

2022-11 D&TF Lessons Learned

1. topics template is confusing - needs to be streamlined and simplified before Feb. event.
2. remote presentations are a reality. we just need to be able to accommodate them more effectively
3. Folks left off of presenters list. side effect of #1
4. bridge snafus.
 - a. several presenters surprised that they needed to join the bridge.
 - b. at least one hostid issue - bridge not set to join in advance so attendees got "waiting on host" until a member of staff joined.
 - c. Remote participants could not participate. Audio was not audible in the room and chat was ignored.
5. We had a couple of remote presentations. It worked out ok with some initial planning. Was clear for remote viewers.
Not sure how it was for in-room participants (projection to screen? speaker output in room?)
6. For remote participants, in-room speaker's audio was good, but audio from people with mic in room was not always clear.
(e.g. hearing comments during Magnus's presentation was less clear, hearing Martial during SON use case presentation was quite clear)
7. We need to motivate folks to stay till the end of the last day. Maybe we could hold a raffle? Attendance dwindled down as expected on the second half of Friday
8. There was too much (high quality) food available. Maybe next time we should consider less refreshments during the day and boxed lunches instead, so we can shorten the break and get more working time.
9. Not having daily summaries freed up time, but on the other hand we didn't have any "team building" activity. Bring back Heather's "chachkes" award handout!
10. "Meeting room dilution"
 - a. Money wasted on reserving more and larger rooms than was needed.
 - b. Occupied rooms (other than willow a/b on day-1) were all sparsely populated.
 - c. May want some manner of enforcing consolidation
11. Suggestion from ONAP TSC call for piggybacked D&TFs if ONE Summit ends on a Wednesday
 - a. Have an opening session Wednesday evening following the end of the summit sessions
 - b. Make the D&TF a Thursday only event