

# After Spain 2008



## A personal remainder

Nelson Trindade, Lisbon, May 2008

**Bye Bye ... and have fun....**



After the questionnaires answers (see annex), the workshop "collective intelligence about Our EEE" (see annex) and many wonderful talks, in Spain, with some of our EEE friends, I get some conclusions ...

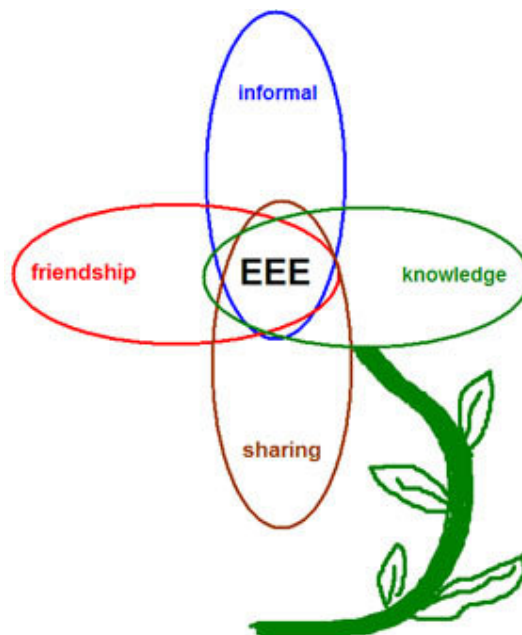
... as I have promised when I send the questionnaire, I send now my conclusions to all community.

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(I am going to try to use some kind of Visual Thinking 😊😊😊 )

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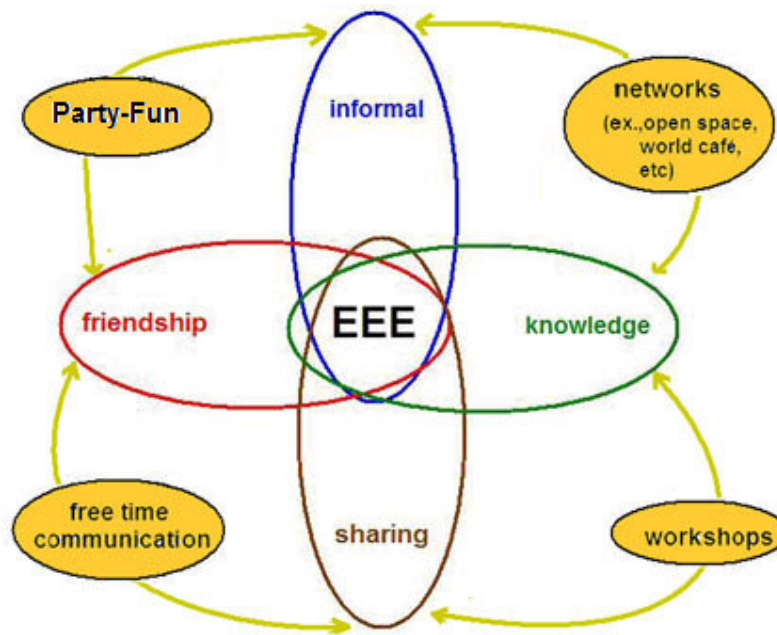
I think that there are 4 living ideas in the center of our community mind:



If we explore this, we can find 4 operational fields:

- Knowledge and sharing about information and activities (**workshops**)
- Sharing and friendship , **free time communication**, (sharing talks, world café turn around, etc)
- Informal and friendship about **party, fun** etc (ex, international dinner, photo session, etc)
- Informal and Knowledge, a system of no leaders and follows, but supporters and actors, living in **networks** (ex, open spaces, world café, etc)

In a scheme:



With this model, our EEE conference must have 4 moments:

- Fun-party
- Network sharing
- Workshop sharing
- Free time communication

The base guideline for these 4 moments is the concept of **INFORMAL**, (that means NOT FORMAL ... 😊😊😊) because:

- ✓ **formal fun** are not fun
- ✓ **formal sharing** are not sharing, but information changing
- ✓ **formal informal** are formality (because there are "hard obedience" to the informal rules)
- ✓ **formal workshops** are what happen in normal conferences, not EEE conference

Thinking about the "formal-informal" concept and traditional and EEE conferences, and starting from a simple assumption:

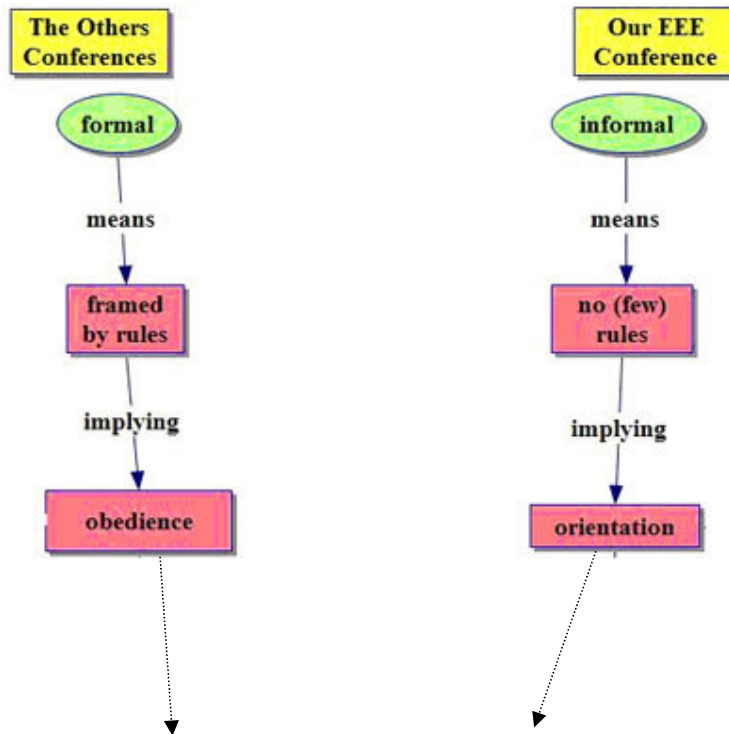
The Culture and the Vision don't exist through his great ideas, but through the little details to achieve them.

Then, the difference between the traditional conferences and the EEE conferences can be:



But what means formal and informal?

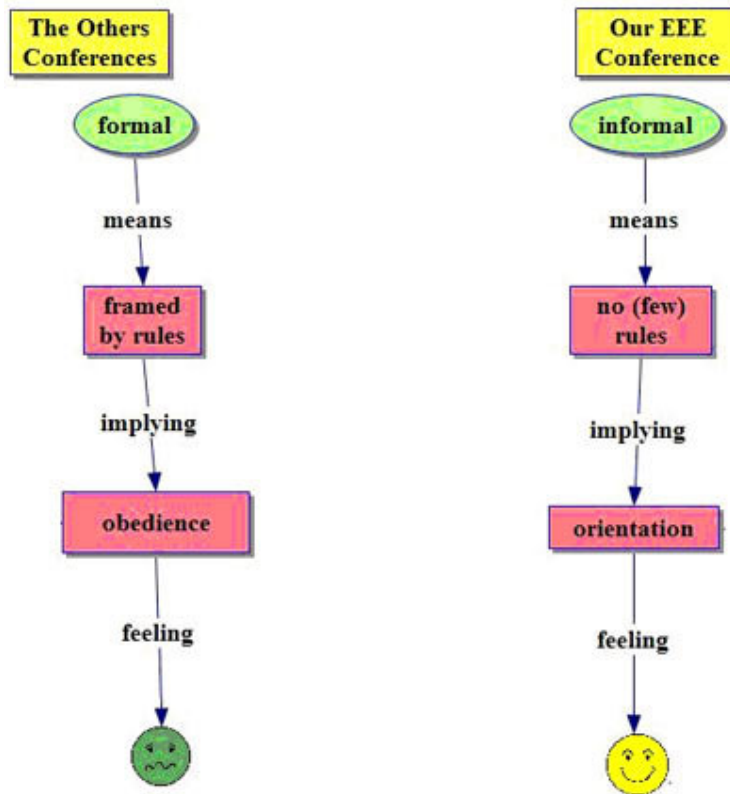
If we explore the meaning of these concepts:



And now some examples of these two guidelines:



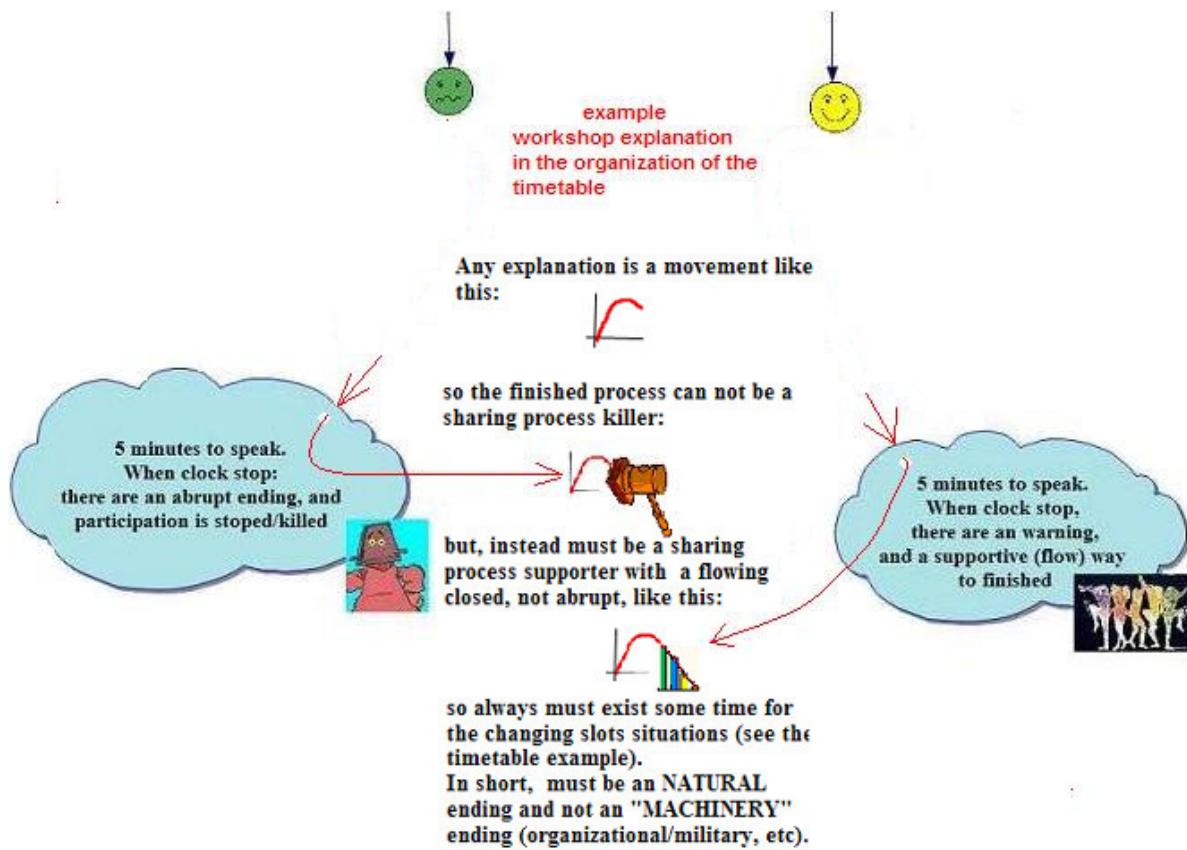
And maybe the feelings are positive or negative, as in the scheme:



and because

**Conclusion**  
 What is important is not only the rules  
 (and the rules maintaining)  
 but also  
(and mainly)  
**HOW** (the way) we apply them.

we can have 1 more example of these 2 different guidelines structures:

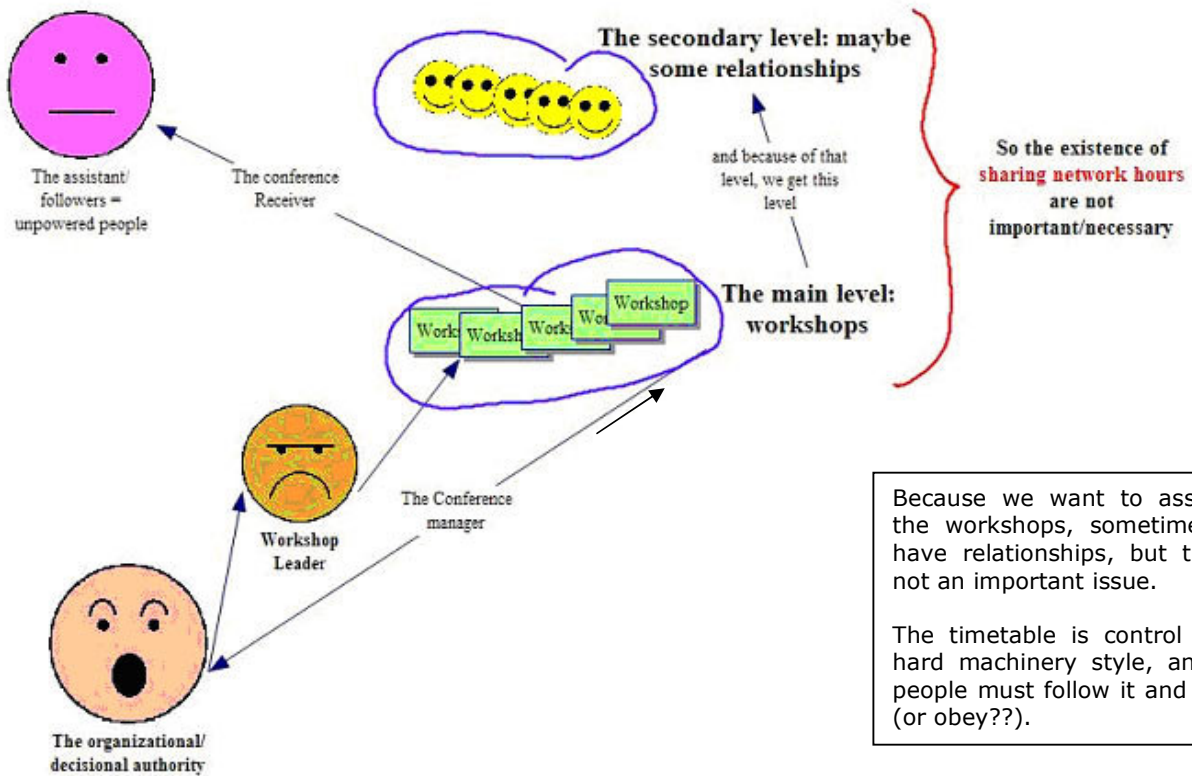


With these starting points maybe it is possible to define the essence of the difference between the normal conferences and the EEE conference:

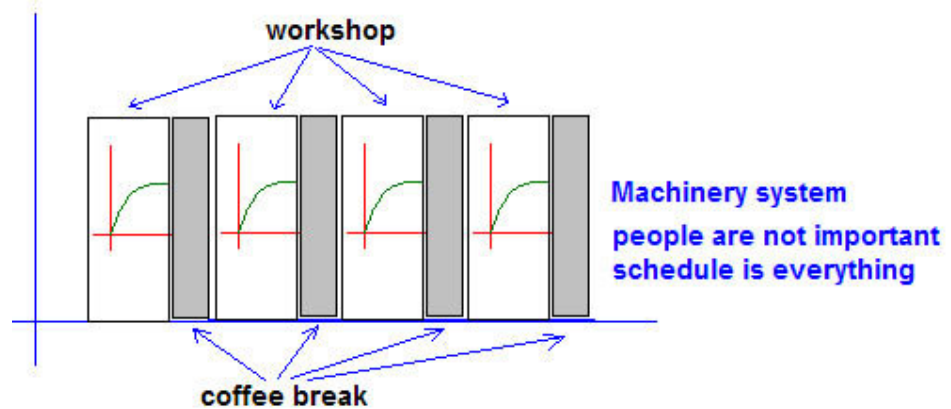
**They are upside down**

That means:

## The "normal" Conferences

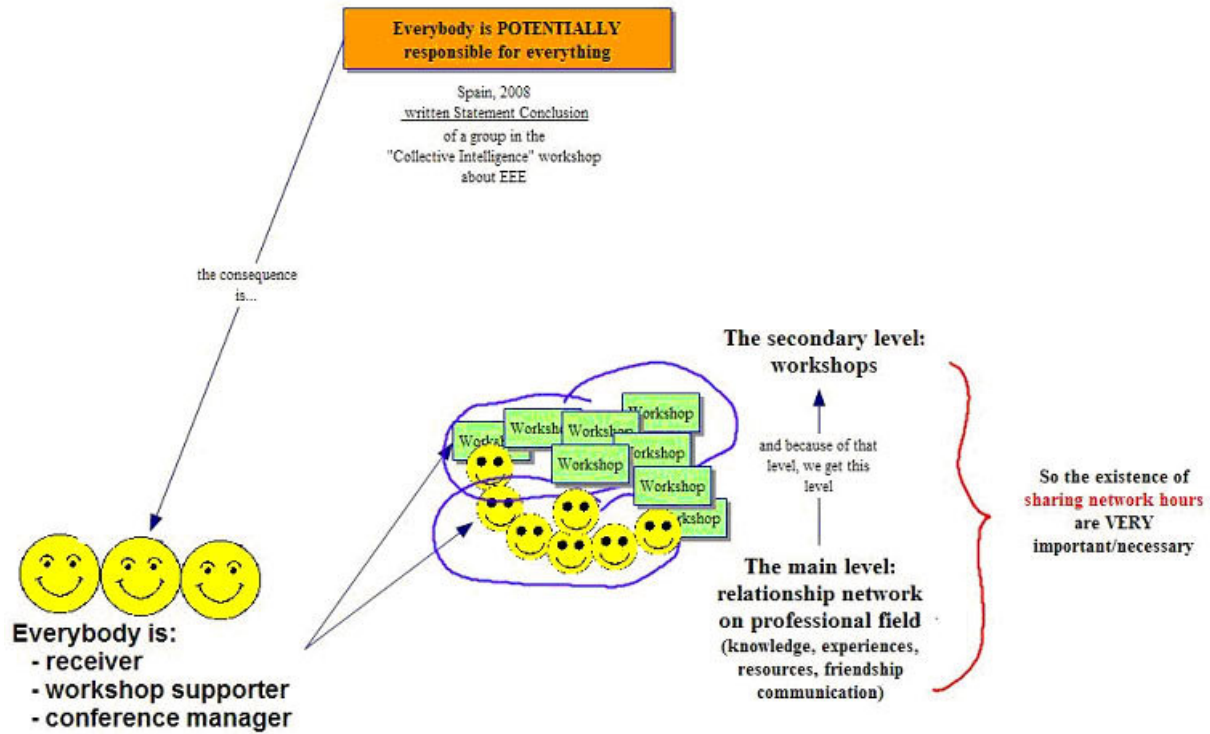


## Schedule Model



**In EEE conferences:**

## The "EEE" Conferences

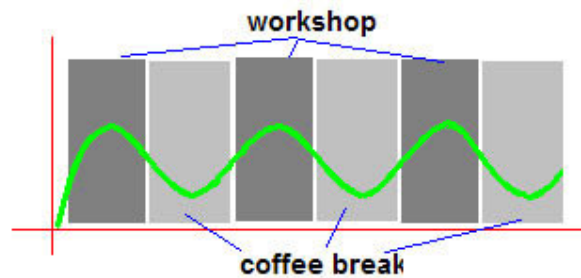


Because we want to share knowledge and experiences, and want also built together experiences and knowledge, the workshops are only one possible way to get this objective. It is only a tool not the main objective.

### Schedule Model

**My personal position**

With my clients  
I am the "workshop leader"  
in EEE Conference  
I am the "workshop Supporter"



**Any "leader" role must have the complementary "follower" role, one don't exist without the other.**

**How can we do this ???**



## Possible (?) .....EEE Conference Organization Model

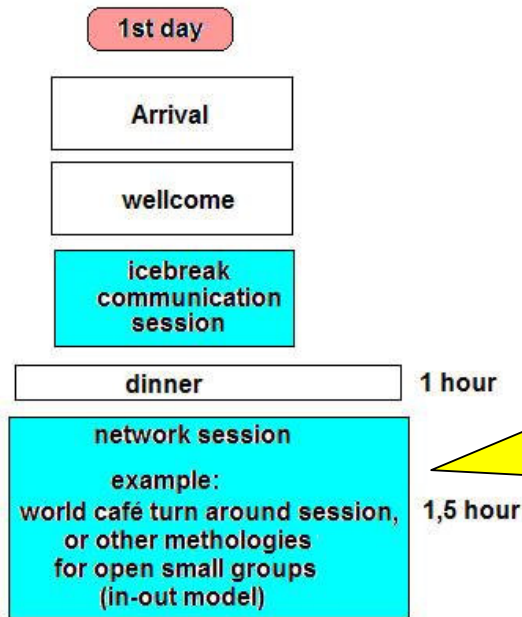
In short:

4 levels of responsibility, each one with 1 or 2 conveners (not leaders) to aggregate others conference participants (not fixed for all the conference) to run the levels:

- 1 - **Logistic** (The convener for this level is always decided in the previous conference. For the 2009 it is Estonia)
- 2 - **Workshop dynamics** (timetable sessions and logistic workshop organization). His job is to organize and get help conveners to run the sessions.
- 3 - **Network dynamics** (sharing sessions) in big and small groups, under sharing methodologies like Open Space, world Café, metaplan, KJ, etc. His job is to create and propose themes and/or contents for the sessions, and organize and get help conveners to run the sharing sessions.
- 4 - **Party-Fun dynamics** (affective and group living sessions like international dinner, funny group activities, etc). His job is to create and propose themes and/or contents for activities, organize them and get help conveners to run party-fun activities.



## A Schedule example:



The objective of this session, in the form of "world café" (remember workshop of Jac, Jeroen ??) is to propose a free talk, in a turn around model, to speak about the workshops to next days and also to propose some sharing with the expectatives and work of the workshop supporter and receiver.

**Just a kind of warm up to all the conference, in a "stay in-stay out style".**

Legend:  blue = network session



- workshop 6 h = 40%
- network 3 h = 20%
- free time communication 1 h = 6.5%
- meals 3 h = 20%
- fun-party 2 h = 13.5%

The network session after the workshops pretend to be a safety resource for an eventual retard finished of the workshop, or to keep speaking (and not a drastic close) about the workshop that has finished.

The idea is that this coffee break can be a really world café, not only with "coffee tables" but also with coffee and cakes and talking about what just happen in the workshops, sharing his experiences and thoughts and feelings with others that has (or not) be there.

Everybody can turn around passing for one table/theme to another, get in or get out, as he (she) wish.