

Terrible organizer backstage areas:

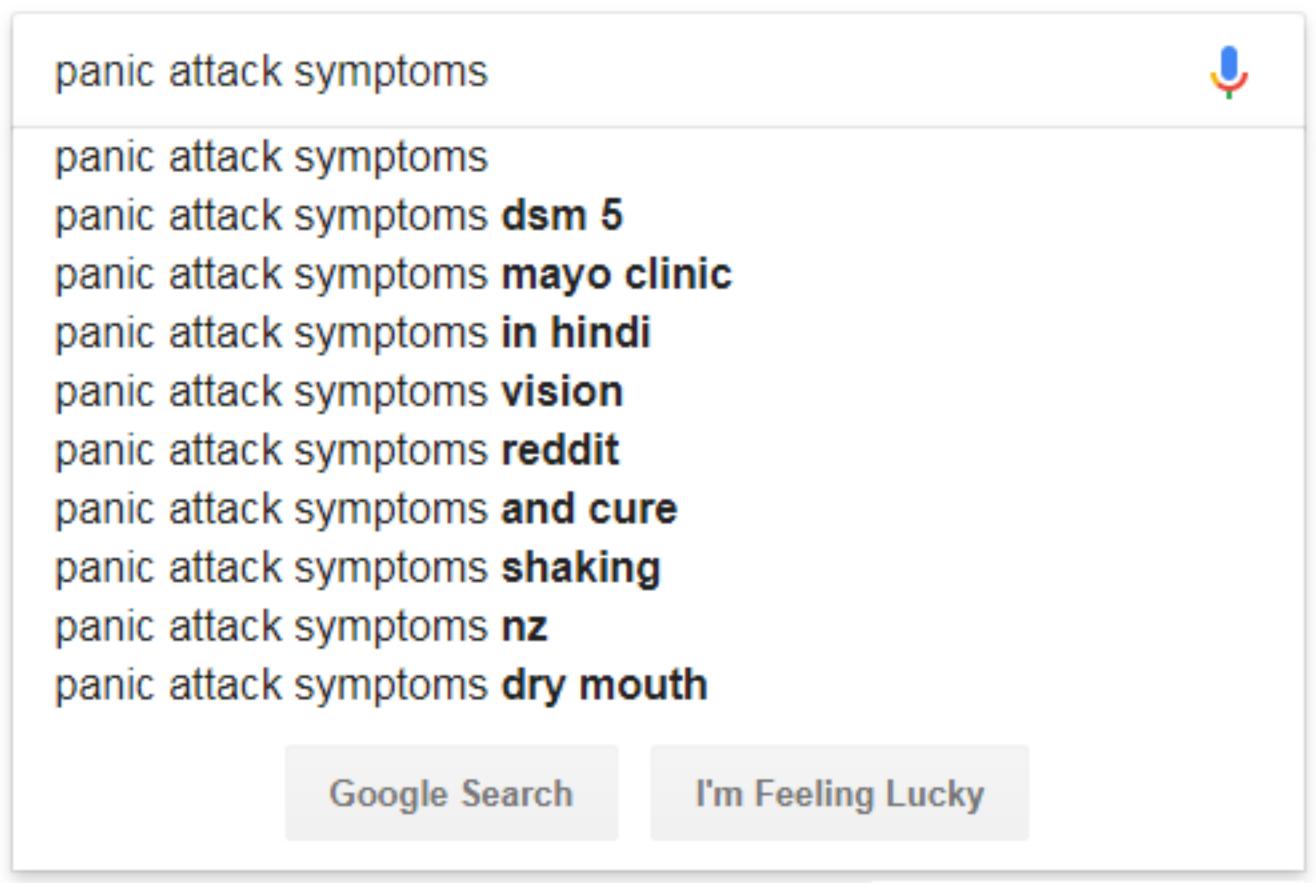
End of the Line: the piss room

Halat hisar, 2013 edition: a closet

Enlightenment in Blood: a game store







Report inappropriate predictions

What happens when the organizer is breaking down?

- Quality of design and decision-making drops

- Safety suffers

- Aversion to creative risk

- Long-term community level damage

- Human cost

Personal solutions

- What's stressful for each team member (no moralizing)

- Watch out for emotional labor

- Avoid work-intensive design

- Make sure team members are functional at runtime

- Confront issues within the team



PISS ROOM