

Do we still need to have virtual events?

Ray Paik

Head of Community at  cube

 @rspaik

What we'll discuss today

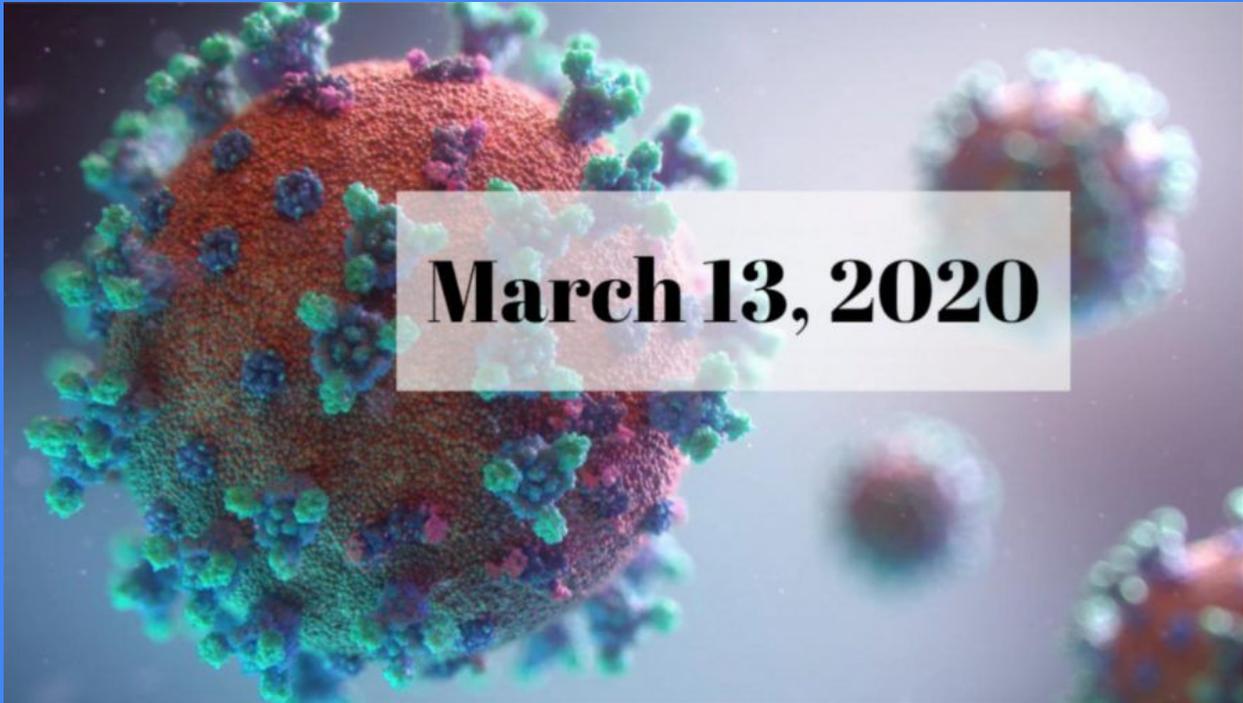
- Why do we do events in open source communities?
- Our experience with virtual events early in the pandemic
- Events that work well in virtual settings
- Complementing in-person events
- Dos and don'ts

What do we do at events?



Why we look forward to events 🎉





Virtual events early in the pandemic 🙄



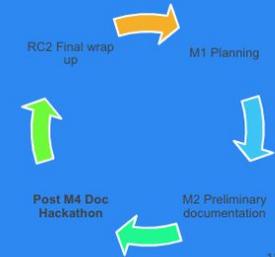
We were doing things in virtual/hybrid settings even before the pandemic



How to encourage community engagement, doc specific events (LFN)

- 2 hackathons/release cycle (virtual participation)
- A full day dedicated release related content
- We perform reviews, are available for questions and general documentation introduction
- Participation is part of the release requirements
- Dates always set with respect to code freeze

[ONAP Guilin release hackathon](#)



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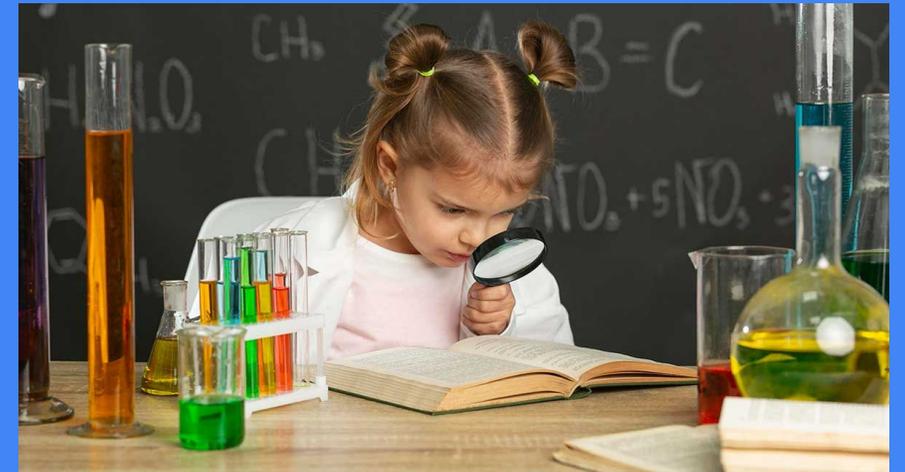
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Some of the pro's of virtual events

- Easier to spin up an event
- Less logistical hurdles for community members
- (Almost) immediate availability of content
- Opportunities for experimentation
- ...



Some things work well in virtual settings



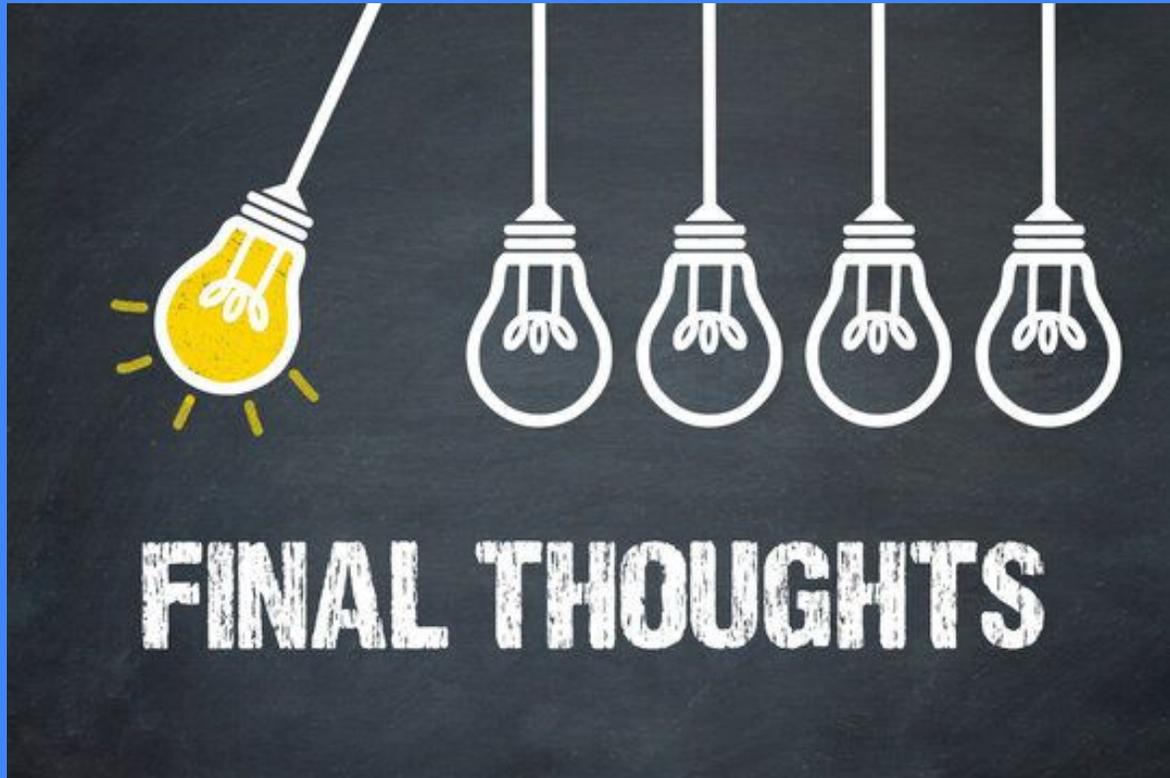
Complementing in-person events



Dos and don'ts for virtual events

- Doing the same things you'd do for in-person events
 - e.g., a full day of presentations
- Put a wall around your content (e.g., after the event)
- Force synchronous participation from everyone

- Publish materials (incl. slides, technical prep guide, etc.) ahead of time
- Asynchronous Q&A sessions
- Provide access to speakers/presenters after sessions



- Shouldn't be an either/or between in-person & virtual events
- Virtual events is another tool that can broaden your reach and help build your community in a more inclusive way
- We now have better tools for and more experience with virtual events

