

# H2O #148: In Which We Discuss Crossing the Livestream



As some of you know, last year we were able to offer unprecedented coverage of Worldcon with our live-stream broadcast from the event in Kansas City. This year, we're hoping to do more of that from other events. The livestream broadcast certainly seems to be a possible new model for us. And while it's nothing new when it comes to gaming conventions, it's still a new concept for the comicons. We'd love to make it the new "normal"...

But what's involved? What does it take? And where should we go? You can help us decide.



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