

London Decompression 2025

Individual Survey responses

Tell us about your volunteering experience?

- A dedicated washing up sink for fluffing would be helpful
- A little intense
- Fantastic GREETER shift! Always fun and rewarding with wonderful people/co-volunteers, bringing cheerfulness right from the start. Only tricky part was the organisation - I arrived at my time and no one knew the password for our scanning programme, or could tell me what to do exactly. I'd recommend having a lead ready to instruct new volunteers at every changeover. Will definitely get involved again next year! Maybe in a lead role myself :-)
- great experience but very intense due to lack of volunteers compared to the past, plus some miscommunication due to changes in org structure
- Had a lot of fun volunteering; the pre-event comms were pretty chaotic. Didn't know I was actually doing a shift until day-of.
- Had another shift as Stray hearts 💕 and made so many friends and had loads of fun playing around with people
- Helped with Decor the morning of the event and loved spending time with friends. Also did a shift with the stray hearts during the night and that was the BEST experience ever. I ended up making so many friends and so much laughter.
- Had a few problems along the way but discussed and hopefully resolved the issues.
- I am part of one of the theme camps and we have a very strong and amazing community even outside burn-related events
- I did a shibari performance, and really enjoyed it.
- I did stray hearts and I thought it was very badly organised. This is a welfare volunteering and the training we had was nothing about welfare, I do not think any volunteers would have been ready to face any situation. As well at the meet up during the night, there was no briefing, no key for volunteers toilet and I felt we were just going around to make people laugh but we would have not been ready for any situation
- I enjoyed a lot helping out and contributing to the event. I've done build for two days and decor, plus a performance on the day. Meeting new burners while volunteering was the best, and attending an event that is co-created makes everything even more special
- I helped with build for one of the theme camps and when I entered I was given a tour around the site which was awesome. The volunteers bringing round drinks and snacks were also amazing. I felt very well supported and the organisation was fantastic. Made it really easy to pour my energy into the build! Really impressed!
- I led CCC into Brut when it was an amazing room to build our camp
- I loved doing some interactive theatre with the other badgers

- I loved the fluffing station this year, such great food! And also that fluffers came round with snacks and drinks when we were building.
- I made an Art, people helped me, it looked good and we had fun
- I really enjoyed it, I think it really helps getting in the burn community and aligning with values!
- I think it would be helpful to start planning volunteering activities and meetings further in advance. One month's notice often isn't enough, and we end up rushing everything. If meet-ups were gradually planned from late summer (around August), people would likely enjoy them more, have more opportunities to connect, and the leads wouldn't feel as stressed, nor would the volunteers. This time, there seemed to be a lot of pressure in the WhatsApp group. In the end everything was perfect but people should burnout for Decom :)
- I volunteered in the lead up to the event for a few weeks. I'm glad I did it but I didn't love it. I'll volunteer again next year but doing something different.
- I volunteered to build, I could only join in the afternoon but already so many things were done. There wasn't much to that needed lots of work. I was glad to help out but also personally glad to have some time in between build and the event to do some personal bits as well
- I volunteered to help with the strike in our room. Everything went well, we had a good team. I appreciated that food and drinks were available for the strike crew.
- I volunteered with unloading vans on Friday and I was on the gate checking tickets on Saturday. Loved it
- I was a DJ on the silent disco stage and it was a blast!
- I was a stray heart and I had a lot of fun, also helped me breaking the ice and getting to know more people outside my "circle"
- I was co-lead; it was wonderful, but made my shift a bit long.
- I was involved in the build and strike of the lusty flamingos
- I was working with the Lust In Space team so didn't volunteer outside of that, but within that, I found comms good, even when answers were unknown, we did get a response to all THOSE questions!
- I work on the consent team and have done for a while. I enjoy this role.
- I'm not providing feedback, because my experience of doing so the past has been hate and "why are you complaining; we're only volunteers".
- It was magical - I always love the greeting shifts
- It was so great volunteering, it made having fun feel even more rewarding
- It was way more organised this year in some areas, but it's heartbreaking to see fewer and fewer volunteers to bring it to life.
- It will never work if others don't also help out. I felt more parties were involved last year. Still we got everything done.

- Loaded up the van then went for food with some burners. Striking costume camp was nice, seeing all the efforts that had been made
- Participated in a theme camp build and ran out of energy by the time of the actual party...
- Some of the rooms were very crowded so given the amount of people, it was hard to move around
- The anchors and other leads were excellent. The WhatsApp group for build volunteers was really helpful. I appreciated all the info shared in advance.
- the Grater team was awesome. shifts could've been slightly shorter though, as I was quite hoarse and cold by the end
- The lead organisers for graters was very poor. I don't blame them personally. But they seem to have little to no knowledge of how it would or should work and that most evident on the night.
- The people with drinks and food were amazing!
- There wasn't as much to do on the day for build, with reduced camps and early opening
- There wasn't a very structured plan for the rangers, as there was a lot of official security as well. We ended up guarding the fire perimeter for almost all shift, which did not seem to be foreseen beforehand. It was ok. The lead was very enthusiastic and nice however.
- This year was very smooth and credit to everyone involved for creating and maintaining that atmosphere throughout. People felt safe and supported which is the most important thing in my eyes and the offering was brilliant. I spent the majority of my time in the Hot House.
- Volunteering is how communities are formed. It wouldn't feel like a burn without getting involved.
- Was a fluffing lead! First time at London decom and LOVED IT! Carly and Dannie were incredible to work with and Rob was so welcoming and supportive and helpful! Felt right at home straight away and loved fluffing and getting to know all the other camps other than my own! 11/10 would (will hopefully) do it again!
- Was grating and dealing with the slightly complicated issues
- Way too much work - not enough leads.
- We volunteered late so weren't assigned to an actual camp so there wasn't a huge amount to do, completely our fault, next time we will be more organised!

What did you think of the venue?

- 10/10
- A bit far to reach, but I like that it's very labyrinthine, which gives opportunity for exploration.
- A bit more central to London would have been preferred
- Absolutely amazing space for the event, love the mix of indoor and outdoor with a lot of different space to explore
- Amazing location! Fabulous venue! Loved everything about the layout! And the decor was outstanding too! I felt like stepping into another world so beautiful and very colourful!!
- Amazing venue
- Amazing, really felt like a buzz, not a regular party.
- As always the best DIY vibe
- Average
- Beautiful
- Best decor yet
- Best of the years at the cause. The disabled toilet situation is still bad and the security are pretty awful to deal with. The spaces looked great and flowed better than last year. Loved having warm indoor space to chill in.
- Better than two years ago (didn't come last year). The "outdoor" space was much better
- Cool indoor
- Cool location, some rooms were out of the way so think they got missed! Loved the variety of things going on!
- Cool place, some more comfy chilling areas would be nice
- Cool venue but a little scattered! The limitations of the venue were there but you guys truly maximised what you could do at that venue
- Cool! Many rooms? Different vibes, lovely fire pits outside...to confirm!
- Excellent, good location, nice and quiet and easy enough to get out afterwards. Feel like the available space was used very well
- felt like we had more useful space thanks to the heated Eyerena, so the rooms were less crowded and easier to navigate
- Good location and layout.
- Good location, layout is confusing but works
- Good venue but not so good transport links
- Great - a bit maze-like but in a good way, exploring. Good outside area

- Great location and fab layout!
- Great location, amazing use of the space, crazy effort on decor, performances, camp spaces. It was magic!
- Great location, layout was a bit confusing but overall fine
- Great location, lots of different spaces but could do with more cosy spots, especially on a cold wet night
- Great location, varied room layouts. The Eyerena needs more development and partitioning.
- Great place, awesome decor
- Great venue for a burner event. Lots of spaces. Right feel.
- Great venue, excellent combo of varied spaces
- Great venue, lots of space for lots of different areas, didn't feel cramped at all.
- Great venue, well used
- Great warehouse type venue to aimlessly wander and get a little lost. Drinks are very expensive but that's to be expected in London
- Great! Got a bit confused at the end and couldn't work out how to get back to the rooms upstairs. But that wasn't the venue's fault!
- Great! I can't fault any of this. My only suggestion or constructive feedback but be more awareness and facilities for Leave No Trace.
- Great, location was good - rooms were great.
- Great. I loved the makeshift home made vibe. Superb venue too, just my kind of thing. Outdoor areas useful for smokers but there could have been more going on out there. Not easy to find though, we had to ask a bouncer next door.
- Huge, mazey, cool
- I didn't love the location when it was first held there the previous year, but I consider that this year it was all greatly improved. Having the tent outside was a great addition!
- I do not have comparison but I enjoyed finding different rooms, different sizes. Location was fine for me.
- I felt there was not enough cozy chillout spaces, the bean bags areas in the main room was not very inviting, the only other place to chill was the T-hall, but it was close to the very loud room. There were too many people at the event, so dancing was impossible.
- I find the location very uncomfortable. Accessibility is not an option, it's far away from everything (both good and bad I think), and when it is wet like this year the difficulties of navigating the space become unbearable.
- I like that there's multiple rooms and spaces to explore at the cause and the venue is easy to get to. Not so easy to leave at 5am though
- i like the rabbit warren vibe. i just wish there were even MORE secret spaces! and bits being outside is quite cold.

- I like the size and layout of it. Location seemed fine...until it was time to try and get a cab. But that wasn't terrible really; I just needed to adjust my expectations.
- i liked it! seemed to work well for the event
- I liked the variety of different spaces within the venue! Layout was cool. Was a bit unclear at the beginning which rooms we could enter vs. waiting for them to open later.
- I love the Cause, ever since it opened in totts and moved east
- I love this location. Bar staff was occasionally a bit grumpy, but we're not the mood police :). The door at Brut to the Hot Mess area opened only late in the evening and it would have been helpful for the flow in Camp Costume Camp if that had happened earlier.
- I love this space and what it brings to Decom, the chance to move around spaces inside & out is great, even with the winter weather! Bars and loo's plentiful
- I preferred Fire. The Cause is really far away from London and is a cold unwelcoming venue. Toilets are not great (dirty)
- I think it was helpful that a map was sent because there was so much to discover.
- I think this year was better than my previous visits (didn't go last year). There were more and better quieter spaces. It was helped by the outside not being bitterly cold and mostly dry.
- I thought it was really a great venue
- It is good but not enough indoor toilets and too much walking to places trough outside area
- It looked a lot better than the last two.
- It was great and organised very well, kudos for the eyerina being heated
- It was my first time at the Cause. It was a bit disorienting - It was hard to overlap the map with what I was seeing to know where to go but definitely a cool space for so many people.
- It works really well with the decom concept as going from room to room feels like being at a burn!
- It's a cool mix of spaces, but the constant flow of people through the dancefloors and other spaces often makes it uncomfortable to be there (it felt the same last year as well)
- It's a good venue - good mix of inside and outside with a variety of spaces to discover. Sad to not have no commerce but appreciate this is nearly impossible in London.
- It's a pretty good venue. I was sad that a friend reported feeling objectified and harassed by the venue's security in the queue. Circulation can feel difficult at times. I don't love the venue but appreciate that it's objectively good for what we need.
- It's not bad, it has lots of areas to explore, just things it's far too expensive. 14k in 2024!!!
- Just incredible
- Like that it gets a bit better each year. The covered area was much better this year
- Liked the new middle section in the eyearena

- Location could be better due to the club next door that had absolute thugs there.
- Location felt super cyber punk/distopian in the best way. The views were spectacular. The building itself was so fun to move around - circulating around inside popping into different sides of the various venues was so fun and didn't feel too compact. The venues were dressed beautifully and each one felt like it's individual area. The outside area was a great use of space to get away from the noise inside. The entry into the festival itself was thorough and I did feel very safe. The price of the drinks were steep but that's London prices! I think more water points would've been a good improvement and signs pointing to them. A smell refresh station would've also been idea - as perfumes we're not allowed into the venue. The event was super organized and this showed throughout the night. A little more info on which venues had what aerial acts on at the time would've been informative.
- Location great, layout a bit confusing (but fun!)
- Location is very hard to get to and back
- Location meant I had to choose leaving early for the last DLR/train or waiting for the first. Limited choice of alcohol and expensive – Kopperberg, no wine compared to last year.
- Location overcrowded, smelly people, no real techno
- Location was good, bit hard to uber out of due to traffic but cant be helped. Layout was really good, easy to get lost but also easy to find your way back. Maybe more music rooms next year?
- Location was good, layout confusing and cramped, security were pushy and bad vibes. I had to give up my vape fluid on entry - why are we not encouraging refillable vapes!
- Location was interesting and the different rooms were interesting. The music was honestly below average apart from Hugo's set ..I was personally disappointed. The amle dj who played before Georgina (last dj main stage) did not know how to DJ and for many of us..there was no storytelling in the music, he just kept jumping around (musical ADHD basically without the creativity) and I don't know why he was picked when there as so many better djs in the london community ..
- Lockers were really good. Venue is super spacious and has a feeling like you can explore it. Having heating in the outdoor area was a huge plus.
- Love it. Wicked venue.
- Love the Cause!!!!!!
- Loved it! Bit of a pain to leave from though
- Much better with the outdoor space being sheltered and heated! Great layout overall, I can tell it improves every year.
- Nice location and layout, would feel much more burner-ish without paying bar and foodstalls. Too many people, loads of security peeps.
- One of my fave locations in Lon
- Overall a cool venue
- Pretty good. I like the inside and outside spaces. Some of the rooms are hard to get in and out of, with narrow entry ways.

- Pretty good. Some rooms were a bit too packed though.
- Really great, I loved the industrial vibe.
- Super crazy amazing
- The event was great, people were lovely, vibes were friendly, everything seemed to run smoothly
- The layout is fun; lots of places to adventure. The Eyerena being warmer this time was such a good improvement. I live in East so selfishly the location is good for me. It's not that close to trains that help you get home, but I don't really expect that for a big party like this (and a few of us did just walk to Canning Town and that was fine). It's pretty easy to taxi places from there though. Staff at the end of the night were a bit rude to us as they didn't seem to know that Strike was a thing.
- The layout was great. It impressed me how much work was put on it. Also the size of the whole thing. The venue was good too. Just a pity it's so short. Maybe a 24h one next time? Or starting earlier, around noon?
- The layout was incredible
- The layout was spectacular - thanks so much to those who designed the space as it turned out
- The location was really cool and allowed me to explore different areas and have a multitude of immersive experiences throughout the night. I didn't use the event signage to navigate the space.
- The queue to get in was really slow around 11:30pm. The security policy is bad - asking people not to carry any liquid (such as perfume or make-up)
- The space was big which was cool. But even before the event started it reeked of alcohol almost like it hadn't been properly cleaned. The toilets were an absolute shit show, no pun intended even before the event started.
- They are pretty awful. It's a nice layout, but such an unprofessional venue.
- This year it felt like a nice party with good music (except for the time slot 3-4 am in the main room which was a total disaster), but it didn't feel like a Burning Man event. I saw so many people wearing normal clothes and being there just to party, and not being specially nice to others. 10 years attending this event and I can see a big difference compared to 2-3 years back. Not sure if it is the price of the ticket or maybe it is more well known and party people are joining doing nothing for the event. It should be a higher price for people not volunteering.
- this year the venue was better organised, from the ticket hall to the Eyerena. More chilling area needed and more places inside the rooms to hang coats while dancing would be nice. There were no ashtrays or covered smoking area, perhaps something for next year
- too big too dispersive
- Venue is great, creates a real burn vibe with different camps
- Very good organization - the decoration especially in the arena was fantastic and I loved the performances being there with opportunities to sit down.

- Very well organised, the venue is getting more and more familiar and the way the camps are organised really maximises the potential. Maybe only issue is the access to some of the smaller rooms, the stairs and corridors are a bit gloomy, so we mostly stayed in the ground floor and main room mezzanine.
- Way too crowded and the location where you had to go in and out was very inconvenient - it was freezing outside and very hot inside
- We haven't been for 3 years and it feels like it has changed a lot. The tented arena and caberet was amazing and felt the most "burner-y" to us ... the main block felt more regular club like with "burner add ons" ... Also, no cover moving between buildings was ok, but wouldn't be fun in a downpour. The main change we noticed is that it's less interactive and connecty than in the past (and couldn't see much if any art, sorry if there was art, but we missed that). We didn't see any greeters and welcome homes, which was always been a part of burner culture. And this btw is not criticism as we know its volunteer run (we've been there too), but it did feel different and less burner-y than in the past and more like a fun club night. And chatting with volunteer friends it sounds like its proving hard to stimulate the right number of volunteers to create an event on this scale - may its time for a reset and a year round effort to work out how to engage and inspire a next generation of volunteers.
- Wonderful space that you could properly get lost in
- Yeah it's great. It could do with some more quiet space, and ideally somewhere between "melting hot" and "freezing cold" though this year wasn't too bad. The drinks/food offering is pretty meh.

Queue

- Bag search queue was loooooooooong
- Bag searches were extreme, kept the queue long
- Between "Ok" and "Disappointing" really, was there for 20 min
- Don't like queues
- Food queue was bad and slow
- Got in early so no waiting time
- Great because I was in early for fluffing
- I am disabled. the security were really dismissive and rude when I asked to sit down while they searched my bag. they also questioned so many things like me bringing face paints and my medication in with me. one of the worst security experiences I have had in a while.
- I arrived very early, plus was wearing my build bracelet and was able to get in in under 5 mins
- I got in early so it was quick. Later was quite a line I heard
- I had the chance to skip the queue cos I volunteered for build and it was amazing
- I thankfully arrived later but my friends queued for 1 hour nearly
- It is long
- Long and cold weather
- moved quickly!
- No queue
- pretty slow due to the rigour / no performer queue
- Quite long
- Really long, security issues
- Searches were way too long & intense upon entry especially for us working the build
- Security took way too long. If the venue wants to be thorough, double the amount of staff.
- Shorter than expected -
- The long zigzag to get to the entrance felt unnecessary
- Very easy
- Very wiggly
- Was here early, no problem at all

Security

- I was sad that a friend reported feeling objectified and harassed by the venue's security in the queue.
- A bit too intense sometimes
- A little invasive
- as someone from abroad i was shocked by the intensity of face pics at gate and the amount of yellow vests at the venue.
- Didn't have anything to do with them
- Felt a bit intense
- I didn't speak to security at the gate but the security in the venue seemed alright!
- I get that it's going to be the same everywhere but it's really invasive having a stranger dismantle all your belongings
- I understand the need of it, it was the biggest search ever for me in a burn event.
- intense! one person was sexually harassed by a security guard :(
- it was over the top like last year. Do we have to get searched as if we are going at the airport?
- Like Fort Knox. Made me uncomfortable.
- Lovely and helpful security team.
- not disruptive to the vibe of the event
- Once inside the venue they genuinely seemed to care about safety. But all the hoops you had to jump through to enter the venue were insane. It's a simple pas de deux, all dancers involved know the rules of the game, please keep it simple. Probably a permit thing, still quite shocking coming from the Netherlands
- One of our group was denied entry. Security checks seemed relatively rigid
- Only 2 guards for 2000 participants ?
- Overly thorough drug search
- people were nice, the policy bad
- Relaxed and friendly
- Security guards gave a very inconsistent treatment to different participants. Some they let through with nary a glance and a wave, others they practically strip-searched. It was super wierd. I was at the gate running Graters from 10-2 so I saw how different it was, and got a lot of feedback from people after they entered.
- Solid checks but needed more security to go that deep on everyone fast enough.
- Some people came in from the side / exit while I was on greeter shift. Seemed a bit sketchy, so maybe security should be at that spot the whole time.

- Super strict
- They tried to take random things off people in the queue like goggles and fairy lights. Then another security guard said they were fine. So seemed a bit confused
- Too strict, they were everywhere, looking scary
- Upon leaving they were aggressive
- Very friendly and fun
- Very thorough
- Was early they had time to go through everything (twice) felt like a small regional airport
- Way too thorough. Do they come with the venue? Given the type of people that attend, the intense searches aren't necessary
- Why so many?

Cloakroom

- Awesome idea to be able to secure lockers online. Makes it much smoother
- Could have used a changing space.
- Didn't use it, got a locker instead
- E-lockers were great
- got a locker
- great lockers! Cloakroom queue was super long
- I used the lockers and loved not having to queue for the cloakroom
- I used the prepaid lockers
- I've used the elockers but the description was misleading, the large one was absolutely not as large as the drawing in the booking process
- Lockers are great, if a bit expensive
- Lockers were perfect (although a bit expensive)
- Nice to have lockers, but expensive!!
- Queue always too long and in the cold so don't use it
- The lockers were a nice touch but v expensive.
- The lockers were great
- They were very bored by the end and not very communicative. Can't blame them really but might have been better if it was volunteers? Not sure how realistic that would be though

Toilets

- a bit dirty but that's ok
- Actually pretty good all night - amazing for a club venue
- Always available, never queued
- Always could use more
- Average
- Barely any toilet paper by the end, used up all the tissues I brought with me.
- Better than the portos at BRC.
- Can there be a way to dry our hands...?
- Didn't use. Which thinking about it was somehow weird
- Dirty and wet. There were enough of them, but that's the best I can say
- Disabled toilets had no toilets roll and were basically falling apart. really hard to deal with when you are disabled.
- Doors were broken and no toilet paper already at 10pm
- During build there were several toilets that were already out of hand paper and almost out of toilet paper.
- Enjoyed the underground, dirty, good old punk days feel but I identify as male. Not sure how the vulva holders experienced it
- Good but space slightly too tight in cubicles
- Good that there was no staff in the toilets this year.
- Got the burning man experience :D
- How have they managed to create such rubbish low quality toilets? From a design point of view they were just really really poorly thought through. They were not adequately stocked *at the beginning of the event*.
- I didn't see any disabled toilets, out of hand wash too.
- It was a shame that out of the 2 toilets indoors, upstairs, the lock on 1 was broken all day before the parry started. If a quick fix to the lock had happened, it would sped up the too big a queues for them. Outside ones were great, even if very far away from the main venue. No quick in & out which is a shame!!!
- Male toilets always really dirty
- No queue for outside toilets but it's cold to get there
- no soap or paper
- Not enough near the rooms, they were dirty v quickly and not cleaned throughout the night.

- Ok but soap not always available
- Plentiful but would have liked locks
- Plenty of them - half my time at every event like this is qing for the loos
- relatively clean
- So gross even when I got there during build and to volunteer
- Some cubicles were wet, and running out of toilet paper quite quickly
- The configuration of the space makes some places very far away from accessible toilettes.
- The outdoor toilets needed handwashing!
- The toilets were worse than the playa!
- The urinal room is a great idea!
- They're OK but sould be services more through the night
- very bad, dirty low, quality. It's probably the worst of the venue

Accessibility

- Confusing at the start before the main building opened
- The venue could fix some trip hazards and include better disabled access.
- I do not need it but can imagine it would be challenging for someone who needed it.
- I mean...not exactly an accessible venue
- I really appreciated the step free map and the security fort made by the burner part of the event. Could we get some seating for the bag check part of the queue? also a clear way to queue skip if your mobility is bad.
- Not great for trip hazards
- Not the most accessible of venues!
- trip hazards on silent disco entrance
- Very bad.

Food vendors

- Couldn't find anything I wanted to eat and the nachos I had were not appetising at all
- Didn't eat - didn't realise there was food
- Didn't see any
- Didn't buy food. Also the drinks were quite expensive. Needed to adapt to the fact that it was a venue and the no money during the party couldn't happen.
- Friendly
- Good food, but queue was too long thru most of the night
- Hard to know where to go, I only saw 1 vendor as I was leaving
- I didn't eat, but nice that they were there
- I only saw one food vendor, with little variety. At least two vendors would've been nice, and open into the night or after the event.
- I think there was one? I didn't see any others
- I was sad I did not get to try the food. Happy there was someone outside when leaving the event.
- It would be nice if there was more
- It would've been great to have some more options open later into the night!
- long queue
- Much nicer than last year.
- One more option would be great (both for speed and variety)
- One vendor, long queue, food was good but spenny
- only saw one food truck and the food offering was pretty basic
- Queue was way too slow.
- Slow
- The guys by the Eyerena were more interested in taking as many orders as possible and chatting than actually making the food.
- The inside one I didn't find till much later. Maybe a "good" sign on the door they were behind would help.
- Too expensive for really poor quality food. Took too long to serve a queue of 6 people, would have been a nightmare if the place was busy. The selection was rubbish and the quality and portion sizes wasn't deserving of the price tag. They were unwilling to make changes to the menu - even to exclude/include different sauces because 'that's how it comes'. Really really really could do better than this.
- Very long wait.

- Was a _very_ long wait in the cold.
- where was the food?
- Wish I knew there was more than one food vendors as I had to queue outside in the cold for ages but the vendor on the inside had no one waiting!
- Would have been nice to have more options at the end of build, but the food was totally fine for me.

Graters (Gate and Greeters)

- After the security, I wasn't sure if the people in the foyer were graters, or just waiting for their friends! So I didn't have any interactions with them.
- All I met through day, evening and night were friendly and helpful if they knew an answer
- Didn't see any graters when I came in at 9pm
- Entertaining, welcoming, random, friendly.
- friendly capable people
- I was a co-lead, so I'm biased.
- I was one of leader so I cannot comment on myself but volunteers were great!
- I wasn't greeted
- Lots of good energy!
- lovely vibe!!
- no interaction when i entered
- Nobody said a single word to me when I arrived. Maybe I was not enough hot.
- Not as interactive as burning man but still friendly
- Party starters
- So kind! :)
- Super friendly
- Super lovely and friendly!
- Super welcoming
- They were amazing
- very friendly and helped me after security were really shitty while searching my bag.
- Welcoming
- Yes I was very well welcomed by a lovely Italian girl and she took the time to explain how this party all started!

What would you like to see or hear that wasn't at Decom this year (and can you bring it for next year?)

- A communal bar and snack-place instead of the commercial versions.
- A cuddle puddle room - no shoes, soft melodic tunes (eg for music vibe four yet two thousand and seventeen)! Yes absolutely could- my friends and I (Irish burners that are seasoned at nowhere) do this style room at some parties and festivals we are involved with in Ireland
- A greater variety of musci and more areas to socialise
- A more chill loungey space
- A play space
- A proper indoor chillout/hangout room, where there is still vibe, decor, ambience, but the volume of any music is low enough to easily have a conversation over.
- A real chill space - cuddle puddle room like at Decom 2022
- Better music selection and DJs. The genres in each room kept changing and it made it hard to know where you wanted to be. Only the main tribal house (?) room was consistent. The others went from happy hardcore to dnb to breaks. If you advertised for volunteer DJs next time I'm sure you would get loads of amazing options then the music can be better curated. This was the key aspect for me which needed improving. But having been to Decom before, I knew what to expect. I think more people would have stayed to the end of the night had the music been better.
- Bigger clothes for the costume library Giant wall sized canvas for everyone to decorate/paint through the night
- Bigger space for fire More outdoor (warm) chillax areas (those were the highlight ). Maybe some more variety in music. It was great, but felt a bit samey in different rooms.
- Bit more house/techno not sure about the folksy guitarstuff early on... some fab dance lighting - pleaces were a bit bright sometimes - i can't bring but know somebody who can
- cabaret
- Carpets, just to make the space feel less like a club, and less trash everywhere. More accountability, people should not be throwing stuff all around.
- Crumpet ... :)
- Different music in some rooms, different styles of music
- Even more variety in terms of music, electronic (could go Goa, or more experimental, etc) or non-electronic (organic beats, vocals...)
- Everything I wanted was there
- For me it was absolutely perfect ! I've had the time of my life! Best party ever! Kaleidoscopes was a fabulous theme and all the costumes were outstanding too!!!
- Funk

- I always struggle with the music. There isn't enough Deep House and I missed the set earlier in the night.
- I might bring my BRC-camp over next year. Broadly I'd like stuff that's a bit weirder - cabaret performances and tea ceremonies are great but could happen at any hippie-ish event. What's weird and great about Burning culture specifically?
- I miss the main Decom room!
- I really think you need to consider more live music in the actual club space as opposed to just being in the main tent at the start, more brass and live vocals bring atmosphere, energy & the opportunity to dance!
- I think the music could be more consistent. It would be great if each room had its own theme (Drum&Bass, Tekno or whatever) so when you move from one space to another you know what to expect. At times, the music that was enjoyable in one room changed when you moved elsewhere, which made the experience feel a bit uneven. That said, Pamoja was really cool this year, I really enjoyed it!
- I think we are lacking soft rooms, chill spaces. There was some but limited for the size
- I think with the room for costume camp the year before also being a dance floor - I preferred it more as the "warm" places to dance were slightly more spread out
- I think you guys did a really amazing job and thank you so much
- I would like to have a dedicated room for good disco/soulful house music. There was nothing really groovy playing for most of the night - except for sambathalion or some sets on silent disco - and I really missed better music.
- I would like to hear more Bedroom Pop 💕
- It was great all that was happening.
- It would be great that the venue has no outdoors area. It is quite challenging to come to the cold outside from being dancing, warm and comfortable. My friends and I think this is the worst part of the Decom
- It's always fab 🤔
- Late RnB. maybe I can !
- Less people or bigger venue. Left about an hour after I arrived as it was impossible to enjoy the party without constantly being pushed and stepped on. Not the BM vibe I expected
- Live music!
- Live music. I can certainly technically facilitate its happening.
- Loved everything about this party but the music. Needs better and more thought-out music lineups, a lot of the rooms had DJs playing in a seemingly random order and the sets were relatively short, so was difficult to find something I actually wanted to listen to. Would be much improved by having a defined consistent genre for each room - the only one which felt consistent was the techno Celtic Chaos room. Needs a breaks/garage/jungle room, a house room, and an ambient room. Also would appreciate there not being a room of 'Afro tech' played exclusively by white people... Also please ban people from bringing their own drums and playing them, it's extremely annoying

- Maybe re-think the layout.
- maybe some more sexy music / a sexy room
- More art!
- More band based music...
- More chill out spaces. More beanbags. More live music. More silliness and shenanigans.
- More classical musicians - strings, brass, opera etc.
- More cozy chill spaces that aren't outdoors (like the teahouse or the white tent next to the church of Dave). I was looking after a friend that had a bit too much and that made it clear how hard it is to find a comfortable spot
- more gifting
- More good techno
- more immersive experiences
- More instrument/DJ collabs like sambattalion at Pamoja. I'd be well up for getting involved in that. Music was great, though personally could've done with a bit more D&B in the night. Especially the larger stages felt quite house-heavy
- More interaction - there was CostCo dating in the past, more quests (we liked Bobbi Badger's quests) ... there wasn't much of a sexy space or vibe that we found (compared to Fire) ... as definitely miss the soft toy cuddle puddle from The Coronet days ... and more structures to explore (but because H&Safety).
- More jellyfish
- More live music, though this seemed an improvement on last year. More space inside to move around safely. There should be fewer tickets sold. The crush is very dangerous on the stairs in particular
- More of my projected art that. I could have done so much with the outside space
- More proper techno and electro. Also more edgy art.
- More quests
- More seating and interactive elements in the Arena, a sex positive camp that can handle a play room situation
- more silliness and shenanigans. way more squish (loved the little tea room but it was always so full!)
- More techno!
- More varied music
- More wacky games and interactive pieces would be cool
- Need to think about that one. An app with a schedule that you can plan your decom pre event would be cool. There's so much to see/do that we'll never get to it all (which is part of the magic of it) but for those that do like to plan ahead, there was a few things I missed because I got caught up doing something else

- No Pagan Cults this year.. Only Church of Dave which is a satire
- Prices for people not volunteering should be higher. If they just want to have a good party without helping, they should pay for it as probably they do in other events.
- Seats at bag check!
- Some older female DJs (I can bring that!)
- The main room décor was a lot less impressive than previous years. Something like a larger installation or community décor project might help to give this room more of a burner vibe.
- The music was all over the place, appreciate it's not all about it, but this year was very boring and start/stop everywhere
- This year was great, so would continue on that path
- Totally different music styles. Themecamps with unique music to be given preference
Maybe also mandate that camps HAVE to take a Decom provided DJ, who can be billed anywhere of their choosing
- Workshops, not sure which ones
- You guys did amazing. I have experienced three or four decompressions since 2019. This blew me away. I have been to decom in Amsterdam and San Francisco. This one truly incorporated the essence of Burningman in that there is something for everyone..I have been to the burn about 5 times now. Bravo to everyone.

Do you have any ideas on how to recruit and reward volunteers for key roles?

- Absolutely not money. Discounted or free tickets, yes... In arrears - Strike this year = free or discounted ticket to be redeemed in the next 2 years. Expenses, absolutely - but at Lead discretion, not mandated/ open-to-all.
- Advertise key roles as you do volunteers
- Advertising much earlier rather for the roles rather than a few weeks earlier
- After party tickets
- Better pre-event comms. I nearly dropped out from a volunteering shift because it was unclear whether they actually wanted me to come.
- Big fan of the do the favor then get a pass for next year free system that BM uses. Keeps people accountable. And helps with continuity year over year.
- Communicate the need for people better. Also, I am not entirely sure what are the channels of communication with the people, is it facebook? signal? whatsapp? how do we find those groups to be engaged? it feels like not having a single place for information is difficult
- Could more of a year round community ... more active engagement and inspiration happen to broaden the range of vols ... the town hall's felt a bit worky and projecty, more than community ... and definitely a doo-ocracy model - the more you, the more u get to have a say and get the perks.

- early access to tickets which need to be bought like everybody else
- early ticket access, swag explained in advance such as t-shirts
- Entry to the afterparty is a good idea! There were loads of people looking for tickets last minute. I'm sure more would've stayed to help with strike if they knew they were going to the after later.
- Even a shared taxi home at the end of strike would be 🤔👉
- Exclusive events is nice
- Free tickets.
- Guarantee tickets for them plus 1
- High quality swag. Especially for intense role like event ops and leads. I think tickets to the after-party would also be a lovely touch. Honestly I am happy for key roles to get good benefits. Some time consuming roles I could see being paid. But this would need to be well thought through and negotiated.
- I do not think people should be paid. However, it would be interesting to explore whether the BMO, in conjunction with ticket sales, could offer a discounted ticket to those who wish to attend the actual burn in BRC.
- I feel that the lack of volunteers sometimes comes from the lack of "community feeling". London Decompression is a wonderful event, but the UK burner community is very scattered in my opinion, and for example, I feel part of my camp community very much, but only peripherally part of the London burner community. Maybe if a theme camp was in charge of the general org of the event there would be a core group of volunteers and it would be different, but it may be a long shot.
- I like the 'thank you party', which is a great way for people to feel valued. I can imagine a clear outline of time commitment and when this happens is helpful for people to judge if this is for them. Also and emphasis of what one gets out of it to be involved in such a mega production. Financial or gift contributions should probably be discussed for an event of this scale.
- I run a charity event with hundreds of people..DJs and performers etc. I have quite a lot of experience with this. I usually provide food for the crew and some drinks in a green room..also they get a place to relax. I recruit from the people who want a ticket but can't afford it or from the extended community of people who just want to support the charity of be part of the event.
- I think food and drink vouchers make key volunteers feel appreciated. I also think the idea of a free ticket to the after party is a very fair thing to give. But I also think performers should be given something if they are providing an individual show. I don't mean if they are jumping on the pole in for the little show in the flamingo room. Not that that isn't awesome. But the ones we saw working super hard in the fire performance, or in the cabarets etc..
- I think incentives would help, we will definitely volunteer again next year now we know what it's about. I think my previous fear is that I had to have some kind of skill to get involved or be artistic in some way, but that wasn't the case at all
- I think it's maybe fair enough to give access to an afterparty ticket to a strike vol (rather than gift it). But it's a tough one. Is it all strike teams. Ie from theme camps and art as well. Or is it just last minute gap fillers. Maybe guaranteed access to a next-year decomp ticket ?
- I think offering rewards or compensation for roles like strike and build is a great start. Maybe a room to chill in between or free access to afterparty is nice. We truly appreciate everyone who takes on strike, they're the unsung heroes in my opinion, especially those who also handle build. It's essential to recognise the people actually doing this work on the floor.

- i think rewarding repeat leads would lead to better continuity. nothing more than tickets though.
- I think the ideas you've suggested are really good (tix to the after party, taxis and payment). I wonder if people understand what strike is like and how amazing it can be (I usually help with strike but wanted to try something different this year). A lack of understanding might be putting some people off. Maybe a couple of short stories about strike from strikers might help? Also, maybe you already do this, but would you ever recruit people at the end of the night as they're going out the gates? Maybe people at that point regret not helping create such an amazing night and have some energy to help. What about vouchers that could go towards a treat, like a massage?
- I would do reimbursement of ticket costs vs giving up front for strike team (mine didn't show up for fluffing strike)! 1000% on board with some form of compensation as without the beautiful volunteers it wouldn't happen! Maybe it's a fresh crew who aren't interested in the party? Strike is such a tricky beast, we've issues with it in our own camp!
- I would've stayed and helped if I could've had somewhere to crash in London afterwards, so maybe publicising options for that (perhaps a strikers crash pad - and brunch?! - if people don't live in London) could encourage more to stay
- I'd be totally fine with people being compensated for key roles. Striking Decom is tough because of the afters. Maybe if there was a space where people could crash out for a couple of hours before going to Post or other afters. Personally that would make it a lot more feasible
- Idk, as I do not live locally. I would not participate in keyroles as long as the event doesn't get closer to the 10 principles though, it's too close to a commercial clubnight for me.
- I'll have to think about it. A badge of honor is always a good one - necklace, badge, gift. For recruitment, i think it's hard because there are so many decom's on at the same time but if that wasn't the case, i'm sure key people and contributors would travel and get involved
- I'm not sure there's an easy way. However, one thought is to make sure it's always clear that the super low price of the ticket, for a party that equivalents often charge 3-4x for, is only possible because of the sheer number of volunteers that make the party happen. Making sure that all communication always has this front and center along with the other culture-related messaging that is always happening (the principles, consent, etc). Maybe a newsletter that goes out just 3-4 times during the rest of the year with an aim to get people excited about volunteering? With interviews highlighting (especially first-time) volunteers at the event sharing how it changed their experience. Or, just make more ticket price tiers that basically give different levels of discounts to volunteers. Not sure if that really stays in line with all the principles? But it seems like it might get a lot more people started volunteering and sort of bootstrap future years because (hopefully) many more people start to realize how fun and rewarding it is.
- It would help if people could do strike not immediately after the event but a day later
- Like with every role, actual attendance is a problem so a way to reward these volunteers that will "enforce" them to show up could be better. Like you get the ticket for Compost after strike, not before. and if they don't show up the tickets won't be assigned.
- Lollipops - and a wall of fame on the website maybe?
- Maybe paying expenses would help. Also finishing at 6am or later would probably help as transport is easier and someone may be happy to sleep and arrive on the morning to help
- No idea. I've done strike before, but I'm kinda committed (in multiple senses)
- Normally just loads of praise for the great work everyone does is enough.

- Nothing wrong with paid volunteers, we had quite a few at the big Burn this year and it really helped create an amazing experience
- Offering everything decom related for free: ticket, afterparty, beverage, food, taxi home.
- Pay it forward method: Volunteers get 2 free tickets to the next event and a food voucher
- Pay people to clean the toilets and top up loo roll.
- People do work on incentives, unfortunately the world doesn't always run on the idea of giving only :(
- Priority tickets for previous volunteering.
- Recruit - address to specific London underground art collectives. Reward - give them space to express
- reducing the friction / increasing the upside
- REWARD: on rewarding it has to be something BM / Co-op -- not £ as thats against the ethos... reward with other events and access / fire circles Best thing for me would be learning from the experts - chance to level up - - getting to see expert set builders!! and learn from them would be reward enough - learning a skill you've dreamt of - flow arts learning seesions for the crews or 1-1s on down time If i'd had the opp to work n the BM temple last year - oh boi ((being guaranteed a ticket (that we pay for i mean) regradless of sell out for the main burning man would make me volunteer at every event but i assume not poss and something everyone says ha.)) RECRUIT: get the recruiters out to other raves similar minded - exploring existing micro commuinties - go to flow arts classes - or places you find a lot makers spaces - the right people will want to volunteer rather than be rewarded - thats the co-op right - artist collectives - OR what about a realy good warm up event - and advertise more clearly on the site i didn't see that volunteering was an option until after I'd been. I'm a recruiter and always happy to help
- something other than T-shirts --- eg. a cool pendant / keepsake burning man style
- Splitting them up smaller so more people can commit time. I found the initial job roles too intensive to do alongside my job
- Start with better organisation around how to utilise volunteers and I believe the rest will follow without any rewards as it will feel rewarding enough to part take in a clear plan, but walking around like headless chicken trying to find what to do doesn't inspire anyone to apply again
- Stop being judgemental and do radical inclusion properly. Then people will want to work with you. Zero tolerance only creates division, tolerance and curiosity create growth and connection.
- Strike gets the green light for as much love as we can give them. True heroes.
- Take their passports away until the end of strike)))
- That's not the principles of Burner culture. We don't do things as a reward. I certainly didn't Strike to get a free ticket, I did it because of the principles and was happy to help out.
- The last two years, we've had a good strike lead and that seemed to be enough to recruit people. Strike this year was so well run and was a joy to be a part of.
- the reward is the friends we make along the way
- The thank you party is a nice touch. Discounted tickets for helping to either De or Post or Nest.

- Think you answered them in the questions above. Drinks or small dinner with the crew 1 or 2 weeks later would be nice. Invite and laurel them with praise in the next burner pub. Personally a thank you is good enough
- Tickets to the afterparty would be a great incentive! Maybe a volunteer referral program - people could share their experience volunteering with friends. I believe people prefer to choose a time for their shift as well so they can plan their evening with their friends better.
- Travel compensation.
- Try to give space to people that so far didn't have any chance cause not so dominant and are invisible in society but this does not means they don't have volunteer to create, be part of something or amazing things to do only cause otherwise people leave them aside (example autistic people, down, superempath and people you don't really meet usually in a Burn cause they are cut of by the environment itself)
- Whichever type of reward, incentive or compensation is chosen for volunteers, it has to be in the immediate future. The system of promising early access tickets for the following year is not working, since the personal circumstances of the volunteers may radically change. Even with early access tickets, some volunteers bail out last minute from volunteering, but still get into the party. So with the current system, participation is not guaranteed for next year, because neither it was on the present year. An idea for recruiting volunteers is to set up an ideal number of leads and volunteers for each department, and if those numbers are not covered, Decom won't happen. It sounds harsh and forceful, but there needs to be a way to increase the number of volunteers and, so it's proportional to the size of the party.
- Would be good to circulate a report to show how much time volunteers spent volunteering to show that people contributing is needed. Also important to highlight that is a co-created event and requires people to step up (like at burns!)
- Your on the right lines. Offer them something for the harder to recruit roles. Your existing management teams and leads know which ones they are.

Do you have any comments on what, how, and/or when information was communicated?

- As a first timer, I would have liked to know the start and end times of the party earlier than it was posted. However I was able to estimate those by searching out the previous year's schedule.
- Clarity about the timing of performances is always too late. Please share earlier, even if just a general guideline
- Decom should use more social media as a way of communicating and excite people, tease about the event way before November
- Great communication from Danny for our theme camp contribution to Decom!
- I barely used the website. I spoke to people and only went online to buy a ticket.
- I seem to remember it being pretty straightforward. I'm still not sure why we were encouraged to bring cups to Decom. My least favourite thing about Decom is the licensed bar, staffed by venue workers, but I appreciate the difficulty of dry hire.
- I thought the limit of one ticket per member was unnecessary. Trust us more.
- In my opinion, we need to insist more on the need for volunteers months and weeks before Decom, and then during the preparation of Decom. There's always people who leave halfway, and there aren't new volunteers to step in, and the information and requests for new volunteers is not happening enough, or not happening at all.
- it felt well communicated to me
- Maybe tickets released in tiers, so if you've been before you have access to round 1, then it goes from there? I know Madrid decom does it like this but they have MUCH smaller numbers
- No communication outside of the burners' bubble tbh, I looked at the cause website and realised some friends were coming, so I joined
- Not really, I feel like this was done quite well. Only note is not everyone was able to find the program, personally got this through friends, but maybe there could have been a QR link or something at the entrance
- Sometimes the email have gone to spam, it feels like it's on the members to actually check out the website
- The Newsletters were useful. Didn't really see any other info.
- The post ticket-launch issue communication was fast and clear.
- This is my second year and I do love what you are achieving & want to strive to achieve as well, but I did find info was quite late coming out, which I'm sure wasn't intentional. If this was my first year attending, I would find the slow release of info a little frustrating and also wondering why it's so late to be shared, maybe more of a heads up to late info so connection flows would be beneficial to all
- WhatsApp was the most up-to-date accurate info share - Discord was just another bit of noise

What was your favourite thing about this year's event?

- All of us with fire and a friend with writing machine gifting me an hug and a super cute message 
- BADGERS
- Being with my daughter and her boyfriend and exploring all the different areas..also they had loads of friends there who we hung out with. I loved meeting new people and the freedom of expression, which made me feel right at home
- Bobby the badger and the T-hole
- Bubble art in the main arena. I thought she was incredible.
- Bubble lady
- ccc having a great space. chai on tap.
- Ceilidh!
- Chatting to the people - such a great crowd - the london 'scene' is very clique at events that are traditional it's about acceptance and openness - i felt the latter again at Decom for the first time in a while in london. love
- Community meeting "old" friends
- Connecting with the london burner community
- Consistent good music in main room. Except for the slot 3-4am, that DJ should not play again in Decom.
- Costumes
- Cozy space in the church of dave
- Creating the badger sett - such a fun thing to put on + bring a group together. Other than that - a really amazing vibe from almost all attendees.
- Decor was way more organised on the set up (the tidy up after set up, not so much)
- Decoration
- Energy. From the graters to the church of Dave etc
- Exploring and bumping into friends everywhere.
- Eyarena!
- Felt a little less crowded - I guess because more people were able to hang out in the arena area
- Flamingo ride!
- friendly atmosphere
- Getting to meet everyone during fluffing before the event

- Great music in all the rooms, lots of happy smiley people.
- Great people!
- hard to pick!! I loved every part of it
- Having a chill space inside and a few good warm spaces to sit outside.
- How all the space was used - felt like there was more than enough room for everyone. Also the decor was amazing!
- How decorated the venue was
- I honestly loved it all! I just wish it was on longer.
- I met many new friends
- I'm a burner but I went with friends that never went to any burn event and it was a amazing start for them, I really much enjoyed every aspect of the party.
- It did not felt crowded, which was great. Music was great. Universe and camps very fun.
- Jellyfish room!!
- Making this happen together with the community and friends
- Meeting my friends, really :)
- Meeting new people during build and at the beginning of the event (and engaging with the stuff that happens earlier on). I usually come later because I help with strike and I've been missing the sober camaraderie.
- Music and performances were great. The people / crowd as always was great.
- Music variety, mooncows had amazing unconventional dj sets
- My favourite part was the silent disco!
- My favourite thing was this amazing theme! So much efforts has gone into the beautiful decorations and so colourful!!!couldn't have been any better than this!!!
- Pamoja
- Participating in volunteering for decoration and seeing the effort pay off was really rewarding. Everyone seemed to enjoy the events and the atmosphere we created, and it was lovely to connect with people on the day as well.
- People. As always.
- People's input to dressing creatively to help bring a conscious and open space for people to feel free was incredible
- performing!
- Running the ceilidh and the ceilidh band - we had a lot of fun working together and I hope we can do it again.
- Seeing old friends, reminding ourselves that this is a really awesome wider gang (and some brilliant friends) ... that coming together doing fun stuff should be joyful and is essential in the somewhat challengeing world we're all living in

- Seeing people.
- Setting up our room and enjoying it.
- Somewhere quieter that I could chill out
- Space improvement (outside tent, more rooms available) and music selection
- Taking part as volunteer and gifting our set to the crows
- Talking with friends in the central space (with the beanbags and silent disco). More visuals to take in in Mooncows. The Badger cult.
- that heat blower in the big room... good chats with friends... great music and vibes in the jelly room. enjoyed the k-hole mini space too, that was fun :)
- the amazing people
- The Arab Tech sets in Pamoja were incredible, and also the bubble show by Olena, absolutely magical!
- The arena - I volunteered in the decor build and it was incredibly rewarding seeing it come to life!
- The atmosphere was so lovely, everyone was so friendly and I loved that everyone made such an effort with costumes
- The badger's den and the make up table
- The Bonfire
- The burners
- The cabaret! Plus the variety of music, good sound systems.
- The Cabarets, specifically the singer. And the general vibe of The mooncows camp. Also costume camp space, the music was always great, and that's where so many connections and friendships were made.
- the church of dave, Tea house and Com post
- The Decomdecahedrom (art piece)
- The different areas to party. I was pleased that there was also ample space to sit and rest my feet.
- The energy and spirit felt like a burning man event.
- The friendliness, also people's creativity and effort
- The general vibe, the people and the volunteers really make a difference. I enjoyed that.
- The girl I spent most of it making out with...?
- the heated Arena, it was cosy and welcoming for once!
- The illuminated cat face art piece.
- The improved eyearena and all the performances, especially the bubble lady was amazing

- The live music early on
- The locker was really convenient to use.
- The main room music was awesome
- The music & dancing
- The music and closeness of everyone.
- The music was incredible, I don't remember a night in the last years where I enjoyed more the music than at this Decom
- The music was much better than last time I went (2023)
- The music/dj's and the decoration
- The overall feel of it. It does not feel commercial, but like something one by a huge group of friends.
- The people, meeting so many faces and creating a bond with them.
- The people, the vibe.
- The performances
- The silent disco
- The team. What a crew! So proud to be a part of it.
- The theatre and the wardrobe area
- The theme was really good
- The theme, layout, variety of experiences, music, performances...
- the upside down fire pit
- The vibe was so kind, I had so many really great interactions with amazing people. It felt so good to find my tribe again after a few years out of the fold.
- The vibe, Be Grand (but they only got 20 min?)
- The whole friggin' thing! Really enjoyed the variety and the sense of getting lost in/at the event
- The work that went into all the rooms
- Variety of things and the people.
- We (Camp Costume Camp) really enjoyed taking on a large room. We'd love to do it again next year! We had volunteers from the camp and others came buy during the day to ask if they could help out. Build and strike went super smooth.
- Working gate and seeing friends coming in
- Your invitation to me to come and play. Would welcome a real stage though :) Particularly liked the quirkiness on the loft and the presence of the church of dave

How do you think Decom could be improved for next year?

- - Less people - Less newbies/people who have no clue about the principles (adopt maybe 'each one teach one' and let newbies come in with experienced burners) - No commercial bar or foodstalls but community-based - No security but an intern ranger-system - More emphasis on the principles, for example photo/filming consent (I saw many, many people making pictures and videos of crowds/performances/...)
- A bit closer to a central location (Electrowerkzs or going back to Fire?)
- A closer venue to Central London..a chill out space which is warm
- A cosy spot to sit for older people!
- a cuddle puddle room
- A reshuffle of roles with higher responsibility could bring a fresh perspective. It would also help to begin preparations gradually and well in advance. Increasing opportunities for interaction among volunteers would strengthen connections and make the experience more engaging for everyone.
- Allow me to do more projected art outside maybe
- An area to drink tea
- And if it's on the Cause again, could we have maps? Or more maps in case there was any. Any chance we could make it a weekend-long thing? :)
- Another food vendor? The queue was long and the choice was limited. But very grateful it was there! More beanbags or comfortable seating in the arena. Maybe instead of a cabaret, spread it out so that there are random performances through the night.
- As I mentioned before, a dance floor with great House DJs would make a big difference bringing better grooves into the journey.
- As I mentioned earlier - the music lineups could be much better. A lot of it was relatively mainstream 'big room' house/techno/trance. Much more scope for more left-field experimental DJs. The most interesting set I saw was the classical music on vinyl which couldn't be fully appreciated because of how loud the ambient sound was and the bass from the main room below.
- Better consistency in the security process. Perhaps some signage as people approach the front of the queue listing what is allowed and not allowed, even though that's spelled out quite clearly in email and other communication before the event; it might actually help security do a better job because people can point to the sign and say "actually this thing you're trying to take away from me is allowed, according to the sign". And actually as a Grater lead, in retrospect it might have made sense for me to be able to meet and talk to the head of security before the event.
- Better food would be amazing.
- Better music...such as deep house!
- Better organisation around what people volunteering can help with which also hopefully minimises stress on key roles. Music, appreciate it's hard to please everyone but for people who wanted to dance there wasn't really anything good this year.

- Better sound quality - this is the main feedback for me that would have improved the event the most
- Better ventilation (some rooms were v pongy) Better music, more consistent genres in each room
- Bouncy Castle. More Art
- Bring back the Pagan Sex Gurus
- By trying to explain people that Principles and what we Carry inside as Community is the real essence and Magic of what we are. Without It is just another fancy "comercial party" noone needs it
- Clearer wayfinding for the 1st floor rooms/some way to make the stairs and corridors less gloomy. Maybe also "healthier" food options (fruits are the best!)
- Cuddle puddle room 😊 or power room (I used to party a lot in NY when I lived in Boston and we'd always have these glorious plush power rooms to touch up our powder makeup)
- Different location or not when there is a party next door
- Early entry only tickets at slightly reduced cost
- End at 6am :-)
- Fewer tickets sold at a slightly higher price. Reduce the dangerous crushing.
- Find the ultimate venue (which probably doesn't exist)
- Gazebo outside in case of rain
- Greater variety of house, deep house and techno
- Has to last longer!
- Have a proper think about what radical inclusion means. Realise that your judgemental and zero-tolerance attitudes exclude most working class people and first generation immigrants. Recognise that your ideas are only one way of viewing the world, and stop forcing everyone else to fit into your mould.
- Honestly it was so great I can't say :))))))£
- I definitely think encouraging more people to volunteer and get involved before the event would be good as it really added to our overall experience
- I just need to get there earlier! Also it was pretty hectic leaving at 5am with so many Ubers and also the Hacienda (?) club kicking out. Some sort of ride share taxi thing would have been great. But realise impossibly complicated to organise
- I know it's difficult finding a better location, but with a more accessible location
- I like the tented areas - the Church of Dave, silent disco, and Flamingo Camp. I appreciate that there was a greater incorporation of camps.
- I liked the layout, however thought it was a bit more spread out and given the cold, it was super condensed into certain areas, while others were less visited. I preferred the layout of the year before (except for the arena being nice and heated, that was great)

- I love it as it is. My suggestions are small and non-essential - maybe an extra food vendor here and there, more non-alcoholic drinks would be really nice (but I know that's a venue thing)
- I think you're doing a fabulous job. But like mentioned before perhaps finding a way so trash isn't everywhere, toilets maybe more usable at the start of the event, so they have more time to get fucked, and no idea if it's possible, but for the space to be cleaned more so it's not smelling of booze on the level it was.
- i was missing enough chill spaces / seating spaces / social spaces. decom events are more than just raving, it is also a reunion party with burner friends. able to talk to them in a chillout is something i missed.
- I will perform again
- I would say that signs to indicate where all the rooms are should be a bit bigger as I felt like I didn't really see them properly
- If possible make it bigger, more rooms and maybe one with a completely different genre of music A whole room of mattresses/sofas/soft flooring for those who just need a lay down in a room not booming techno but a soft slow sound
- Interactive actors
- It's such a perfect concept! Maybe it could be pushed further with room themes being even more multi-modal? Also it should take place at least twice a year...
- Just a tad more variety in the music, especially before ~1am. Felt like it improved later in the night
- Keep the same spirit, really loved the venue and people I met
- Keep up the good work - but maybe think about a support function for dyslexic people or those adverse to form filling.
- Less in-your-face security, felt very observed. More chill spaces that aren't so exposed.
- LESS PEOPLE and/or different venue! This year was terrible
- Less stress for leads!
- Less stringent security checks
- Live music to bring the dance at a few times through the night would really bring people together
- Make it longer
- Make life easier for the leads on harder to recruit roles.
- Make the night longer (not sure it can be achieved without breaking physics' laws)
- Making it a two day festival - to make it worth the travel / stay into London. People from further away may find this easier and more worth the time/money. Making it two days may also encourage Volunteers, as the shifts could be divided into two day splits and before / after event volunteering roles - to make sure everyone has their fair share of work. Opening food for just before the end of the night - I know there was a food vendor outside though! I have a few ideas - as and would like to be considered: - Taxi signage / help - Funky Cup workshop - personalising plain cups to reuse for the night! - Swap shop

- some people felt they wanted to get more dressed up - running a swap/borrow shop or chest.

- maybe a greater variety of music / another fire pit (that's covered for rain)
- Maybe a shake-up of the venue to somewhere else?
- Maybe more chill spaces
- More absurdism... Use one of the larger indoor rooms for some kind of experience that is entirely unpredictable and totally unforgettable (like the Badger Cult, Church of Übertown, but front and centre)
- More art!
- More central to London, greater variety of music, more areas for socialising
- More cheesy pop
- More chill out spaces, fewer DJs, more live performances and silliness.
- More cosy areas
- more cosy, chill and fun/weird spaces where talking and connecting and silliness can happen. more art! I may have missed some of this though because my Grater shift meant I didn't get to properly explore until quite late. so, more shenanigans later into the night rather than just at the beginning would be good.
- more dance floor to compensate for the loss of Brut
- More food options :)
- More food stalls closer together
- More live music. More varied theme camps WITHOUT DJ's. Dividing the Eyerena up to make different spaces.
- More spaces to relax and wind down The only indoors space where you could do so was very small and - understandably - very busy. The layout of a couple of the rooms made it so it was very difficult to pass through and they felt too crowded at times (almost scarily so), so I avoided them altogether until very late into the evening. It wasn't because of the size of the spaces, just the layout in some areas didn't seem that well thought out. Maps and signs around the area could also be a great idea
- More time and another event for networking and brainstorming earlier in the year (in person)
- More variety of music
- More volunteers! More education and awareness on how big Decom is, and how much of an effort it takes to create it. And ultimately if not many people help, it's unfair that only a bunch are overworked and stressed to organise it. Shrinking it and making it only for a few committed hundreds may need to be the way forward.
- Not sure when the theme became public knowledge, but it affected me making a bespoke costume.
- Questions answered by the venue well in advance of the event (weeks rather than days)!

- Replace the silent disco with a proper stage
- re-think the layout, the silent disco is a bit awkward, as it creates a feeling as if nothing is going on, more chill spaces in quieter areas, less people on dancefloor as it is impossible to enjoy otherwise
- Smaller, new venue, no DJs
- Some clarity for which doors we could use perhaps? Soo many doors!
- some more music variety would be great!
- Space and security
- Start planning before for volunteers
- Stop. Have a reset. Keeping talking, talk some more over the winter ... reach out far and wide. Don't be afraid to go smaller, to deeply reconnect with the burner values and actions
- Stricter DJ curation..music is the primary form of connection for many. It gets us into a flow state and into our bodeis and out of our minds and movement releases stress and enhances wellbeing. People need more opportunities to disconnect from their right brain and day to day :) Thank you for all the effort you put into this, it's not a small feat and if I lived in London (not Mexico) I would volunteer for sure. Much love and many blessings, Jasmin
- The art more visible. Might have been me but completely missed it
- The chillspace was really fuckin crowded. Maybe more / bigger chill spaces?
- the org could invest in lights that can be placed near lineup and map large posters (as they were all placed in dark spots) and some illuminated poles or similars with arrows for directions (as I didn't see not one of them, although I know they were placed)
- Trying to bring back usual burners and keeping tourists away. People were not nice in general, it felt like a commercial party.
- Venue. I super love how big this venue is, but there are two major issues: the outdoors area at this time of the year is quite challenging and annoying. It is super cold in London, in November, and you could see people suffering the cold, wearing almost no clothes... and also, the surroundings. We saw how the outside was full of people who looked scary. We did not want to judge, but there were what looked like "street bands", some had their face covered and we were quite scared and concerned. Luckily, nothing bad happened.

Is there anything else you'd like to tell us?

- Amazin'
- Best party of the year 😊
- Big thank you to everyone that made it happen. You did good!
- Burners are the best community
- Can we please not use whatsapp as well as discord!!
- Congratulations and well done to everyone involved! You can see and feel the time and care that goes into the event. It has such an important impact on people who attend and contribute.
- Crowd feels less diverse than other events in London. Something to keep in mind
- Great job - the team was massive and you can tell a ton of effort went into it
- I didn't attend but I did spend months organising a room for Decom and I wouldn't do it again. The comms is terrible and the expectation that people will work for free for months, front large sums of money for items for what is a commercial club night : paid entry, paid bar, I don't think it's a big ask to have clear and friendly comms. Also England is more than "London/not London"!
- I would go to SO many more decom-style events across the year, if they existed. One is not enough!!!!!!
- I'd love to be Djing there! Where do I sign?
- I'm disappointed by how little provision there is for those with disabilities
- It was really great to meet some of the "management" people in person (particularly CK and Mustang); they were so great and dedicated to everyone having a great time
- I've spoken to different BM regional contacts and Fred at BM HQ leading the technical infrastructure to understand their challenges and how to support them to help people in their regions and people visiting to their regions stay connected, link up / meet and share relevant events and I'd be delighted to have a call at some point and show you my platform for human sustainability, reducing loneliness and disconnection and collaborate if you are interested. You can reach me on higherpurposeconsultancy@gmail.com Thank you
- Just had the best night. Met some fantastic humans and had loads of very positive interactions.
- Just thank you for providing us with such a great event
- Keep up with the good work
- Longer! Too short for all the amazing effort.
- Looking back at the event, I was amazed at how SAFE I felt the entire evening. This may sound casual and not an exciting thing to mention, but it is such a rare thing to feel - especially going out in London. Everyone was absolutely lovely, volunteers and just partygoers, I did not have a single moment where I felt concerned or somehow uncomfortable. We even had a brief emergency where one of our friends had lost their phone (or left it in) one of the rooms while getting us drinks), and within minutes we were able to find it again in the lost & found, as someone had already taken it there. Shout out again to the volunteers and whoever was in charge of security and well-being - I personally had a great night that wouldn't have been possible without all of the people behind it 💖

- Love you
- Loved that it's such an accessible space for non-binary folks such as myself
- Please ask for volunteer DJs next time.
- Please make sure it doesn't clash with Bangface again. Most of Ubertown couldn't make it because of that.
- props for the people who signed the contracts. it is a lot of responsibility for such a crowd!
- Send links out now for people to volunteer if theres a shortage - while it's fresh in the heads and no plans! xo
- Sex was abolished.. Pagan Sex Gurus also.. It was Fox & Badge for poor people
- Thank you Decom team! I had sooooo much fun. You are the best! <3
- thank you for all your hard work! <3
- Thank you for doing the survey, analysing the data and taking it all on board!
- Thank you for organising! Had a lot of fun, and most things outside of the music were really well made and fun to interact with, just the music that was meh pretty much all night and made the decision to skip any after party etc very easy
- Thank you for taking the time to bring so many lovely people together
- Thank you for taking this on! It's a big task and appreciated.
- Thank you for your werk!!
- Thank you!
- THANK YOU! You're all amazing people and I am very grateful
- thanks for all you do!
- Thanks for all your hard work! It was excellent!
- thanks for making November such a special time of the year!
- Thanks for making this whole thing happen!!
- Thanks for your dedication to a wonderful, inclusive and independent party!
- Thanks so much for putting together such a great event and for your hard work every year! We definitely love it and appreciate you guys so much! <3
- Thanks to everyone who did so much to make it happen! <3
- There are so many wonderful people involved in making Decom happen, but Carly (event lead) deserves a very special mention for her endless hard work and drive. Thank you.
- There was one person who was very aggressive when I accidentally bumped into them. I just wonder why attend if you are so sensitive!!
- Venue needs to improve. The rest was amazing, we probably had one of the best nights of this year, and it also was one of the best London Decoms I have ever been (and I have been to many).

- We would love to host a room again, but maybe in a bigger space next year!
- What a magical night! Thank you for all your hard works putting this event together!
- Ye are feckin legends and thank you so much for making me feel so welcome ❤️❤️❤️
- Ye are lovely, thanks for all you do. ❤️
- Yes, you are all amazing - and we can't thank you enough for making this come together (yet again!) ... we massively appreciate it - and we'll hopefully be back volunteering next year.
- You all did a beautiful thing! Nothing negative to say about a single volunteer.
- You done a great job, me and my friend went as first timers with no idea what it would be like and left saying it was a life changing experience