Good Bad and Ugly notes

GOOD:

1. Con Bucks
2. Fast set up
3. No one died
4. Artist’s Alley ran smoothly
5. Streaming
6. Online scheduling
7. Pulled together and made it work
8. Sodexo/Javier
9. Speaker scheduling offset from gaming
10. Fantasy Trading Post
11. $400 raised for Extra Life
12. RPGA ran well
13. SIS ran well
14. Lots of options at concessions

BAD:

1. Staffing
2. Defining roles at con
3. Defining schedule and space at con
4. Not using the SVN enough
5. Email list not complete
6. More content for social media
7. More transparency of finances
8. Entry area needs to be more inviting
9. Front desk needs to be more inviting
10. Badges
11. More automation
    1. Pre-registration
    2. Event registration
    3. Surveys
12. Meeting agendas and scheduling
13. Integrating with IDIG
14. Organizing tables in RPGA area
15. Organization of con hall
16. More power strips

UGLY:

1. Too few people at clean-up
2. Event sign up system
3. Table confusion
4. Need a state vehicle
5. Sound board problems
6. Last year’s SIS contract
7. Poorly attended/non-productive meetings