

# Roguelike Celebration 2021 Transparency Report

On October 16-17, 2021, we hosted a virtual Roguelike Celebration: a conference-style gathering for fans and developers of roguelike games and procedural generation. This was the second virtual event, and the sixth since its inception in 2016.

This was an all-volunteer not-for-profit event. Tickets were on a pay-if-you-want basis. Sales went to funding the event. As with last year, this transparency report will cover some background, the organization of the event, information on the event, and a financial breakdown.

We released a transparency report last year; you can see the 2020 report [here](#). This report is shorter, since the vast majority of our processes (the technologies, speaker selection, and tools) were carried over from last year with minor or no changes.

We hope this encourages others to create virtual special-interest events!

2021 organizing team:

Alexei Pepers  
Britta Gustafson  
Em Lazer-Walker  
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Travis Moy  
Kristy Overton  
Sam Marcus  
Danny Hua

Special thanks to the following volunteers:

Andrea Roberts  
Philip James  
Dustin Freeman

# Timeline

Planning for Roguelike Celebration 2021 started on January 7, 2021, at which point we began reaching out to people who had expressed interest in volunteering for the 2021 event. We determined that we were again going to do a virtual event.

We had weekly meetings from January through October.

We announced the conference by email on April 25 and opened the Call for Proposals on May 19. We also proactively solicited submissions during this period. We closed submissions on July 31, receiving 57 submissions. Of those, we accepted 15 full length talks and 14 full length talks.

The conference was held on Saturday, October 16 and Sunday, October 17 in our custom social space. We had 746 registered attendees (free and paid) and anecdotally between 200 and 300 attendees online during the conference. We also ran a Roguelike Celebration Steam sale in concert with the conference featuring 48 games by current speakers, past speakers, and other individuals who had a previous relationship with Roguelike Celebration.

# Financials

In 2021, we switched fiscal sponsors from Noisebridge to Independent Arts and Media (IAM), a nonprofit based in San Francisco, using a Model A fiscal sponsorship.

Item	Category	Dollars
2020 funds	Income	\$11,863.78
Ticket sales	Income	\$11,490.00
T-shirt & mousepad sales profits	Income	\$475.00
Fiscal sponsorship fees	Expense	-\$2,378.80
T-shirt art	Expense	-\$300.00
CART (live captioning) services	Expense	-\$4032.50
Software (Streamyard, Twilio, & Zoom)	Expense	-1317.04
Speaker webcams & microphones	Expense	-\$397.35
Speaker honoraria	Expense	-\$1,457.69
Swag expenses (printing, warehousing, & shipping)	Expense	-\$1,460.10
Total for 2021	Net	\$12,485.30

## Fiscal Sponsorship Fees

IAM took a flat \$1,000 transfer fee for rolling over from Noisebridge, and a 12% fee on our ticket sales, for a total of \$2,378.80, as per the fiscal sponsorship agreement.

## T-Shirt Art

Our T-shirt design was commissioned from Marlowe Dobbe, who was the artist on Dicey Dungeons, for \$300.

## Live Captioning

Again, we used White Coat Captioning for our live captions, totaling to \$4032.50 for the two days of the conference.

## Software (Streamyard, Twilio, and Zoom)

We used Streamyard to run our broadcasts, as well as our tech tests. We spent \$49.00 on one month of a Professional subscription.

We used Twilio to run the in-client chat in our custom social space. We spent \$64.52 on development costs and \$1,100 for the main event.

We used Zoom for unconferencing, and spent \$103.52 on six one-month Zoom subscriptions.

## Speaker webcams & microphones

For speakers who did not have adequate equipment, we either sent them equipment or asked them to buy items within a price range and reimbursed them. We sent or reimbursed 3 webcams and 2 microphones.

## Speaker honoraria

As with last year, we offered a \$150 honorarium for full-length talks and a \$50 honorarium for lightning talks. Some speakers declined their honoraria. We distributed \$1,1457.69 in total. The uneven total is due to various currency conversion and payment processing issues.

## Swag expenses (printing, warehousing, & shipping)

This year, we used a new T-shirt company, Ann Arbor Tees to offer our T-shirts. We also printed a batch of mousepads, designed by one of our team members, Sam Marcus. We used 4imprint to print the mousepads, which cost \$329.06, and fulfilled orders through Ann Arbor Tees, for another \$28.00.

We also printed and shipped several test T-shirts, as well as artist samples and complimentary shirts for speakers and volunteers, numbering 45 and totaling to \$1103.04.

We had some issues with international shipping when the store opened, which prevented European orders from being properly fulfilled. The issues were eventually fixed, but it did result in delays for some European customers.

Our total profit on the general T-shirt and mousepad sales amounted to \$475.

## The Steam Sale

One major difference from last year is that we held a Steam sale, showcasing games from speakers, former speakers, and developers with historical ties to Roguelike Celebration. We had tentative plans to stream to the Steam sale, but due to the difficulty of moderating the Steam chat, decided not to stream to Steam. This meant that it was difficult for anybody who saw the sale to learn or join the celebration, but on the other hand, it also meant that we didn't have to try and deal with more people than we're accustomed to.

The Steam sale did seem to reach the wider community, and was mentioned by various individuals and organizations unaffiliated with Roguelike Celebration. As per the post-conference developer survey, developers seemed unanimously positive on it, and we are hoping to bring it back next year.

## Looking Ahead Towards 2022

We hope to resume in-person events, but given the complex pandemic situation, we have no way to know whether that will be possible. We will reassess closer to the conference date.

## Questions? Want to help?

If you'd like to contact us, send us an email at [contact@roguelike.club](mailto:contact@roguelike.club)!