

# Summary

## Final Thoughts

The event was an experiment to see if something like this could work, and to report on what we learned. We all feel that it was successful, and think that it would be fun to have more events like it. We especially recommend it to members of the costuming community who are involved with programming at other conventions.

Critical elements for success are:

1. Three to five teams of two or three experienced costumers who like each other, and go into it with the idea of having fun together
2. A supportive art show director or convention chair if there is no formal art show.
3. An experienced panel moderator who is a costumer, but not on one of the design teams, to keep things moving and entertaining
4. A book that people care about, with rich enough characters and descriptions to provide scope for the designers, and perhaps some thorny issues the designers must deal with

Despite all the effort it took, everyone had fun, and would be up for participating in something like this again in the future with other teams and other books.