

# WG-Platforms Booth Ideas - KubeCon NA - 2024

The objective of this document is to list down ideas of the activities that we can conduct on the WG-Platforms booth at KubeCon Salt Lake City. Last time around we did have talks, but here are a few, fun and engaging activities we can do at the booth.

**Note:** *These are just thing things I feel we should do and I'm open to suggestions. We'll surely have to figure out the booth duties - who will do what and when - but that can be decided later on.*

## Prop/Items at the booth:

- Monitor/Laptop
- Bluetooth Speaker/Mic
- QR Code Prints of WG Platform CNCF group for them to join the group and the meetings.
- Volunteers for any of the selected activities - *once the activities are decided, we can figure out the volunteers amongst us.*

## Timed Activities

All the proposed activities below will be timed activities, as in we'll communicate to them that a particular is happening at the booth on DD/MM/YYYY at HH:MM - via socials, PE day announcements etc.

### Bingo

We play a live Bingo game at the booth where we'll collect a list of terms related to platform engineering. After every word, we discuss a sentence or two about the word so that everyone is aware of it.

#### Notes:

- We'll either give everyone a print sheet of paper with the bingo cards or we can find a virtual one so that everyone can play on their screen.
- The first person to complete a row, column, diagonal and full-house wins something or gets recognition - we can figure out if we can give them something, or just a picture of them winning on our socials.

### Live Quiz

Similar to Bingo, but we do a 10-15 question quiz using apps like Mentimeter/Kahoot with questions around platform engineering or working group-related things. People can join the quiz from their phones and be a part of it.

Notes:

- We need to prepare the questions in advance
- The top 3 folks win something or get recognition on our social channels.

## Live AMA

We can get an expert in Platform engineering (*could be folks from the WG/TAG or external folks*) at the booth and do an AMA there. This will attract people as they'd want to discuss platform engineering and we'll have an expert on board.

Notes:

- We'll have to identify the experts who can be on the booth for the AMA and need to block their calendars.

## Debates

This would be an interesting way to engage people. We can come up with 2-3 topics before and conduct a 5-10 min debate at the booth. Let anyone coming to the booth, choose for and against and let the teams discuss. A great brainstorming session that can yield some interesting insights.

Note:

- We need to have 2-3 topics decided in advance.
- We might need a few folks from our team to be a part of the on-ground teams that will be formed and give them pointers to start/continue the debate.

## Lightning Talks

Like KubeCon Chicago, we can plan lightning talks for 5-10 minutes and open forms for proposals. I remember we had some interesting and thoughtful talks the last time. Depending on the duration we get the booth, we can decide how many lightning talks we need.

## Ongoing-Continuous Events

These are events that will go on during the entire duration we have the booth for. Whether people want to take part in the timed activities or not, they can be a part of this.

## Interviews

We can conduct our in-person platform engineering interviews at the booth. We can tell folks about these either during PE day or on our socials. This will help make people aware of the event and people can drop by anytime during the duration of the booth and give the interview.

## Mindmap / Challenge

We can create a mindmap with some areas of platform engineering - security, interface, investment, team etc. and let people come and add their thoughts to these areas or build new areas. Again a good collaborative exercise that can yield very good insights.

## Video Bytes

We can come up with 1 interesting prompt like "*Platform Engineering to me is.....*" and we give this prompt to everyone and ask the interested folks to share their thoughts, we record these bytes and then combine and publish this video on the channel.