



## Xuventude Galiza Net 2009

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From the 3rd to the 5th of April 2009, the Xuventude Galiza Net - a computer science themed event for young people, organized by the Vice President of Equality and Welfare of the Xunta de Galicia - was held in Santiago de Compostela. HispaLUG was invited to participate in the event by having a stand that could go along with the other activities. The meeting was held in "Multiuso Fontes do Sar", located in the outskirts of Santiago de Compostela. The Multiuso building was divided into two main parts. The gym was turned into a place they called "The Intranet", a place for the participants in the event. The entrance and corridors were the "The Extranet", a place for all the stands and other activities. And outside of the building, they also built some tents that were used for resting and eating.

Some HispaLUG members (Ricardo, Pedro and Carlos) arrived on Thursday evening, in order to organize the location and orientation of the stand. Placed next to the main entrance it ensured a big influx of public. After a seafood based dinner (couldn't be any different way) we went to the hotel to rest before the "battle" that was waiting for us. Early on the next day, our very own ambassador Lluís joined us and together we built up the stand.

The front table was filled with StarWars™ sets (including the Death Star™), Indiana Jones™ sets, a street showcasing modular buildings (Green Grocer, Corner Café etc...), The Medieval Market Village and, last but not least, the heads of Bender, Zoidberg and Mazingar Z. On one of the side tables, we had boxes filled with parts that people could build with, and on the other one 5 computers, used for contests and LDD and MINDSTORMS demonstrations. And in the back of the stand, a screen connected to the ambassador's computer showing different LEGO® video ads.

On Friday afternoon, our last member Antonio arrived carrying his gigantic hangar. We made space for it the best we could, but once fully assembled, it became the star of the stand (in a different article in this issue we'll show you why). Friday was a relaxed day. We had enough time to check around the whole place, browse the net with the computers provided to us, play a couple of races of Scalextric® (they were right next to us...), play a few rounds with the consoles, and of course some friendly chatting with people around our stand. Nothing made us foresee what was going to happen on the next day.



Saturday started slow and relaxed. There were more people compared to Friday but not too many, so we decided to start building the mosaic of the organization's logo they had asked us to make. I'll tell you that weeks after the event, I still suffer at the sight of an orange piece... and it took days for my fingers to come back to their normal size, and the fingernails... I'd rather not go into detail. At the end we were missing some 1x1 pieces we asked for, so we had to remake the mosaic on the go, and around lunch time we finished it. And just as the mosaic was done, peace was gone. Without knowing why, everything started getting filled with people. We were busy trying to attend everyone, but on top of that, we had to organize contests, pay attention to the kids playing with the parts in the boxes... But the real rush hour was about to come. When the movie started playing in the theater, it turned into chaos. It is a miracle no accidents happened.

After experiencing Saturday, Sunday felt like breath of fresh air. There were lots of people, but everything was more relaxed. After packing everything, some of us went back home, while the others decided to visit Santiago de Compostela.

In summary, a well built stand with many resources, filled with LEGO® and people to interact with. Our ambassador became a media star giving interviews for the radio, papers and television. Antonio's hangar became the most photographed "attraction" of the event (even though he kept mentioning he couldn't show the whole thing due to lack of space). And we got to know some new AFOLs, even converted some of them (without much effort). A good LEGO experience overall. ■