Best Practices for Hybrid Events

[The webinar will begin at 8:00 am (Pacific Time)]

Best Practices for Hybrid Events

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Welcome to the year of hybrid events!





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Serenze Global

Our name Our mission Our initiatives





To learn best practices for running hybrid events

Overview

Takeaways Formats Rooms Tools People Tips





Key Takeaways

Producing a live TV show Running a seamless event Integrating a hybrid event



1. Producing a hybrid event is like producing a live TV show



2. If you require a seamless hybrid event you may need to double your staff



3. Fully integrated hybrid events are more challenging but also more engaging





What Is a Hybrid Event?

Physical (in-person) event

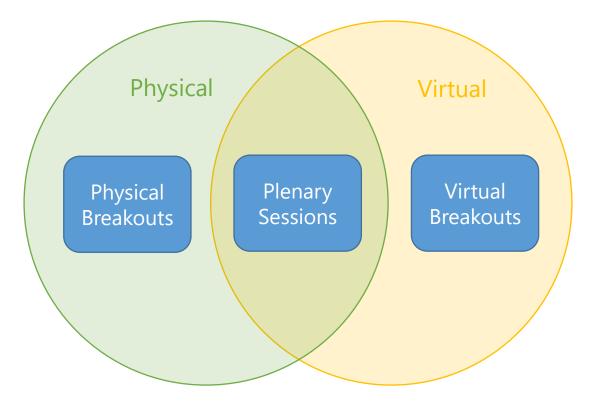
Hybrid event Virtual (online) event

Formats

Two-in-One Hybrid Event Integrated Hybrid Event

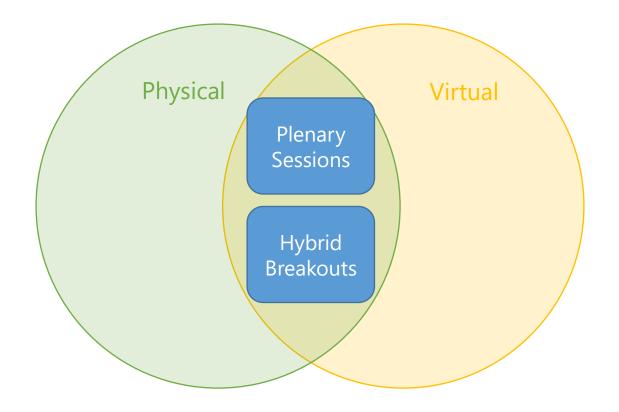
Two-in-One Hybrid Event

Minimal attendee overlap Some overlap in plenary No overlap in breakouts No overlap in networking Virtual "2nd-class citizens"



Integrated Hybrid Event

Single unified event Hybrid plenary Hybrid breakouts Hybrid networking Equal participants



Pros/Cons

Two-in-one

Integrated

Better separation of concerns Less technology required

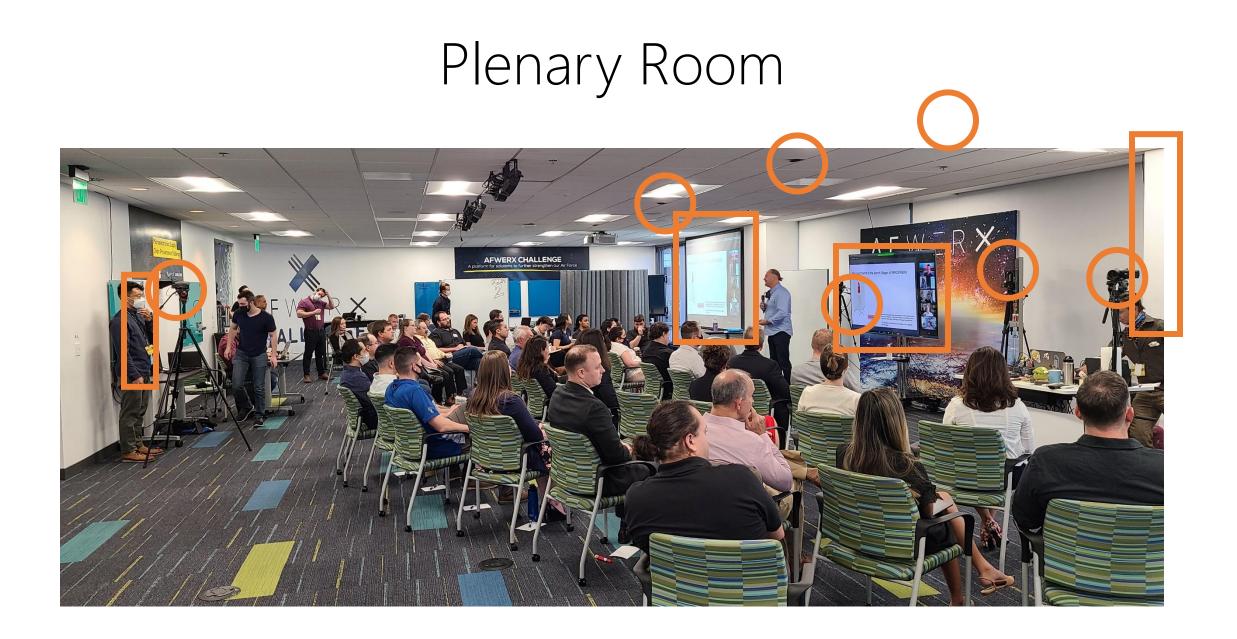
More duplication of effort Less engagement Better attendee engagement Less duplication of effort

More technology required More complex setup

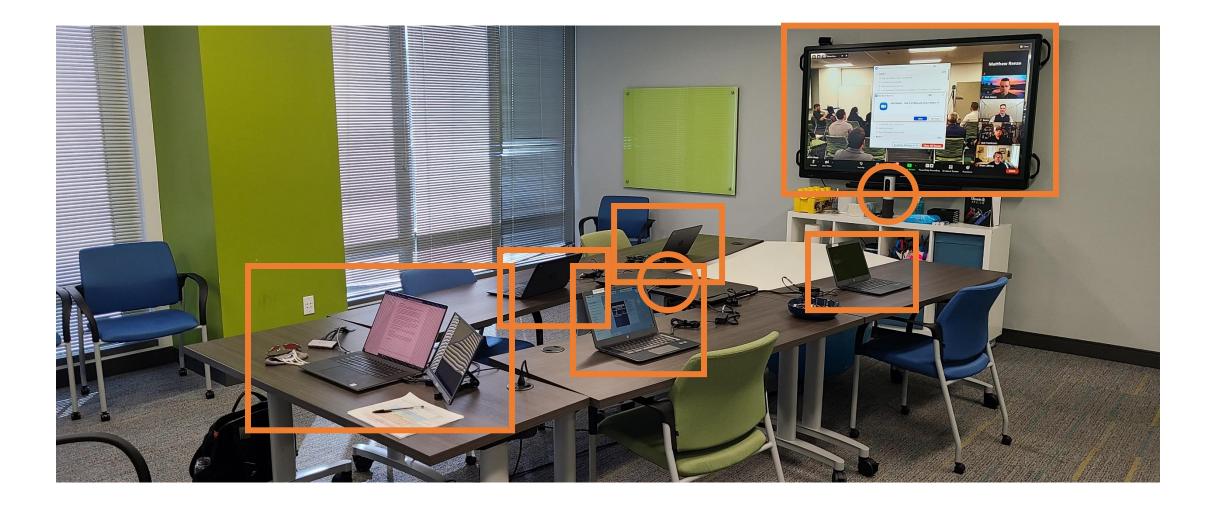


Rooms

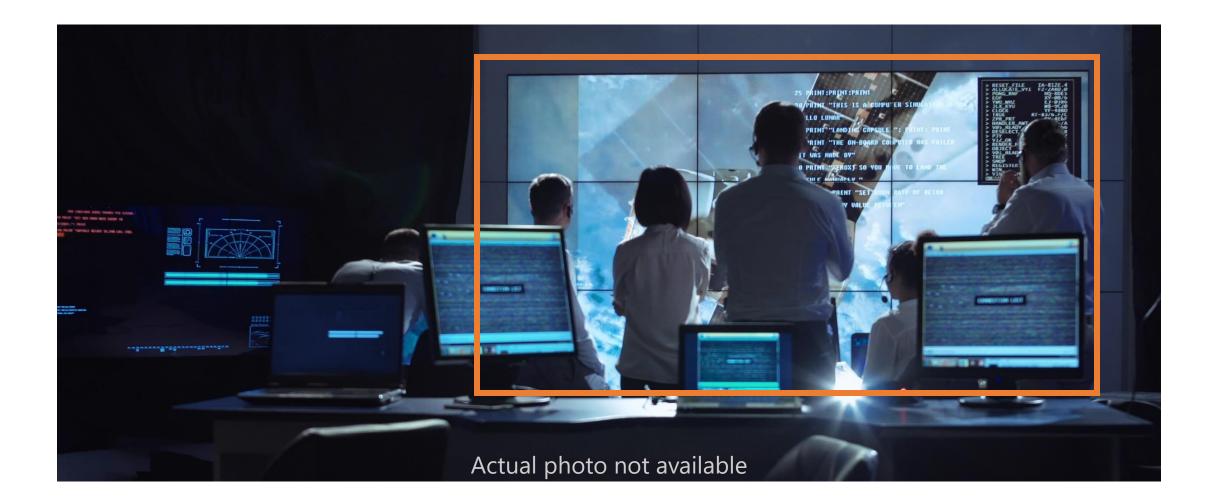
Plenary Room Breakout Rooms Mission Control Room



Breakout Rooms



Mission Control Room





Tools



Video Conferencing

Zoom Meeting mode Breakout rooms



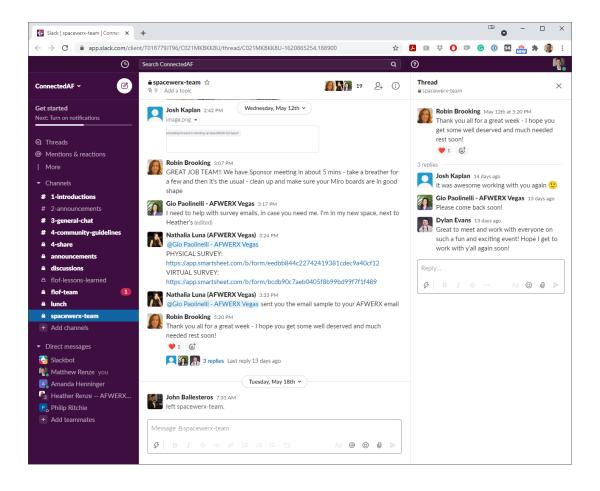
Virtual Whiteboard

Miro Presentation Collaboration

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Instant Messaging

Slack Zoom Headsets Runners



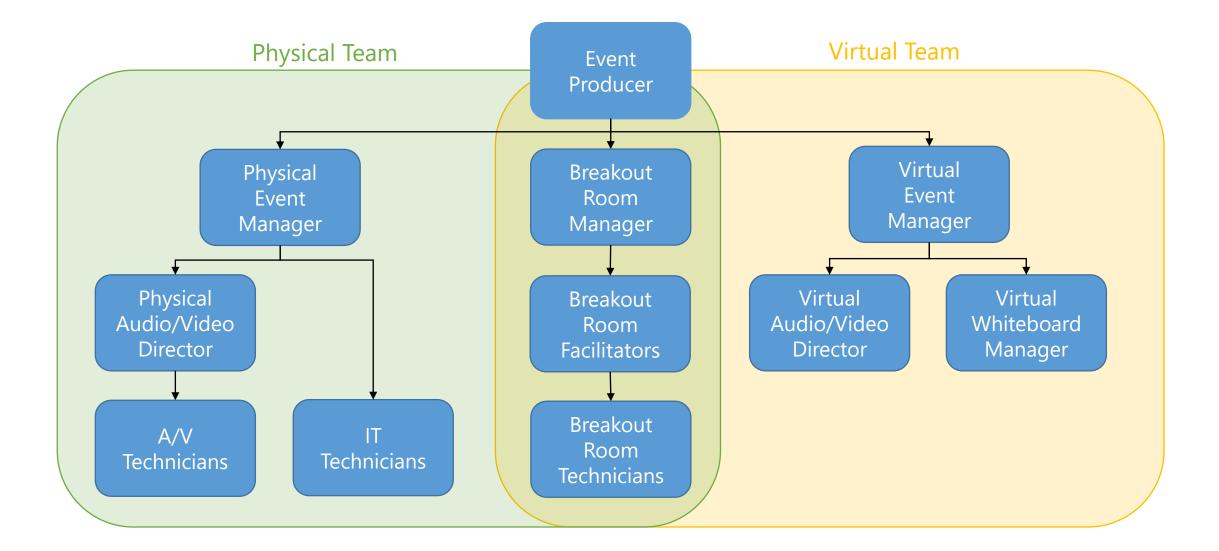
Production Schedule

Google Sheets Coordination Printed copies

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5		6:00:	90	7:30	6:00am KREW ARRIVAL 6:30am CIRCLE-UP												Reception & supples - Roy, Gio Zoom Matter - Audio/Zoom Camera - Photo/Mode Capatineto - Mark Process Facilitato - Robin Solution Design - Jason Sortis - Phil Virtual Guport In Person Support							
6		7:30	30	8:00	ARRIVAL AND REGISTRATION													NETWORKING ROOM - ALL DAY - Tuskege room set up for participants to t virtual folks - Welcome to the HUB						
		1.00		0.00	zoom opens 15 mins before with a zoom greeter - Hercules Video																			
					WELCOME & INTRODUCTION Mark Rowland - Welcomes to the Hub & COVID Protocols													 Set expectations for the Workshop (purp POGs) Scribe conversation 						
7	01	8:00	30	8:30	Rock - To the future & beyond - no slides Sponsor Opening - Purpose, Objectives, Givens Virtual prompt - in Zoom Chat													HYBRID: All particiants in plenary (in pe INPUTS: POGs						
8	RELATIONSHIP MAKER													ecosy	ve ask netwo e - Lead ther drive werx su	m to re								
9	02	8:30	15	8:45	IN PERSON (Notecards under chairs) V3 V4 V5 V6 V7 V8 V9																			
10					MARK - INTRO TO CHATROOMS (5 MINS) CHATROOMS ROUND 1 & 2 (2 x 20 MINS)													 Introduce how chatrooms work: Each person gets to see 3 topics to fur everyone contribute the most to the su SpaceWerk. Spots in each breakout ar 						
11					USSF Innovation Workshop	Space Challenges	Space Prime	Hackathons	Pitch Days	SBIR/STTF		nding That tes a Brand	Mars and Be Plans	yond	Contract RGK/S			robus	ESENTER: st conversal tes prior to OCESS:	ion. Pre	senters nee	ssent d to t		
12	03a	8:45	45	9:30	In Person	In Person	In Person	Virtual	Virtual	Virtual	1	n Person	In Persor	n	In Pers	on		Par	rticipants se ners in each op links in cl	chatroo	m	they		
13				Matt Tompkins (round 1&2 only)	Andrew Chaidez	Gabe Mounce	Ryan Middleton	Rock & Jake Singleton	Zoe Walter	rs Kir	m Delaney	Jim Kerve	la	Tiffani A	kers		Zoo	om links in I M SETUP -	/iro Cha	troom Menu				
14					Jason	Heather	Nathalia	Dave D	Gio	Dave S		Evelyn	Matthew	(Johr	1		push	push in zoom randomly count de					
15					Merge 1	Merge 2	Air Flight 3	Space Flight 4	Cyber Flight 5	Wasp Nest -		Strategic Juadron - 7	Tactical Squa - 8	adron	Aviation	n -9								
16		9:30	45	10:15	BREAK - NETWORKING												Networking KREW - Circle up and set for TAP							
17	03b	10:15	20	10:35	CHATROOM ROUND 3												- Final round of chatrooms - Return to PLENARY when chatroom en							
18		10:35	5	10:40	INTRO TO TAKE-A-PANEL (assignment based on objectives)											IN PERSON - 5 teams Level 1 - partici Whiteboards, markers - Breakout num IN PERSON - Miro								
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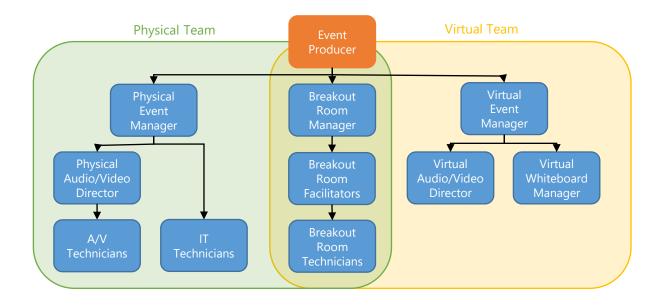


People



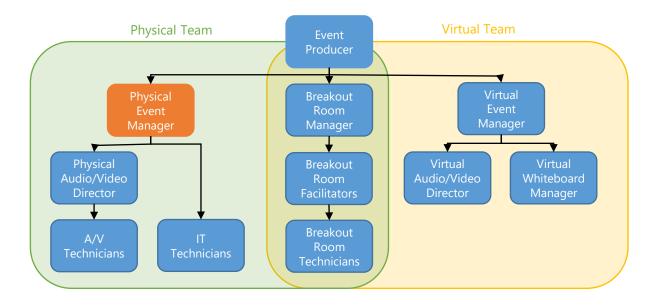
Event Producer

Oversees entire event Runs production schedule Located in mission control Always-on communication



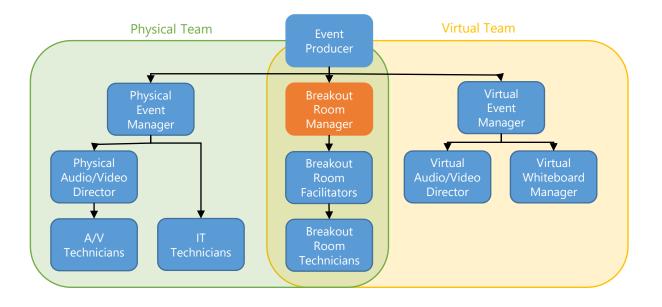
Physical Event Manager

Manages physical event Manages in-person tasks Located in plenary room



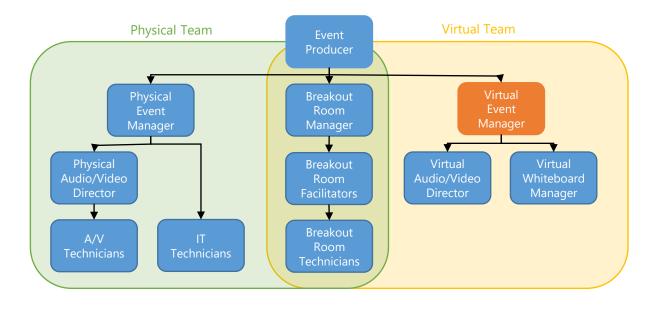
Breakout Room Manager

Manages breakout rooms Manages facilitators Located in control room



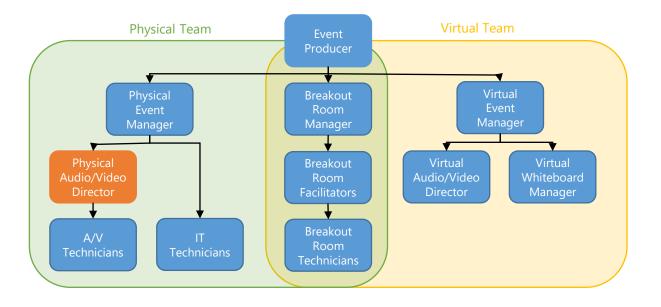
Virtual Event Manager

Manages virtual event Manages online tasks Located in isolated room



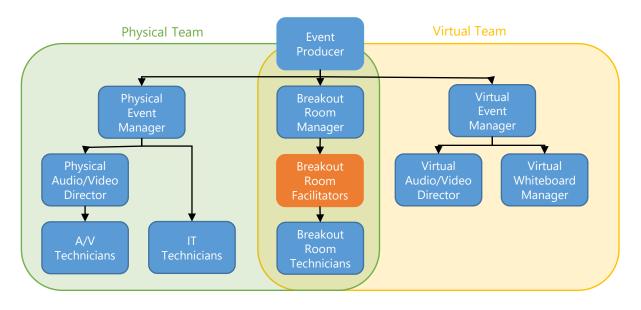
Physical A/V Director

Directs in-person visuals Directs in-person audio Manages A/V technicians



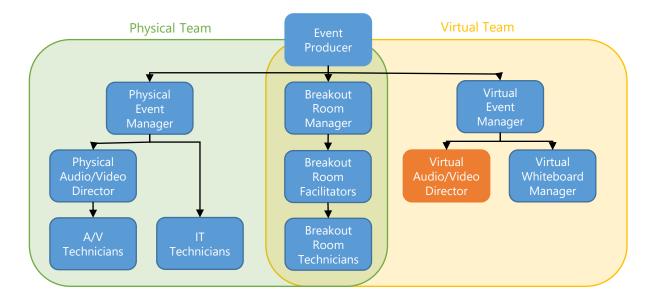
Breakout Facilitators

Facilitates breakout sessions Both physical and virtual Can support multiple rooms



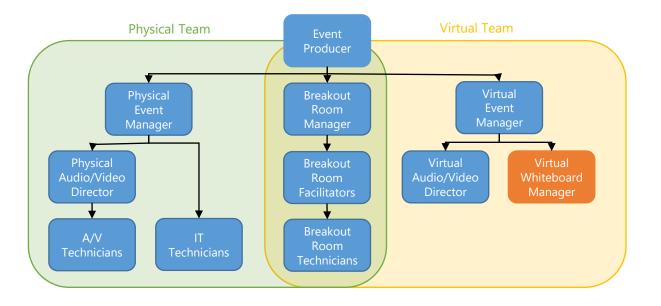
Virtual A/V Director

Directs online video Directs online audio



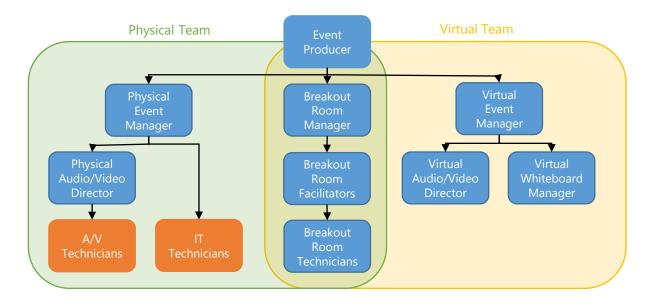
Virtual Whiteboard Manager

Manages whiteboards Technical and creative Acts as real-time scribe



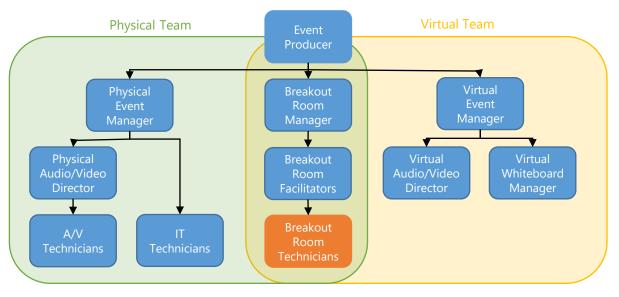
AV and IT Technicians

Perform A/V and IT tasks Set up, operate, tear down Diagnose and fix issues



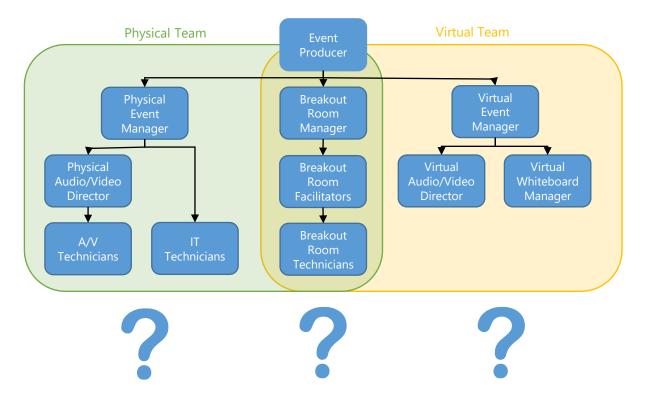
Breakout Technicians

Support breakout facilitators Separate human vs. technical Needed for seamless events



Other Roles

Door greeters Food coordinator Wipe-down crew







Culture	Communication	COVID-19
Scheduling	Social	Technology
	Miscellaneous	

Culture

Be agile Embrace change Experiment Fix mistakes Stay positive

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

Individuals and interactions over processes and tools Working software over comprehensive documentation Customer collaboration over contract negotiation Responding to change over following a plan

> That is, while there is value in the items on the right, we value the items on the left more.

> > Jon Kern

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Kent Beck Mike Beedle Arie van Bennekum Alistair Cockburn Ward Cunningham Martin Fowler

James Grenning Robert C. Martin Jim Highsmith Steve Mellor Andrew Hunt Ken Schwaber Jeff Sutherland Ron Jeffries Dave Thomas Brian Marick

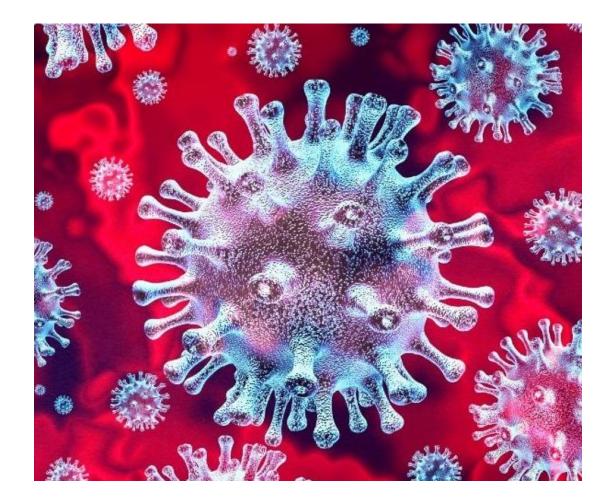
Communication

Prefer standard terms Name equipment Name breakouts Be explicit



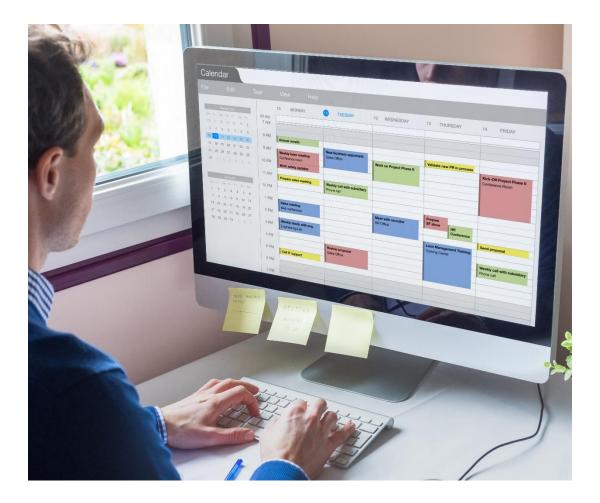
COVID-19

Have protocols Post protocols Provide accommodations Wipe down everything Socially distance



Scheduling

Use timers Leave buffers Add lunch breaks Don't be too long



Social

Limit capacity Try for 50/50 Do quick intros Make eye contact Hybridize ice-breakers Provide networking



Technology

Prefer wired Provide training Create link page Have backups Have mobile hotspots



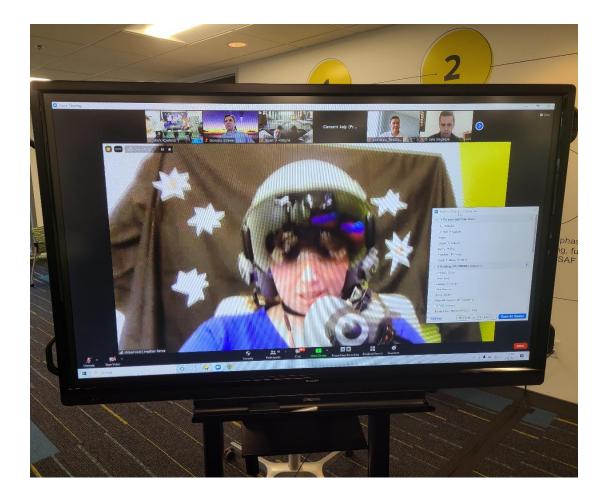
Technology

Prefer wired Provide training Create link page Have backups Have mobile hotspots

Separate networks Have a virtual help desk Host tech checks Do a dry run Provide laptops

Miscellaneous

Entertain Play music Raise hands Repeat questions Watch for hands



Conclusion

Special Thanks



Resources

- Zoom <u>https://zoom.us/</u>
- Miro <u>https://miro.com/</u>
- Slack https://slack.com/
- Wonder <u>https://www.wonder.me/</u>
- Serenze Global <u>https://serenzeglobal.org/</u>
- Matthew Renze https://matthewrenze.com/
- Heather Wilde <u>https://heathriel.com/</u>

Global Tech Community Leadership Summit



Summary

Think like a TV-show producer Decide if seams are acceptable Integrated your hybrid event



