

Project Khitomer 2020

Joining Large Sims: Overcoming and Succeeding

Hosts: [Confusedfire \[VFY|CO\] \(22nd Fleet\)](#)

Room Two • Session 6

[22] [Confusedfire \[VFY|CO\] 2/22/2020, 3:00:42 PM](#)

Hello, I am Confusedfire and welcome to my panel about Borg'ing it up on a really big Borg cube. Think about the following two scenarios for a moment:

1) You're looking at joining a new Simm and the first one you go to is called the USS Black Hawk and immediately you're hit with the reality that there are 20+ players on it. So, you decide to check out Vidal Fleet Yards and my gosh there's 20+ players there too. You want to join one of them, but you're scared that you'll get lost in the shuffle.

2) You're the CO of the USS Black Hawk or the CO of Vidal Fleet Yards... Maybe even the CO of Starbase 400 and you get a new application from a new player. You've got more than 20 players on board already and now you've got this new player. Many of the 20+ member simms have a player base that has been with the simm since the very beginning. You need to find a way to fit this new piece into your simm somehow...

This panel discussion is going to cover these two scenarios using my experiences as both a player and as the CO for Vidal Fleet Yards. And, I'm going to draw on your experiences in both situations as well. We've all been there and done that and this situation is certainly not limited to just Star Trek, but other genres as well.

Skoll 2/22/2020, 3:02:00 PM

Twenty players sounds like fun where do I sign up.

[22] [Confusedfire \[VFY|CO\] 2/22/2020, 3:02:12 PM](#)

Okay so let's begin with player perspective...

Alright, so you've just joined a simm with a really large player base... Let's pretend that the simm name is USS Rawling. There are 30 players and you've just joined as an Engineering Officer. In this scenario you've done your research and found out that the simm has been running for 5 years. Your first login indicates that 10 of the players have been on the simm for just over 5 years (in the milestone section) and some have been there for over a year.

How are you feeling? Intimidated? Frightened?

[USS Mayhew] Tom Rake 2/22/2020, 3:02:45 PM

Yea a bit tiny :p

[22] [Kris 2/22/2020, 3:03:17 PM](#)

Just did similar recently and...maybe a tiny bit?

Skoll 2/22/2020, 3:03:37 PM

Again sounds like fun. (May have to do with games in which I have played with larger numbers. You are only talking about twenty pc characters and a few pnpchs that pop up I assume)

[22][118][SARP] Kylindra 2/22/2020, 3:03:43 PM

Yeah, a bit frightened off.

I mean, this is why I've got a lot of things in tabsd I didn't join

It seemed full. <_<

[Exo/SA]RaWolfe 2/22/2020, 3:04:24 PM

Not at all actually, I would be impressed by the drive of the sim, players and there dedication. It tells something about the RP

[22] Confusedfire [VFY|CO] 2/22/2020, 3:04:40 PM

That's certainly fair and even I'll admit I've turned away simms like that out of fear for getting lost in the shuffle... So what do you do to overcome these sorts of dreadful feelings? Do you run and hide? Do you let the Borg ship USS Black Hawk assimilate you? Do you assimilate the Black Hawk?

[Exo/SA]RaWolfe 2/22/2020, 3:05:18 PM

Experience it, then judge it

[22] Confusedfire [VFY|CO] 2/22/2020, 3:05:29 PM

And, I've certainly looked at simms that size and joined them because as @RaWolfe said it's impressive.

Skoll 2/22/2020, 3:05:34 PM

Its about you adapting to them, not the other way round. If you are thinking the other way round you might as well find the door.

[22] Kris 2/22/2020, 3:05:40 PM

Depends on how daring you are I suppose. Try to just jump right in I think.

Beautiful Night 2/22/2020, 3:06:10 PM

I admit, whilst I aspire to a 20+ person sim, I'm also a snob who wants to be in the thick of the plot and would query my ability to do that if I wasn't a DH

[22] Confusedfire [VFY|CO] 2/22/2020, 3:06:16 PM

There are lots of times where you're going to feel like you don't belong in the simm, or like you're going to get lost in the shuffle. Relax! This is normal and here are some tips to overcome that:

- Communicate! - Don't be afraid to say to the Chief Medical Officer's player, hey I want to start a joint post with you. [This goes for any established character really]. And, ask the Commanding Officer for a summary of what's happened. Ask them where they want you to jump into the story and ask other questions too. Ask if there are any ongoing joint posts that propel the main plot for you to jump in on. [That's what we Commanding Officers or Gamemasters are there for]
- Read! - Read some of the previous posts that you may have skimmed over.

- Establish yourself! - Do a solo post with your character in the lounge or something to get your character onto the simm.

[Exo/SA]RaWolfe 2/22/2020, 3:06:36 PM

Adepting comes in both ways , if you adept to a sim then how unique and yourself can you be? Just a brain food to think about

[22] Confusedfire [VFY]CO 2/22/2020, 3:06:45 PM

So now I turn to you... My guests... How have you overcome this?

Lia 2/22/2020, 3:07:29 PM

I haven't, I just sit and wait until someone notices I haven't written anything.

[22][118][SARP] Kylindra 2/22/2020, 3:07:31 PM

Well. Contextually speaking, I've never been in a super large plot. 118 has ~90 members atm, but the ships usually don't peak past 15. And I usually just jump in there, but 118 is.. a different beast from other fleets.

[TF] Kaede Kayano 2/22/2020, 3:07:51 PM

I find stuff to do if I'm honest. Create a subplot, I think any junior officers that are not a dept head should watch the episode of TNG "Lower Decks" as it can help people fit into sim in a lesser role or position.

[PF]Kai1701E 2/22/2020, 3:08:02 PM

I haven't. I struggle because I think it can be overwhelming to have that many players on a sim. As a player, that's a lot of character stories to follow. As a CO, its a lot of players to keep track of. At most, I would want 15.

[22][118][SARP] Kylindra 2/22/2020, 3:08:06 PM

For SARP, I just jumped in. But again, plot sizes are small. For 22.. uh.. I have a VFY tab open, I'll be honest. I'm debating which sim to join there. >_>

[PF]Kai1701E 2/22/2020, 3:08:14 PM

I like smaller groups where we all know and interact.

Skoll 2/22/2020, 3:08:23 PM

This is primarily why non trek games rely on shipper threads which allow players to plot out interactions and where characters stand with each other before you start playing around with said characters in game or during

[PF] Capt. Franklin Johnson 2/22/2020, 3:08:34 PM

Speaking as a CO, I usually make an effort to introduce myself - or one of my Command Staff does - so the new player feels welcome in the discord and community. I aim to always establish the context that their idea of their character is more important to me than whatever silly rule they bring up. So I try to find common ground to tackle this issue head on.

[22][118][SARP] Kylindra 2/22/2020, 3:08:39 PM

(I'm really REALLY enjoying SARP, though, so I suspect my preferred method is to just jump in.)

[Exo/SA]RaWolfe 2/22/2020, 3:08:45 PM

I'm currently in a plot that jumped from 3 players to 10+ with more coming. It requires some researching and background or backstory to get into it

[22] Kris 2/22/2020, 3:08:54 PM

If a Discord exists, ask if anyone wants to chat/meet your player too. Sometimes it is that simple.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:09:02 PM

I tend to attempt to read what's been happening before I ever join. And, yes on bigger simms typically by the time you've reached more than 13+ characters you've got a lot of J.O spots being filled

[22][118][SARP] Kylindra 2/22/2020, 3:09:15 PM

Yeah, I always appreciated that from 118. You get a welcome in email that briefly details the current plot, links you to a summary, and the other bios on the wiki

Ben Garcia 2/22/2020, 3:09:24 PM

Sim consistently to build character and find smaller groups to create scenes with.

[SB118] Melody Delri'ise 2/22/2020, 3:09:46 PM

^

[22] Confusedfire [VFY|CO] 2/22/2020, 3:09:50 PM

If you felt that way like you were going to get lost in the shuffle what reason did you have for not approaching the GM? Or, what reason did you feel that you needed to approach the GM? (If you did about anything like that)

[22][118][SARP] Kylindra 2/22/2020, 3:10:17 PM

I'm too passive, but I'll be honest, with a larger sim, I assume they're constantly busy in what time they have to dedicate to the RP

(in a smaller sim I'm just too shy. :V)

[Exo/SA]RaWolfe 2/22/2020, 3:11:05 PM

Is the GM approachable? Is the GM helpful? Is the GM communicative to the players. Important questions that answer that question CF

[22] Confusedfire [VFY|CO] 2/22/2020, 3:11:09 PM

The other really big factor in big simms is the speed in which they move... How do you overcome that? Some people will read as my tips indicate others will only read what the main plot posts are... etc

Let's assume for the moment that your GM is @greenfelt, who we all know to be approachable... Do you approach him? Let's pretend like you don't know him too.

@RaWolfe ?

[Exo/SA]RaWolfe 2/22/2020, 3:12:53 PM

Standpoint if a player approaches the a GM or not, but do continue 😊

[22] Confusedfire [VFY|CO] 2/22/2020, 3:13:13 PM

That can certainly be the case @☿_☿ , but any good GM knows that in order to run a player base of that scale that they have to make themselves available to these sorts of situations.

[22][118][SARP] Kylindra 2/22/2020, 3:13:22 PM

True. I'

[22] Confusedfire [VFY|CO] 2/22/2020, 3:13:55 PM

My own personal experiences in this was that I felt like nobody really paid attention to me because everyone was too busy progressing their own stories and not being inclusive. Did I approach the GM? No I didn't... Should I have? yes.

Skoll 2/22/2020, 3:14:07 PM

The question I have is if you join a sim that size and didn't think about the potential of getting lost in the mix... what the hell were you smoking if you didn't prepare for that potential scenario.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:14:37 PM

Some people don't look at it like that @Skoll ... some people see "active simm" and jump right in

[PF]Kai1701E 2/22/2020, 3:14:41 PM

It might be the first time someone has tried @Skoll

No one can anticipate exactly what a situation will be like.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:15:06 PM

Sometimes we as players see that spark and jump. Others, don't or decide against joining.

[22] Kris 2/22/2020, 3:15:48 PM

Before I became a CO (not that my sim is huge by any means) I would have been afraid to just jump in. Sometimes experience is a difference too.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:15:53 PM

Hell, sometimes you approach the GM and they are very approachable because they want numbers. Then you get into a situation like those scenarios and the GM ignores you. What then? You really like writing the character or with people on the simm... Do you leave? Do you stay?

This leads me into the second part of this discussion... GM prospective:

Alright, now let's switch gears here... You're the Commanding Officer of the USS Rawling and you've got 30 players on your simm when along comes lucky number 31. A player who is writing an Engineering Officer and this is the very first time they've ever written on this size of simm. Close your eyes and imagine how they may be feeling.

Are they intimidated? Lost? Confused? How would you feel?

[22][118][SARP] Kylindra 2/22/2020, 3:17:20 PM

(as a player, I'll be honest: that situation is dangerously toxic. Once you resent something you do, even if you have some kind of fun in it, you're going to burn out rapidly.)

(And it's likely to be more of an explosion than burnout.)

[22] Confusedfire [VFY|CO] 2/22/2020, 3:17:39 PM

And, that is a very important thing to consider on both sides @_o_o

Ben Garcia 2/22/2020, 3:17:49 PM

They'd maybe be excited 'cos it's active, but unsure of where to slot in. Plus all the plot to catch up on can be a bit overwhelming.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:18:18 PM

Many of us GM's have been on either side of the fence on this one and some have even been on both sides of the fence at one point. This new player saw something in your sim and decided to try and overcome that sense of fear they may have had and joined your sim. In many cases your sim can be really active with 20+ players... Pushing out ten to fifteen posts in a single month. Believe it or not, that is really intimidating for a new person especially if they don't know their boundaries. Here are some tips to help you help them:

- Communicate! - This is a big one and it certainly goes both ways. Make sure that the new player knows your expectations on posting, start a Joint Post with them, ask questions, answer questions, and certainly include them in some fashion.
- Be Inclusive! - Early on the new player is trying to find a stable place to land and they may have several really good ideas. Include them in the main plot by adding them to joint posts. Don't be afraid to post big posts without them (A wall of text can be scary looking for a new player) and then include them in future big posts.
- Think Like Them! - Put yourself in their shoes. This is easy for a GM who's been in that situation and harder for someone who hasn't. This is where communication is really important. You can't understand what you don't know and if you aren't asking this new player questions or gauging how they feel then you're not doing your job.

Lia 2/22/2020, 3:18:28 PM

Having been in that situation, I just quietly leave using a lame excuse.

[Exo/SA]RaWolfe 2/22/2020, 3:18:35 PM

Mmm at Sarp I realized that it's huge, it's intimidating and I try to be open about it to new players, but reach out and say "hey we are here to help you" comfort helps a lot

Skoll 2/22/2020, 3:19:09 PM

Having played on non star trek sims that size... with large character numbers (never a star trek sim that size) lost is usually the way I feel until I start getting stuck in with the players on discord and get an idea on what the players and their characters are like. But then if I have joined a game with thirty players in a non trek scenario the character numbers are likely to be somewhere between 80-130. Can only approach that question from a non trek point of view so I apologise.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:19:12 PM

Oh I've done that as well @Lia ... I think a lot of us are guilty of doing that.

[22] greenfelt 2/22/2020, 3:19:58 PM

@Skoll don't apologize. It's helpful.

[22][118][SARP] Kylindra 2/22/2020, 3:20:49 PM

It's very useful context, yes

[22] Kris 2/22/2020, 3:20:55 PM

As a CO: I'd say don't push for rushes of posts, especially if someone new has just joined. Let them get acquainted with things.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:21:13 PM

As a GM who's running a simm with 20+ players I can honestly state that I've had potential applicants approach me and say, "Simm too big," and then decide to not join. I've had players join and then not do anything because they felt lost or intimidated, and I've certainly had problems finding tasking or ways to be inclusive.

[22] greenfelt 2/22/2020, 3:21:34 PM

And helping a new player get acclimated isn't just the job of the CO. Several of the crew need to help.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:21:40 PM

They are right @Skoll this goes for any simm regardless of genre

Lia 2/22/2020, 3:21:43 PM

Can a sim be too big?

[Exo/SA]RaWolfe 2/22/2020, 3:21:49 PM

Nop

[22] Kris 2/22/2020, 3:22:07 PM

Depends on someone's idea of 'too big'

Skoll 2/22/2020, 3:22:08 PM

No... just helps if its an open ended universe

[22] greenfelt 2/22/2020, 3:22:08 PM

Any sim can be as large as it wants as long as it's managed properly.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:22:10 PM

That really depends on the simm in my opinion @Lia

[22][118][SARP] Kylindra 2/22/2020, 3:22:11 PM

mm.. a sim can be too big, I feel

a fleet or group cannot.

(that is, an individual roleplay can hit cap, but a group of them is far more resilient.)

[Exo/SA]RaWolfe 2/22/2020, 3:22:40 PM

If it's manageable for command it's doable

[22] Confusedfire [VFY|CO] 2/22/2020, 3:22:42 PM

And, @greenfelt is absolutely right... A strong command team, and strong veteran players will go out of their way to help the new player

Lia 2/22/2020, 3:23:36 PM

I feel if you have writers who feel left out or won't join because they feel the sim's too big, then maybe you should look to contain the size of the sim. #

Skoll 2/22/2020, 3:23:58 PM

Why @Lia ?

[22] Confusedfire [VFY|CO] 2/22/2020, 3:24:14 PM

Simm size is really up to the GM and the players themselves... I agree that in some circumstances it's possible to have a sim hit a capacity with playing characters.

Some GM's don't want to try and manage 20+ players. And, that's perfectly fine too

Beautiful Night 2/22/2020, 3:25:03 PM

my question would be how do you get that big in the first place without leaving people out?

Lia 2/22/2020, 3:25:22 PM(edited 2/22/2020, 3:25:41 PM)

Because writing should be fun, and if your not enjoying it something is wrong. And some people find size a problem.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:26:31 PM

And, you're absolutely right some people do find that to be a problem and those people will go join smaller simms. But, others don't have a problem with that. Take VFY for example... It's a space station with a colony planet the sky is the limit on player count. I, however, prefer to keep my player count below a certain threshold. For some it's less than it is for others

And, you're always going to have people who turn down a sim because of different reasons.

So beyond the tips that I've listed above does anyone else have any tips that would help a GM when it comes to helping new players out on a large scale sim? Or, even tips for players?

[Exo/SA]RaWolfe 2/22/2020, 3:28:19 PM

Players, prepare , be daring to ask

[22] Confusedfire [VFY|CO] 2/22/2020, 3:28:25 PM

I'm not sure what you mean @Beautiful Night ?

[22][118][SARP] Kylindra 2/22/2020, 3:28:34 PM

I find that having some pre built suggestions and statements for new players to see when they consider applying helps

it gives them some direction in what to do

(and lowers the barrier to action.)

Beautiful Night 2/22/2020, 3:29:19 PM

If you're running a main mission with 20+ people, how do you encourage players to get involved but give them all something to do? Only so many people can fly the ship, or fire the phasers

[22] Confusedfire [VFY|CO] 2/22/2020, 3:29:22 PM

I personally have my expectations in my acceptance message. And, if they aren't a department head I have their department head start a jp with them

[22] greenfelt 2/22/2020, 3:29:52 PM

@Beautiful Night as a sim with more than 15 players, I've done a lot to make sure each player, regardless of position, has a chance to be involved in the overall story. It's nearly impossible to involve everyone at the A-plot level, but B- and C-level plots bring a lot of flavor to the game, and they always have a chance to become A-level if everyone takes notice.

Lia 2/22/2020, 3:29:56 PM

Don't you find older players tend to back off at times and then on a large sim get overlooked?

[22] Confusedfire [VFY|CO] 2/22/2020, 3:30:25 PM

For me personally, I have 2 main plotlines going at the same time in the same episode. And, I try to gear my plotlines around as many of my players as I can. The rest I try to find something for their NPC's to do in the main plotlines if I can't find something for their PC.

[22] greenfelt 2/22/2020, 3:30:34 PM

@Lia it does happen, but that's when the CO needs to step in and help guide them back in.

[22][118][SARP] Kylindra 2/22/2020, 3:31:00 PM

Actually, I have a related note

How do you handle LOA/returns on such a large plot?

[22] Confusedfire [VFY|CO] 2/22/2020, 3:31:51 PM

I have the character written as being on vacation, or some other work around.

[SA] Wes of Star Army 2/22/2020, 3:31:59 PM

One of the best GMs I've ever seen was a great GM precisely because he made sure everyone in the RP was included. His players on a survey I did almost unanimously praised him on that.

[22][118][SARP] Kylindra 2/22/2020, 3:32:49 PM

I more mean getting the player up to speed.

but yeah.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:33:06 PM

I think one of the most important things to keep in mind for newer GM's or players who are looking to become GM's is that growing to 20+ doesn't happen overnight... And, you're going to lose people along the way. If you're looking to become that big don't expect to hit those numbers immediately.. It takes months or longer sometimes.

[PF] Capt. Franklin Johnson 2/22/2020, 3:33:43 PM

Yep, it's taken us roughly 6 months to hit 17 members, and we did have more. Rough patches happen.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:34:01 PM

And, don't hold lofty goals of that either... Think small scale and grow into the simm don't think the other way around otherwise you'll get discouraged quickly

[SA] Wes of Star Army 2/22/2020, 3:34:17 PM

I feel like the ideal post (from a GM or anyone else) has to ideally do 3 things: 1 - Advances the story somehow 2 - Gives the other people something to react to and 3 - Is fun to read (surprises or amuses, or paints a great mental picture, or gives a sense of being there or awe or something)

[Exo/SA]RaWolfe 2/22/2020, 3:34:18 PM

Oh totally agree, the trick is to let the player that dropped away for whatever reason not effect the story (like it came to an halt)

[22] Kris 2/22/2020, 3:34:33 PM

You can start with a small ship and then grow to a bigger one if you end up with more people on your sim.

[SA] Wes of Star Army 2/22/2020, 3:34:47 PM

If you can consistently hit those 3 things as a GM you're golden.

You can't wait forever for folks though, so I try to have the RP group agree to a set posting cycle expectation (e.g. if you don't post for more than a week we're gonna keep moving anyway)

[22] Confusedfire [VFY|CO] 2/22/2020, 3:36:13 PM

So I'm going to move the goal post again a little bit here:

Scenario - You are a player who has just joined a simm that has more than 20 players on it. You've been feeling completely out of the loop and have reached out to the GM and they respond with "I've given you things to do just do it". They haven't actually done that. What do you do?

[SA] Wes of Star Army 2/22/2020, 3:36:18 PM

Gets folks on the same page

[22] Confusedfire [VFY|CO] 2/22/2020, 3:36:20 PM

((Basically inapproachable))

[22][118][SARP] Kylindra 2/22/2020, 3:36:31 PM

Decision tree time, I feel

1. Are you enjoying your character? 2. Can you write with anyone else?

If 1 YES, 2 NO -> Go elsewhere with the character

If 1 NO 2 YES -> try a new character (this may fail)

If 1 NO 2 NO -> leave, you're doing *nobody* a favor.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:37:14 PM

What if your character was specifically made for that simm @ಃ_ಃ ?

[22][118][SARP] Kylindra 2/22/2020, 3:37:20 PM



Lia 2/22/2020, 3:37:21 PM

I'd just leave and find a smaller sim.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:37:29 PM

I have characters like that.

[22][118][SARP] Kylindra 2/22/2020, 3:37:33 PM

Port the character if possible, but you might as well leave

Bear in mind: I need to disclose a bias here:

I did not leave a sim that had turned toxic for me for a year

[Exo/SA]RaWolfe 2/22/2020, 3:37:48 PM

A character is never truly made for a specific rp

[22] greenfelt 2/22/2020, 3:37:52 PM

Big sims definitely aren't for everyone. I'm a fan of the smaller and more intimate ones too.

[22][118][SARP] Kylindra 2/22/2020, 3:38:09 PM

This *ended badly*, and it very much has biased me towards the 'if you aren't havign fun, why stick around' school of thought

[22] Confusedfire [VFY|CO] 2/22/2020, 3:38:18 PM

I certainly never expected to have 14 players including myself on Hogwarts and 26 including myself on VFY.

[22][118][SARP] Kylindra 2/22/2020, 3:38:34 PM

Like I could not roleplay properly for a year, and I owe several people on 22nd fleet many apologies because I tried and wasn't really over it.

[Exo/SA]RaWolfe 2/22/2020, 3:39:21 PM

Nothing to apologize about 😊 it happens and they most likely understand and support you

[22] Confusedfire [VFY|CO] 2/22/2020, 3:39:49 PM

Okay Scenario 2: You're the GM and someone has approached you about joining your simm (Sitting at 30 players), but say they are afraid to because of the size. What do you respond with?

[22][118][SARP] Kylindra 2/22/2020, 3:41:18 PM

First, reassure them that they can contribute, and interact with people. Then secondly, work with them and their DH to make sure they can carve a niche for themselves.

Since that's.. the big worry with large sims

that you'll just be Extra Gal C.

Ben Garcia 2/22/2020, 3:41:34 PM

Depends how the sim is set up, but if you have dept, could be like "that's fine, your duty post has 3 simmers now and they are doing X, so you will slot right in"?

Beautiful Night 2/22/2020, 3:41:41 PM

If it was me? I'd want to make sure they've got a character that can drive itself - a core conflict, a story to tell, something that drives them outside of what starfleet tells them to do.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:42:53 PM

I personally have been known to (I've been in this situation) ask them what their ideal simm size is... Because again simms those size certainly isn't for everyone and sometimes the hesitant ones are the ones that you risk losing in the shuffle somehow... But, I've been known to then provide them with links for other simms that are smaller.

[22] greenfelt 2/22/2020, 3:43:03 PM

I would point them to a department that has less players and still a lot to be involved with as to encourage them that they wouldn't get lost quickly.

[22][118][SARP] Kylindra 2/22/2020, 3:44:02 PM

mm. I didn't suggest that because I feel that's for a follow up email depending on how they respond to the first

[22] Confusedfire [VFY|CO] 2/22/2020, 3:44:12 PM

Okay last Scenario... 3: You've just joined a really large simm and are a bit intimidated. You're GM, however, is a wonderful person and is constantly helping you. However, your Department Head is slow at response times and hard to get into contact with... What do you do?

Beautiful Night 2/22/2020, 3:44:55 PM

I must confess, I expect the CO to haul the DH over the coals and if needed boot their arse. but I'm not a tolerant person

ReminderBot 2/22/2020, 3:45:02 PM

15-Minute Warning

[22] Confusedfire [VFY|CO] 2/22/2020, 3:45:38 PM

@_ your suggestion was really good... All of the suggestions have been really good there isn't a right or wrong answer to these either

For this one I like @Beautiful Night 's suggestion of having the CO pull them over the coals.

[22] Kris 2/22/2020, 3:46:56 PM

If you aren't an assistant department head, talk to them too maybe.

[22][118][SARP] Kylindra 2/22/2020, 3:47:16 PM

mm. I think I'd agree, given how DH's in large sims have to be basically GMs-in-traioning

[22] greenfelt 2/22/2020, 3:47:22 PM

Agreed!

[22] Confusedfire [VFY|CO] 2/22/2020, 3:47:34 PM

So with 14 minutes to spare and things winding down I'm going into the conclusion

[22][118][SARP] Kylindra 2/22/2020, 3:47:42 PM

and learnign that lesson there is much better than later, when you're the GM.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:48:07 PM

My DH's know my expectations... And, they know I'm not afraid to set them on fire for being unresponsive to the people in their departments.

I treat my DH's like mini XO's

Closing:

Players who join established and really big writing groups can have a really difficult time. From my own experience as a player who joined a big established sim a long time ago I can easily say how intimidated I was. I felt like I didn't belong there and that I didn't fit in and no that wasn't necessarily the GM's fault. As a GM of a big sim I've had people say, "Hey I really like what you've got going on with your sim and it appears like everyone works really well together. But, I'm afraid to join because I just don't think I'd fit in all that well." And, no amount of reassurances on my part changed that.

Now then, with what time is left I would like to open the rest of this panel for all of you to talk about your own experiences. What happened? Was it fixed? Did you or the player ultimately leave? Why, why not?

Lia 2/22/2020, 3:51:05 PM

I left the sim simply because the GM just didn't seem interested in writers who were struggling, and in the end I gave up.

[22] Confusedfire [VFY|CO] 2/22/2020, 3:52:23 PM

Yeah I left the one I was part of too @Lia , but not because I felt like the GM wasn't interested in the players, but because I felt like the players all had themselves in little glass boxes and there wasn't any interaction.

[22][118][SARP] Kylindra 2/22/2020, 3:52:34 PM

mm. I was in a sim that peaked at 15 players, so it's not really all that relevant, but the problem it had was the GM became paranoid of both:

leadership above, and players below. And when you get your staff infected with the paranoia..

[22] Confusedfire [VFY|CO] 2/22/2020, 3:53:03 PM

Large simms don't necessarily mean 20+ I really think anything bigger than 10 could be large

[22][118][SARP] Kylindra 2/22/2020, 3:53:05 PM

.... well, when the ship imploded and 8 people left the fleet.. it wasn't a huge surprise.

it's the bitterness it left behind that's the problem, I feel.

Lia 2/22/2020, 3:53:52 PM

I agree, it takes a long time to get over.

ReminderBot 2/22/2020, 3:55:01 PM

5-Minute Warning

[22] Confusedfire [VFY|CO] 2/22/2020, 3:55:18 PM

I do think the biggest downfall of larger simms is how difficult they can be to manage. If you have limited time to run a sim then it can be really hard to have a bunch of players. And, you have to know your players too

Or, at least one of the biggest.

Anyway, that's all I have for my panel I hope that all of you enjoyed it, learned a lot, and it helped you overcome some of the fears of joining bigger simming groups. I thank you for your participation and your comments as well as your own personal experiences and tips. Thanks! 😊

Lia 2/22/2020, 3:57:32 PM

Thank you @Confusedfire,

[22][118][SARP] Kylindra 2/22/2020, 3:57:49 PM

thanks for the panel!

[Exo/SA]RaWolfe 2/22/2020, 3:57:56 PM

Thank you for a wonderful panel

[PF] Capt. Franklin Johnson 2/22/2020, 3:58:01 PM

Thank you!

Beautiful Night 2/22/2020, 3:58:07 PM

yes, its been a good one

[SA] Wes of Star Army 2/22/2020, 3:59:01 PM

I agree!



[PF] Amethyst 2/22/2020, 3:59:29 PM

thanks @Confusedfire - awesome panel 😊

[SA] Wes of Star Army 2/22/2020, 3:59:32 PM

Excellent panel