

State of the Apple II

KansasFest 2006

Flashback to 2001

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- My last keynote address

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- Challenged you to *do* things for the Apple II

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- My last keynote address
- Challenged you to *do* things for the Apple II
- Signed people up for projects

Projects

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- Welcome Wagon

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- Utility / Game / Productivity Starter Kits

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- Welcome Wagon
- Utility / Game / Productivity Starter Kits
- About 10 more projects

Results

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- None.

Discussion: Why Did We Fail?

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- Apathy?

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- Time constraints?

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Discussion: Why Did We Fail?

- Apathy?
- Time constraints?
- Unwillingness?
- Others?

Now What?

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- Try again?

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- How do we avoid collapsing again? Can we?

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 - How do we avoid collapsing again? Can we?
 - Take smaller bites

Now What?

- Try again?
 - How do we avoid collapsing again? Can we?
 - Take smaller bites
- Give up?

Try Again, Dammit!

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- Let's give it another try.

New Projects

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- Simple, easy-to-accomplish tasks

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- Build good teams to get them done

New Projects

- Simple, easy-to-accomplish tasks
- Build good teams to get them done
- Find ways to make our community stronger

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- In the end, we're a community.
- Communities live and die by their ability to cooperate.
- Our community is small—and shrinking—and we have to act now to save it.

In the End...

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- There doesn't have to be an end unless we let there be one.