Hellloo!

I must admit I've been staying away from sci-fi con as a whole during the fiasco that has occurred, but I do have criticisms in regards to how it runs from the perspective of a visitor and builder - basically barring the controversies behind it and more focused on the function of it

For one, because it is such a mixed bag a common complaint I see in both my group chat, and other stores' group chats is that it's hard to differentiate what venue is shopping and what is a community/random thing.

That actually frustrates potential visitors trying to navigate through the place based on a goal they have (in this case, shoppers). In the end it was counterintuitive; you have roleplay/event/recruitment centres intermixed with shops, so it frustrates those who have a specific goal when visiting the event. I think it may be wise to section them off by category and sorting them out on sim will probably help this.

The next issue is lag. There needs to be a stronger hold over VRAM (texture lag), script lag, and keeping alpha blend + glow textures to a reasonable level. Those do actually slug an event, and a stronger rule on it will help.

Ripped mesh/IP theft regulations need to be enforced, not suggested. Unfortunately being part of an event will tank the trust/reputation of a creator, participant and the event as a whole if they're hanging out surrounded by ripped mesh. I did specifically request with staff at the time, that I will not tolerate it whatsoever, however, I had to regulate it myself and my job should really just be building.

Rules on exterior decorating in the central area (the main themed build area for the sim builder, not the outskirts). I had someone set up that decided to put black prims on the exterior bits of my building in the central area. While I did ask for staff to help, they were unable to negotiate (kind of limp wristed with the fellow) and I was advised to speak to him myself. He was nice about it, but I really, really shouldn't be negotiating with people setting up myself; I was still building at the time and I had to stop for a few hours to negotiate.

In the end he decided to slap a giant modern black helicopter on the roof by opening after getting extra prims. It was jarring, completely off theme, had a laser blasting into the sky, and I told him twice to not decorate over the exterior of the building, but at the time I just gave up because the limp wristed reaction towards vendors setting up in the central area of the sim was tiring (please note I fully understand that the exterior perimeters allow for exterior/complete building replacements, so those are not the target of this issue).

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Now for the other stuff, mostly like things that brings concern from observation, though I think DRD is keeping track of it better than I am, I kind of peaced out after I was done with my job.

1. Absolutely no advertising on opening -- not even on search or destination guide, and I think one of the builders ended up doing it and put it up like, on day 2 or 3. I was very disappointed in this and no matter what reason they had, putting the event to be searchable is a bare minimum that was not met. I do not ask for much, but this came as a surprise to me when I was attempting to visit the event and could not search it up at all; it simply had no presence outside of notices.

2. (requested not to be quoted, but related to adult content locations)

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The combined results of this has made me see the lowest donation amount and general sales I have ever seen, and I released something pretty cool for donation too. It ended up being a waste of time and had I not had good experience with Fantasy Faire already am aware that ACS is not directly connected with these events, I'd have avoided ACS events altogether. But yes, I hope that's enough!

I will note that the staff has been kind to me, and I do appreciate them trying to help when I was building. However, the wishy washy rules on vendors and hesitation to tell them to stop doing something became the biggest issue (for me) in the end.