

Attendees: Bryan Sullivan (AT&T), Steven Wright (AT&T), Randy Levensalor, (CableLabs), Lingli Deng (China Mobile), Junjie Tong,(China Unicom), Guy Meador (Cox), Herbert Damker (DT), Masanori Miyazawa (KDDI Labs), Serge Manning (Sprint), Brandon Wick (LF), Heather Kirksey (LF), Ray Paik (LF)

Agenda:

- EUAG Status
- EUAG Members
- OPNFV Tutorial
- OPNFV Governance
- EUAG Member Sharing & Learning
- Any Other Business
- EUAG Promotions
- Call Schedule

Heather welcomed everyone on the call and reminded everyone of the antitrust compliance notice on slide 3.

- EUAG status
  - Heather noted that this is the first "closed meeting" and everyone is encouraged to vote on the Chair election that closes in a few days.
  - There is a strong showing with 19 members in the advisory group, and staff members from the Linux Foundation are also available to help facilitate the group. There were brief introductions from attendees.
- OPNFV Tutorial
  - Since there are a mixture of people that are members/non-members plus those who are new to OPNFV, suggestions have been made to do OPNFV tutorial on various topics. This could be done either as a part of the monthly call or a separate meeting could be scheduled. Everyone is encouraged suggest topics of interest on the mailing list. There was a general consensus that many of the topics listed would be better addressed in a separate meeting.
  - There was a question on the difference between the End User Advisory Group (EUAG) and the new Polestar Working Group. Heather responded that the EUAG is only for service providers to discuss common challenges and to provide feedback based on end user perspectives. The Polestar Working Group was recently formed so that the Strategic Planning Committee can work with the technical community and is focused on things like the OPNFV mission, roadmap, etc.
- OPNFV Governance
  - Ray gave an overview of the OPNFV governance structure and where EUAG fits in.
- Member Sharing & Learning
  - Heather suggested that it would be beneficial to spend future meeting sharing ideas and learnings amongst advisory group members.
  - There was a good discussion on other meeting topics such as:
    - How to work best with other parts of OPNFV and how to impact the OPNFV community
    - High-level messages for the market and open source communities. This has been started on a wiki page [at https://wiki.opnfv.org/display/EUAG/High-level+messages+for+market+and+open+source+communities](https://wiki.opnfv.org/display/EUAG/High-level+messages+for+market+and+open+source+communities) and the consensus was that this is a good approach for high level messaging and everyone is encouraged to contribute to the wiki page. Ray took the action item to re-organize the wiki and announce when this is done on the mailing list.

- On high-level messaging, there was a good discussion if this should be done by working with other OPNFV committees after some iteration within the EUAG. Brandon added that work is being done with an LF PR team on timing & drafting of a formal announcement of the EUAG, and the messaging will probably stay at a high level initially.
- Heather added that feedback for the technical community will also be a key value from the EUAG. There was a discussion if there's a good milestone/timeframe for feedback and Heather noted that feedback for the D-Release with use cases that the EUAG members would like to get addressed may be helpful in a few months
- Other Business
  - A suggestion was made that it would be good to have a clarification on interactions/relationships with the Strategic Planning Committee.
  - There was also a good discussion on common pain points, and a wiki page will be created to capture everyone's idea.
  - Promotion: Brandon noted that he will be reaching out to the EUAG members for bios/headshots for the EUAG page on [opnfv.org](http://opnfv.org).
  - For future calls, a suggestion was made to rotate between 7am & 5pm Pacific Time.
  - There was a consensus that the wiki will be a good place to collaborate to collect ideas on what the group wants to accomplish.