

Attend Ideas	Number Interested	Date Added					
The Fine Art of Firing & Quitting -firequit	27	9/28					
Evaluating Others - How do You Decide Who Does What? -evaluateothers	23	9/28					
Inventing New Kinds of Programming, Events & Exhibits -newprogram	23	9/28					
Understanding Skill Sets & Jobs -skillsets	22	9/28					
How to Attract and Manage Volunteers and How to Keep Them Happy -volunteers	21	9/28					
Managing a Fan Table -fantable	20	9/28					
When the Chair is the Problem -chairproblem	20	9/28					
Discussing Difficult Issues Calmly -difficultissues	20	9/28					
Planning Across Divisions -planningacrossdivisions	20	9/28					
Rethinking Worldcon Bidding -bidding	20	9/29					
Ethics and the SF Community -ethics	18	9/28					
Convention Bailouts -bailouts	17	9/28					
Maintaining SF Con Culture -sfculture	17	9/28					
Electronic Site Selection -esiteselection	17	9/28					
Can Cons Be Too Generalist? -generalistcons	17	9/28					
The "Same People" Paradox - Is it Better to Work in the Same Area or Work in Different Areas? -paradox	16	9/28					
Closing Down a Worldcon - Disbursements and Paperwork -endingacon	16	9/28					
Codes of Conduct -codesofconduct	16	9/28					
Different Approaches to Publication and Collateral Design -design	16	9/28					
Different Prices for Different People -pricing	14	9/28					
Evaluating Yourself - What Jobs Are You Best for? -evaluateyourself	14	9/28					
Effective Exit Surveys -exitsurveys	13	9/28					
Moving Towards Electronic Newsletters -newsletter	12	9/28					
Con Access and Universal Design -access	11	9/28					
Reaching Out to the Press -press	10	9/28					
Parliamentary Procedure & You -parliamentary	9	9/28					
Convention Timelines -timelines	9	9/30					
How to Talk to Tech -talktotech	8	9/28					
Managing E-mail Lists -emaillist	7	9/28					
Approaches to Developing Restaurant Guides and Area Information -restaurants	7	9/28					
Dealing with Hostile Criticism -criticism	7	10/4					
Understanding the Different Issues of Genre Cons (Philcon/Boskone...) and "Sub-Genre" Cons (Anthrocon/Costumecon/Anime Cons...) -differentcons	6	9/28					
Workshop on Using Drupal to Create a Registration System -drupalreg	6	9/28					
Dealing with Difficult Facilities Issues -facilities	6	9/30					
Con Runners - Next Generation -nextgen	6	9/30					
How to Choose the Right Marketing Media -media	5	9/29					
Communicating with Program Participants/GoHs -participants	5	9/30					
Changing Convention Art Shows -artshow	5	10/1					
Creating Quiz Shows & Other Participatory Activities -participatoryactivities	4	9/28					
Running Masquerades -masquerades	3	9/28					
Engaging Kids Activities -kids	3	9/28					
Tapping Groups Outside of SF/F fandom: LEGO, Makers, etc. -legosmakers	3	9/28					
Running Effective Online Meetings -onlinemeetings	3	10/11					
Reducing the Spread of Con Crud Without a Drastic Increase in Cost -concrud	2	10/2					
Workshop on Swipe Boxes -swipe	1	9/28					
Dealing with Changing Hotel Contracts -contracts	1	10/11					
Trip: Penn Museum Archeology & Anthropology	1	10/11					
When and How to Start a New Convention -newcon		9/29					
Different Target Audiences - Families/Teens/Adults Only -audiences		10/11					
Parity on Panels -parity		10/11					
US vs. non-US Worldcons - a Volunteer's POV							
Traditions: Outmoded Expense or Effective Community-Building Items?							
Restructuring Awards at Worldcons & Their Presentation							
Interactions with Dragon*Con & SDCC							
Program Database/Apps Builders Talk Shop							
Trip: Zagar's Magic Garden of South Street		10/11					