

# Media Summit: What Worked, What Didn't Work

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# Current Media Summit Approach

- Co-located with the Embedded Linux Conference.

*Should we keep doing this? What if the ELC alternates between the US and Europe every year, does it make sense to do when it is in the US, given that the majority of media developers lives in Europe?*

- Limited number of seats (24 this year) with priority for active media developers: my reasoning is that this keeps the discussions focused and also keeps down the costs. Currently the costs for a room, power stripes, whiteboard/flipover and refreshments, are in the range of \$500-\$1500, depending on various factors.

*Should we increase the number of seats? Open it up to anyone who is interested? If we keep it small, then we need to limit the number of attendees from a single company. It's important to have a nice mix of companies.*

# Current Media Summit Approach

- A 'Request for Topics' is sent out on linux-media around 3-4 months before the summit. The first draft agenda and a 'Let me know if you will attend' is sent out around 2 months before the summit.

*Should this be more widely distributed? E.g. dri-devel, possibly other mailinglists? Probably also depends on if we want to keep it this size or not.*

*Regarding the 'Let me know if you will attend' email: I dropped the ball a few times, introducing mistakes. I need to be more careful. I also should put in some clear deadlines and probably introduce a limit of participants per company.*

- The draft agenda is refined (when needed) until close to the date of the summit.

*I think this works reasonably well. I've been doing it like this for quite some years and never heard complaints.*

# Current Media Summit Approach

- While I allow remote attendance, I want to limit it as much as possible. In my view, this is primarily meant for the main developers to meet face-to-face once a year. Participating remotely is a poor substitute of that, unless you have a dedicated video conferencing room.

*What are the experiences of the remote participants? How well did it work for you?*

- Any other ideas? Things to improve or change?