



# INTERACTION

## The 63<sup>rd</sup> World Science Fiction Convention and The 2005 Eurocon 4-8 August 2005 The SECC, Glasgow, Scotland, UK

Conventions depend on volunteers to work, and a Worldcon needs an awful lot of volunteers if it's to be a success.

As a volunteer you don't need a huge amount of experience or any special skills, although any you have will be made good use of. What a volunteer really needs is enthusiasm mixed with a dash of common sense, and a willingness to help out where they're needed.

Jobs within the convention come in a range of sizes, with levels of commitment to suite all tastes. The smallest commitment may be for just an hour a day at the convention, and the greatest being involved with the planning & development of the event in the days, weeks, months running up to the convention. The important point is that things don't just happen, people make them happen.

"What can I do to help?" I hear you say. Well we need volunteers all over, but at the convention the areas we need to find volunteers for include:

**Green Room:** Volunteers here spend time with programme participants, supplying their needs, calming the nervous and worrying about the missing or late ones.

**Operations:** The nerve system of the convention needs volunteers at all levels to coordinate the many activities. It includes opportunities to use radio kit and help in almost every activity at the convention

**Technical Operations:** An arcane area of volunteering, but if you have the skills and can persuade the tech team, that you're one of them, it's a great way to spend time at the convention.

**Newsletter:** The best way to find out about everything that happens at the convention. All the news that's fit to print, and much that isn't. It can be quite an adrenalin rush meeting up to three deadlines a day.

**Registration:** This can be a hectic job at the beginning of the convention, but you do get to meet a large cross section of the convention and set them on their way.

**General Gopher:** The perfect start for someone new to conventions. You get to find out how the conventions works, and even a simple fetching and carrying job can bring you into contact with the most extraordinary of people.

We would love to hear from you. Every offer of help is appreciated and will make Interaction run that bit smoother. Please consider being a volunteers. You'll enjoy it, honest!

# Volunteer Form

Name: \_\_\_\_\_ Membership Number: \_\_\_\_\_

Email Address: \_\_\_\_\_

Postal Address: \_\_\_\_\_

Zip/Post Code: \_\_\_\_\_ Country \_\_\_\_\_

Home Phone Number: \_\_\_\_\_

Work Phone Number: \_\_\_\_\_

Fax Number: \_\_\_\_\_

Previous Experience: \_\_\_\_\_

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\_\_\_\_\_  
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## Preferred Area of Interest?

	Pre-Con	At-Con		Pre-Con	At-Con
Convention Desk:	<input type="checkbox"/>		Promotions Team:	<input type="checkbox"/>	
Dealers' Room:	<input type="checkbox"/>	<input type="checkbox"/>	Programming:	<input type="checkbox"/>	<input type="checkbox"/>
Art Show:	<input type="checkbox"/>	<input type="checkbox"/>	Operations:	<input type="checkbox"/>	<input type="checkbox"/>
Registration:	<input type="checkbox"/>	<input type="checkbox"/>	Green Room:	<input type="checkbox"/>	<input type="checkbox"/>
Gopher Hole:	<input type="checkbox"/>	<input type="checkbox"/>	Masquerade:	<input type="checkbox"/>	<input type="checkbox"/>
Technical:	<input type="checkbox"/>	<input type="checkbox"/>	Info Desk:	<input type="checkbox"/>	<input type="checkbox"/>
Newsletter:		<input type="checkbox"/>	General:		<input type="checkbox"/>
Other (Please Specify) _____:				<input type="checkbox"/>	<input type="checkbox"/>

To volunteer, send this form to the address below, or send your details to our email address [volunteers@interaction.worldcon.org.uk](mailto:volunteers@interaction.worldcon.org.uk). Otherwise why not come to one of our open meetings or our friendly convention desks and they'll point you in the right direction.

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