europythonJul 23 - 26 2020Online



Running EuroPython 2020 as an online conference

EuroPython 2020 – 24.07.2020 Online from Düsseldorf, Germany

Marc-André Lemburg :: eGenix.com GmbH :: Chair EuroPython Society

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Speaker Introduction

Marc-André Lemburg

- Python since 1994
- Studied Mathematics
- CEO eGenix.com GmbH
- Interim CTO / Senior Software Architect
- Python Core Developer
- EuroPython Society Chair
- Python Software Foundation Fellow
- Based in Düsseldorf, Germany
- More: http://malemburg.com











EuroPython 2020 - Timeline

- Organization started late in Nov 2019
- Everything was ready for ticket sale launch by March 2020
- March 12: COVID-19 situation becoming evident
- March 17: Decision to postpone in-person event to 2021
 → Poll for online version



EuroPython 2020 – Poll results





EuroPython 2020 - Timeline

- March 31: Decided to go online with EuroPython 2020
- Had to shutdown in-person organization
- Started research into online possibilities completely new to us !
- Two board members stepped down



- Redefine **budget**
- Find new pricing structure
- Define new sponsor packages
- Find online alternatives to in-person parts of the conference



- Redefine budget use poll numbers as a guideline
- Find new pricing structure reduce prices by 75%
- New sponsor packages replace booths with virtual rooms
- Online alternatives: chat system + audio/visual rooms



• Why not free ?

- Same content as for in-person conference
- Lots of work for volunteers = creating value should be obvious
- Value comes at a cost = Use value based pricing
- Free ruins pricing for future events
- EuroPython Society runs grants based on conference income



- Online means: a lot more work for volunteers
 - Research, experiments, training, rehearsals, trial&error
- Initially only 6 active members left

 \rightarrow Downsize the event to stay on the safe side



EuroPython 2020 Online – Research & Concept

EuroPython 2020 Virtual Conference Concept

Version: 2020-07-22

In this document we are collecting ideas on running an online version of EuroPython and building out a concept on how to implement them. We are making it available to the public in the hope that some of it is useful for other organizers as well.

Enjoy,

EuroPython 2020 Team https://ep2020.europython.eu/ https://www.europython-society.org/

Due to the COVID-19 pandemie, we have to consider postponing EuroPython 2020. Since the venue does not have weeks available later this year, or only with huge extra costs (e.g. 100k EUR extra for the week), the only reasonable option is to postpone to next year and run something else this year.

Raquel suggested doing a smaller virtual online event. Since this is a novelty for EuroPython and the Society, this document tries to outline a concept for running such a virtual event.

Adding to this document

If you want to help add content to this document, please ask for commenting permissions. If you want to get in touch, please write to <u>board@europython.eu</u>

EuroPython 2020 Online Conference Tools

Version: 2020-06-16

In this document we are collecting information we have gathered through our research on various available online conference tools. We are making it available to the public in the hope that some of it is useful for other organizers as well.

Enjoy,

EuroPython 2020 Team https://ep2020.europython.eu/ https://www.europython-society.org/

Due to the COVID-19 pandemie, we had to decide whether to <u>cancel the event or go online</u> in March 2020. After some discussions, we <u>decided to go for the online format</u>, which was completely new to use.

Adding to this document

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EuroPython 2020 Online – Research & Concept

- Chat system... decided on Discord
- Audio/video... decided on Zoom / Jitsi (later removed)
- Concept... scaled down to two conference + sprint days
- Published everything for the community to reuse



EuroPython 2020 Online – CFP

- Repurpose ongoing CFP from in-person to online
- Decided to go global and add more slots for timezones:
 - Indian / Asian / Pacific
 - Americas
- 2nd CFP to reach out to those timezones



EuroPython 2020 Online – Volunteers

- More content = more slots = more tracks
- More tracks = more help needed running tracks
 - → Reached out to potential volunteers
- We now have 18 people helping with track hosting



EuroPython 2020 Online – Running Tracks

- Experiments, joined other events, tried flows
 - → you need (at least) two people per track
- Session chair: moderates the sessions
- Room manager: technical part, speaker on-boarding



EuroPython 2020 Online – Training

- Online session hosting is a lot different than in-person
 - Technical challenges (Internet, camera, lighting, communication)
 - Personal challenges (where's my audience ?, little feedback, misunderstandings)
 - Several communication channels
 - Needs more organization
- We needed to train us, the speakers, the sponsors, the attendees



EuroPython 2020 Online – Training

EuroPython 2020

Hosting Guide

Version: 2020-07-21

Note: This document is still work in progress.

Contents:

Introduction

This guide complements the speaker guide

Important Deadlines

Speaker Training Training slots Training notes Training flow

Presentation flow for hosts Being on time Host roles Touch Base with your hosting partner Set up push-to-talk on Discord Play sound into your zoom session Session chair flow Standard guestions to ask the speaker as ice breaker

EuroPython 2020

Speaker Guide

Version: 2020-07-22

Contents:

Introduction Document Tour Essential Sections Advice and References Important Deadlines Updates to this document Speaker Rehearsals Getting set up as a speaker for EuroPython 2020 Preparations on the conference day of your session Presenting at the online version of EuroPython 2020 Being on time Typical presentation flow Considerations for presentations Images are great, motion picture doesn't work well Presenting using screen sharing Advantages of screen sharing Using audio/video in your presentation Poster Presentation General speaker tips



EuroPython 2020 – Reality check

- We hoped to have around 400-500 conference attendees
 - Conference+sprint tickets are paid; budgeted for 250 paid tickets
 - Reached that goal: around 650 tickets sold
- Added free sprint tickets to attract more developers and help OSS projects; expected around 200 sprint tickets
 - Sprint tickets are free
 - More than 390 sprints-only tickets registered

→ Dynamics of tickets sales are different for online events



EuroPython 2020 Online - Technology

4 YouTube Live Streams

1 Django Website = Registration, Tickets, Tickets, Payments, Talks, CFP, CMS



1 Discord Server = Platform linking everything together 170+ channels

Registration Bot

Stream Bot

6 desktop VMs on Hetzner running GUI / VNC = Hosts for Zoom, Player for Sponsor Ads

18 Personal Setups Windows, Linux, Macos = Co-hosts for Zoom, Audio / Screen Sharing, Player for Sponsor Ads (at least dual monitor setups)



EuroPython 2020 Online – Going to Production

Challenges

- Internet connections going down / being flaky
- Lots of parallel activities for everyone
- Very attention intense = tiring after a few hours
- Solving technology quirks
- Train a lot
- Except the need to improvise



EuroPython 2020 Online – Results

- Same size as the in-person event
- 129 sessions
- 5 keynotes, 2 lightning talk sessions
- 1 data science track, 2 poster tracks, 2 open space tracks
- 128 speakers



Thank you for your attention !



Beautiful is better than ugly.



Contact

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