trojan Center.