

Project Khitomer 2020

Simming: Where is it going next?

Hosts: [\[OF\] B \(Obsidian Fleet\)](#)

Room Two • Session 7

[OF] B 2/22/2020, 4:00:28 PM

Hello everyone and thank you for having me to host this panel.

I'm B for anyone who does not know me I am Obsidian Fleet's Communication Director - I basically look after the community engagement, awards, events and social media to name a few of my tasks. I am the CO of SS Mary Rose and NX05 Atlantis. An avid trek, Doctor Who and recently The Witcher fan. And the fleets biggest Chris Evans fan obsessed. I write in a lot of different places in a lot of different genres inside and outside of Trek.

Shatner's Hair 2/22/2020, 4:00:48 PM

Obsessed is probably accurate

[OF] B 2/22/2020, 4:01:24 PM

It is going to be a little different from a lot of the panels this evening drawing on your experiences and going on a little trip down memory lane of simming experience before we go forward.

I will be tagging some sites and pictures to give examples, a lot of them are not active sites any longer which I have done as this isn't recruitment. Some are indie, some are Obsidian fleet, some are places I have liked to hang but everyone agreed without hesitation to share the tools they use, I will try and tag them as we go along so credit is due.

A big thank you to everyone who helped and understood that there was no axe to grind or agenda to sell other than creating some conversations around the past and showing off different simming styles, tools and formats that we use now and possibly potential tools and experiences for the future. YOU GUYS ROCK

First question first what formats did everyone start with?

[Exo/SA]RaWolfe 2/22/2020, 4:03:13 PM

Forum

Ben Garcia 2/22/2020, 4:03:15 PM

Email

Draxx 2/22/2020, 4:03:18 PM

forum

Seydon 2/22/2020, 4:03:21 PM

I started with MUD

Beautiful Night 2/22/2020, 4:03:27 PM

Nova

no, SMS

[22][118][SARP] Kylindra 2/22/2020, 4:03:41 PM

Forum

Cam  2/22/2020, 4:04:07 PM

paper, pencil and multisided dice 😊

Shatner's Hair 2/22/2020, 4:04:14 PM(edited 2/22/2020, 4:04:30 PM)

My first sim was back in the yahoo groups era. Back then it was a big thing, and it worked pretty well. Most JPs were done over email, and we had a separate discussion type mailing list for chat etc.

[OF] B 2/22/2020, 4:04:35 PM

I confess I have not really used some of these tools but my community team in OF have been schooling me. What was your favourite things about them?

Cam  2/22/2020, 4:04:51 PM

I did yahoogroups too and we used to o JPs via yahoo messenger

Draxx 2/22/2020, 4:05:04 PM

yup on messenger. Oh memories

[22][118][SARP] Kylindra 2/22/2020, 4:05:08 PM

The thing about forums was it fostered a sense of community. I just miss the old days of playing 2nd ed D&D. <_<

(Yes, I'm dating myself. No, I don't care.)

[OF] B 2/22/2020, 4:05:21 PM

It's okay

Cam  2/22/2020, 4:05:30 PM

I'm old too 😊

Seydon 2/22/2020, 4:06:04 PM

mud... was a mix of RP and video game (text based)... it was interactive and more real time

Shatner's Hair 2/22/2020, 4:06:05 PM

I found that yahoo groups actually worked really well for collaboration and things, it kinda felt like a little community, the stats and stuff helped with that too

Cam  2/22/2020, 4:06:20 PM

I loved the more personal interaction and the way everyone could see the various threads and ask to get involved if something they didn't know was happening interested them

[22] greenfelt 2/22/2020, 4:06:43 PM

Yahoo groups!

Cam  2/22/2020, 4:06:50 PM

yes lol

[22] greenfelt 2/22/2020, 4:06:53 PM

I miss YG...

[OF] B 2/22/2020, 4:07:06 PM

Ha everyone loves yahoo groups.

I do not think any talk about our communities futures or going on a little trip down memory lane is worth it without mentioning paper, pencil and multi-sided dice as @Cam 🗺 mentioned. It is one of the first simming experiences for a lot of people before the internet. It created an entirely new industry and sparked the imagination of a whole new generation. Who played Star Trek: Adventure Gaming in the Final Frontier or even Star Trek: The Role-Playing Game?

Shatner's Hair 2/22/2020, 4:07:18 PM

I feel like the nostalgia is better than it actually was for YG, haha

[22] greenfelt 2/22/2020, 4:07:25 PM

I miss being able to see everything that was being written by others. YG really made that possible.

Cam 🗺 2/22/2020, 4:07:58 PM

yes

Beautiful Night 2/22/2020, 4:08:18 PM

I did. Fantasy flight Star Trek books were great

Cam 🗺 2/22/2020, 4:08:57 PM

I played a home brew ST tabletop D&D style game the a group of us put together in college (waaayyy back in the 80s)

Skoll 2/22/2020, 4:09:51 PM

I still have my star trek roleplaying game books somewhere

Also did D&D and Mutant Chronicles... because every body needs oh my god that doesn't exist guns

An eradicator death droid called Tiny is an optional extra

[OF] B 2/22/2020, 4:11:09 PM

Aww looks like not as many people played it but it was certainly a precursor to what lead to the here and now. It is such a shame a lot of the licence expired with TNG.

Now we are getting to 'tools' that more people will be used to like Yahoogroups. It looks like a lot of people like me has mourned the loss of Yahoo groups? What was your favourite thing about it?

Shatner's Hair 2/22/2020, 4:11:09 PM

We all need death droids

Group Description

The USS DAEDALUS is a ship in a Play-By-E-mail Role Playing Game, alt.starfleet.rpg, where a group of writers collaborate on a never-ending story, based on Star Trek.

For more information on ASR, visit the main website, <http://alt.starfleet-rpg.org/> or, visit the DAEDALUS home page at http://boi.alt-starfleet-rpg.org/index.php?title=USS_DAEDALUS or <http://www.geocities.com/ussdaedalus>

Group Website

http://boi.alt-starfleet-rpg.org/index.php?title=USS_DAEDALUS

Group Information

Members : 19
 Category : [Internet Games](#)
 Founded : Jul 5, 1998
 Language : English

Group Settings

- This is a restricted group.
- Attachments are permitted.
- Members cannot hide email address.
- Listed in Yahoo Groups directory.
- Membership requires approval.
- Messages are not moderated.
- All members can post messages.

Group Email Addresses

Post Message : daedalus@yahoogroups.com
 Subscribe : daedalus-subscribe@yahoogroups.com
 Unsubscribe : daedalus-unsubscribe@yahoogroups.com
 List Owner : daedalus-owner@yahoogroups.com

Cam  **2/22/2020, 4:12:08 PM**

I liked seeing what was going on with all the threads

Skoll **2/22/2020, 4:12:14 PM**

Its a shame a lot of games went d&d dice style... who didn't like rolling 56 d6 of damage to a motor mouth preacher with super powers

[OF] B **2/22/2020, 4:12:15 PM**

(if this is your game or you know whos it is please let me know. I acquired the image)

Cam  **2/22/2020, 4:12:25 PM**

it seemed easier to collaborate than Nova

[SA] Wes of Star Army **2/22/2020, 4:12:43 PM**

I mainly miss the content - especially back in the early 2000s there was a huge wealth of activity in Y Groups and people shared a lot of great ideas.

That content no longer existing is a shame and a loss.

[OF] B **2/22/2020, 4:13:03 PM**

I loved the ability to reply from email and it was posted on the site. Miss being able to do that from your phone easily.

Skoll **2/22/2020, 4:13:09 PM**

First non trek game was a wiki/yahoo group game

Skoll 2/22/2020, 4:15:31 PM

Some of the forums used back in the day were quite clunky and ugly as hell to use.

Cam  2/22/2020, 4:15:40 PM

I did LiveJournal and insanejournal bbs type simms too

[22][118][SARP] Kylindra 2/22/2020, 4:15:41 PM

Oh man.

pbvision. I remember that.

[OF] B 2/22/2020, 4:15:49 PM

So it sounds like a lot of us made our bones on yahoogroups?

Shatner's Hair 2/22/2020, 4:15:56 PM

Yahoo had all the things you needed in one package, and I think they played to the community. These days, unfortunately, there's not much money in it for them

Skoll 2/22/2020, 4:16:19 PM

Yeah without doubt... did a lot of roleplay on yahoo probably stopped in 2012

[SA] Wes of Star Army 2/22/2020, 4:16:21 PM

SOME people made their boners on Yahoo groups too. Yahoo was a basically Wild West for a while full of adult content and spam too

[OF] B 2/22/2020, 4:16:21 PM

Oh so true and why they took the route to delete

Cam  2/22/2020, 4:16:31 PM(edited 2/22/2020, 4:16:56 PM)

and google groups was a mess for rpgs, so it just couldn't replace that

[22][118][SARP] Kylindra 2/22/2020, 4:16:34 PM

(I did a lot of forums in the '97-'03' era before I moved to IRC simming for all of a few yers, then I took a bit of a hiatus. I'm really glad I found stuff to come back to rp with.)

Shatner's Hair 2/22/2020, 4:16:48 PM

The whole internet was the wild west back then

[SA] Wes of Star Army 2/22/2020, 4:17:03 PM(edited 2/22/2020, 4:17:12 PM)

It was great wasn't it?

[OF] B 2/22/2020, 4:17:09 PM

So I want to move on to the first kinda incarnation of what we have now SMS

Skoll 2/22/2020, 4:17:40 PM

You mean the one we used for character storage and Forums for actually playing the games?

[OF] B 2/22/2020, 4:17:55 PM

And truly want to thank @Sepandiyar For literally allowing me to go through all his old sites and take stuff i wanted and needed legend.



Skoll 2/22/2020, 4:18:27 PM

pretty

[OF] B 2/22/2020, 4:18:45 PM

I hear a lot of people going on about SMS and how they feel it was better. What did people like about it?

Skoll 2/22/2020, 4:19:28 PM

I'm not allowed to comment on that I get yelled at when I talk about sms

Shatner's Hair 2/22/2020, 4:19:30 PM

I think SMS came about when I was away from RP. I was at uni and mostly drunk

[22][118][SARP] Kylindra 2/22/2020, 4:19:55 PM

SMS was somethign I missed. I've done some IRC and IM roleplay, but .. uh..

[OF] B 2/22/2020, 4:20:06 PM

@Skoll You won't here

[22][118][SARP] Kylindra 2/22/2020, 4:20:06 PM

I try to forget those things.

[PF] AlexM 2/22/2020, 4:20:45 PM

I remember liking SMS better than Nova the first time I switched. But I really can't remember why.

[BF] aio 2/22/2020, 4:21:20 PM

I remember SPMS

[OF]Sepandiyar 2/22/2020, 4:21:55 PM

Nova was just so much different than SMS.

Skoll 2/22/2020, 4:22:03 PM

Its clear that although I am not in love with NOVA as a whole, I have grown to like it... sms however well that I'd be happy to put through the shredder.

Grissom 2/22/2020, 4:23:13 PM

I used Nolan's TRSM/SMS mainly back in the day. And I was going to use this SMS at one point for a sim, but then NOVA came along and I decided to give it a shot instead as a lot of folks were migrating

[BF] aio 2/22/2020, 4:23:42 PM

TRSM?

Skoll 2/22/2020, 4:24:36 PM

My issue with nova when I came back to trek simming was simply that I had been away for so long that I had been left behind. I was extremely frustrated by NOVA and it took a while to get used to doing things very differently

Shatner's Hair 2/22/2020, 4:25:19 PM

Change is always tricky. And relatively few people in the community are experts in building websites, so it's hard to get people to see the positives about upgrading

[OF] B 2/22/2020, 4:25:40 PM

Very much the truth

Grissom 2/22/2020, 4:25:51 PM

Yeah.... TRek Sim Management (I think, we're going back a couple of decades) It was essentially a framework. Manifest Page, Specs Page, Info Pages, a Database and either a built in version of a bulletin board, or you could simply use your own, or a Yahoo group or whatever.

[OF] Sepandiyar 2/22/2020, 4:25:51 PM

I remember losing players when we switched SMS to Nova, they hated it so much

Shatner's Hair 2/22/2020, 4:26:10 PM

I know when I was a CO, I found it all extremely intimidating

[16th] Kate, CO Langley Station 2/22/2020, 4:26:41 PM

i started my first sims on Forum. Need to convince people Nova wasn't scary when we moved.

[OF] Jared Rosado - SB 621 2/22/2020, 4:26:44 PM

I think Discord has definitely helped Nova tremendously. My first time in a Nova sim, I was lost. Now that I'm used to it and have added Discord, it really gives Nova a community feel that it wouldn't have by itself

[OF] B 2/22/2020, 4:26:59 PM (edited 2/22/2020, 4:27:15 PM)

I did have an example of a TRSM site that is still active but the owner never got back to me so i did not want to use it without her permission.

So with SMS we move to the present here and now. What formats other than NOVA do people use?

Grissom 2/22/2020, 4:27:16 PM

Back then it was all HTML coding and image work if you wanted to 'skin' the site though... which made the likes of SMS and Nova a lot more desirable when it came to sim-in-a-box systems

Skoll 2/22/2020, 4:27:31 PM

Discord has helped all sims... its easier to connect with players on discord than it is on a site of any kind even those that employ cbox's

[16th] Kate, CO Langley Station 2/22/2020, 4:27:34 PM

Forum I guess

[PF] Capt. Franklin Johnson 2/22/2020, 4:27:39 PM

I've used Play by Email before, Play by Bulletin Board, and Play by Forum.

[OF] B 2/22/2020, 4:27:45 PM

@Skoll Jumping a few of my points there

Skoll 2/22/2020, 4:27:47 PM

I am a forum player and magaer

Manager even

[16th] Kate, CO Langley Station 2/22/2020, 4:28:35 PM

Forum can be a great way of doing a sim, unfortunetly people all prefer Nova nowadays and it's really hard to recruit people for a forum sim.

[OF] B 2/22/2020, 4:29:08 PM

Very much is hard work but I have some quick and beautiful examples of what else is out there

Skoll 2/22/2020, 4:29:38 PM

I don't play star trek sims currently looking at joining one. I ran the longest running teen wolf site and currently run a successful issue Marvel site... both on forums. Star trek fleets are the only sims that are obsessed with nova gaming.

[OF] B 2/22/2020, 4:29:49 PM

ProBoards is the largest host of free forums on the Internet. It has simple admin tools to make managing your forum a breeze. It has 100's of themes and plugins.



[22][118][SARP] Kylindra 2/22/2020, 4:30:25 PM

ah proboards..

Skoll 2/22/2020, 4:30:28 PM

Um you understand that proboards doesn't operate any more right?

[22][118][SARP] Kylindra 2/22/2020, 4:30:43 PM

the successor to ezboards and freeboards..

Shatner's Hair 2/22/2020, 4:30:54 PM

Simple is hugely appealing to a lot of people when it comes to site management

Skoll 2/22/2020, 4:30:57 PM

Its Jcink these days. takes the best of proboards and invision and puts them under one roof

[16th] Kate, CO Langley Station 2/22/2020, 4:31:06 PM

Proboards! I used that when I first started. Completely forgot the name

[OF] B 2/22/2020, 4:31:07 PM

It's my proboard site lol

And I am moving to jcink now haha

[PF] AlexM 2/22/2020, 4:31:24 PM

I had some poor experiences with forum sims, so I've mostly stayed away from them. The people I was simming with at the time tended to move a bit faster than me, partly because I was balancing grad school at the time. They started making decisions for my character, and by the time I could correct them, I was several posts behind. Nova at least mitigates that if you're writing within the same JP.

[OF] B 2/22/2020, 4:31:33 PM

Anyone use jcink??

Skoll 2/22/2020, 4:31:43 PM

You'll gonna love it but pay the extra and go premium if you can

[Exo/SA]RaWolfe 2/22/2020, 4:31:43 PM

Nop

[22][118][SARP] Kylindra 2/22/2020, 4:31:48 PM

nope. SA uses..

Skoll 2/22/2020, 4:31:50 PM

Yes

[22][118][SARP] Kylindra 2/22/2020, 4:32:04 PM

XenForo

[Exo/SA]RaWolfe 2/22/2020, 4:32:10 PM

Yup

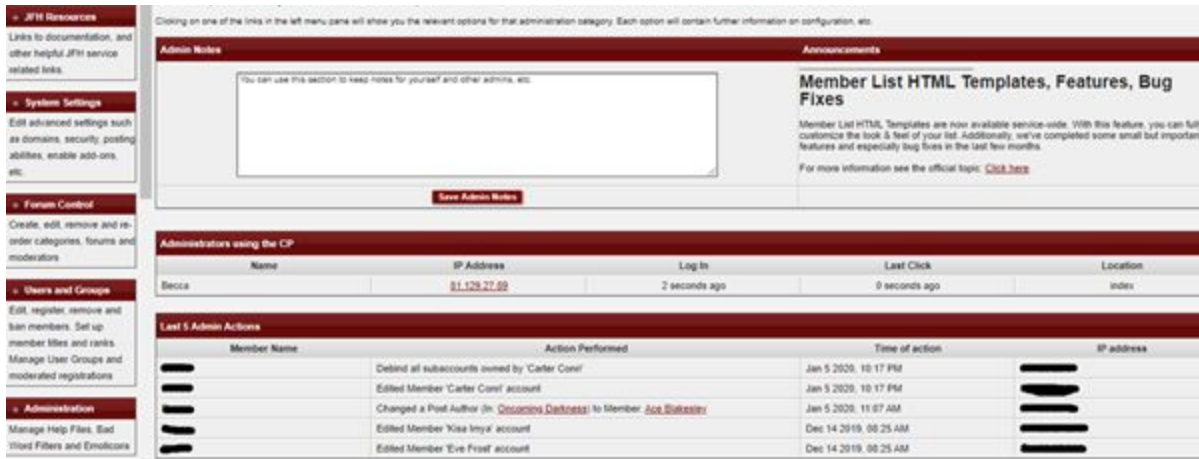
[OF] B 2/22/2020, 4:32:21 PM

For anyone that has never had an experience with Jcink, I find it the simplest form of a forum. It is a modified version of Invision Power Board. Every forum comes with a mobile-friendly version of the board which is one of the highlights for me over other formats which are useable on mobile technology like ones and Ipads.

You have a free version and a premium version. There are thousands of tweaks that you can make to your forum since there is full access to CSS and Board Wrappers. Customize it how you like it!

The screenshots are from a premium site. But there have a demo site here:
<http://defaultfinal.b1.jcink.com/>





Shay 2/22/2020, 4:32:56 PM

How fast a forum rp moves really depends more on the community, and I think that's really true of all platforms

[OF] B 2/22/2020, 4:33:23 PM

Big thanks to the folks over at RPG hub @Seydon for allowing me to use screenshots of the sites and background to explain some of the features.

Skoll 2/22/2020, 4:33:33 PM

If you are transferring to jcink and looking to make it look snazzy you should check out cttw by the way...

[Exo/SA]RaWolfe 2/22/2020, 4:33:41 PM

I hate jcink so much, true it's easy to setup, but so dreadful to be on

Skoll 2/22/2020, 4:34:11 PM

May I ask why you find it dreadful?

[Exo/SA]RaWolfe 2/22/2020, 4:34:59 PM

The skinning, the setup, the structure, it's not my cup of tea

Skoll 2/22/2020, 4:35:28 PM

Yeah the skinning is a pain in the butt I will give you that.

Especially if you are doing all the coding yourself.

[Exo/SA]RaWolfe 2/22/2020, 4:35:51 PM

And I tried it twice, honestly I did, I just ended it with closing it down again

[OF] B 2/22/2020, 4:36:12 PM

It happens. You like what you like.

Okay with us getting half way into the panel and pretty much getting over the half way point let us finally get off memory lane now that we have thought about the features we have liked.

How would you as players and GM's like to see simming go next?

[16th] Kate, CO Langley Station 2/22/2020, 4:37:02 PM

I've been on a Jcink website and I loved it. Ok, I wasn't a admin. But from a players perspective it was great

Shatner's Hair 2/22/2020, 4:37:59 PM

I love the idea of more interconnectivity. Building a community, having players feel like part of something together, and sharing really great writing and ideas. The community is a huge asset to a fleet or organisation and I think it needs to be encouraged and grown.

Skoll 2/22/2020, 4:38:02 PM

The most annoying issue with jcink is the amount of thieves you have about at the moment... and my stalker reappeared entirely an issue for me.

[22][118][SARP] Kylindra 2/22/2020, 4:38:12 PM

I kinda wish you could use nova with pbem stuff

but that's just me. I'd like to be able to generate more easily websites from emails for stories

[16th] Kate, CO Langley Station 2/22/2020, 4:38:32 PM

Well, Nova NextGen.

[22][118][SARP] Kylindra 2/22/2020, 4:39:00 PM

I mean, I'm never ever ever going to convince 118 to use it. But it'd be nice to offer a html website that *isn't google groups!!!*

[PF]Kai1701E 2/22/2020, 4:39:29 PM

You could could, potentially, achieve it. If you set up a PBEM place and then set up RSS or something to display posts on the Nova...

[PF] AlexM 2/22/2020, 4:39:32 PM

I wish Nova had more OOC features. We have a running thread that we don't post to discuss OOC things. We also have Discord, but not everyone on our sim uses Discord. And even then, most of the time we're on the fleet Discord instead.

[Exo/SA]RaWolfe 2/22/2020, 4:39:56 PM

In a way (over the years I used nova and such) I can say with a certainty that every platform, media has its own limitations. But the best answer is to see the community grow and benefits from it and each other

Skoll 2/22/2020, 4:40:01 PM

A nova that shows how active a site is with out having to ask a gm for the truth.

Mimi 2/22/2020, 4:40:09 PM

you can get a chat fuction installed on nova (dont ask me how)

a few i'm on have a built in chat

[22][118][SARP] Kylindra 2/22/2020, 4:40:29 PM

But I think the biggest thing is: I'm mainly for interconnectivity being easier to manage

Mimi 2/22/2020, 4:40:31 PM

anyone who's on the site can talk on it

[OF] B 2/22/2020, 4:40:41 PM

I think Discord has changed the face of simming more than any other tool in a very long time. It had allowed communities to talk a lot quicker, allowing a lot more functions and is mobile.

I can legitimately see Discord becoming its own simming form since you can have a room for each part of the ship, similar to how forums used to be used, albeit with a bit more of a free form element.

Skoll 2/22/2020, 4:40:56 PM

That's called attaching a cbox to the coding.

Shatner's Hair 2/22/2020, 4:41:19 PM

It's not down to nova to build the community, we need to do that ourselves, within sims, fleets or events like this.

Skoll 2/22/2020, 4:41:41 PM

I am assuming that is possible with nova... but a cbox on the welcome page would allow people to chat on the site

[OF]Sepandiyar 2/22/2020, 4:41:49 PM

I've seen someone do it

but it kills your ability to update the software without major surgery

Grissom 2/22/2020, 4:42:33 PM

There are some sims already doing that. A few CO's that I know that ran IRC sims are singing the praises of Discord because of its functionality. I've been tempted more than once to give it a go

[OF]Sepandiyar 2/22/2020, 4:42:34 PM

or maybe my Kung-fu just isn't strong enough lol

[OF] B 2/22/2020, 4:42:43 PM

It is not just 'tools' changing I think it is more the attitudes as well. Discord has started changing the simming community to be a lot more open but also allow us to communicate a lot quicker instead of waiting days and days for emails to go back and forth.

Events like this would have never ever happened before discord.

Grissom 2/22/2020, 4:43:11 PM

Can you imagine something like this on IRC? Chaos!

Skoll 2/22/2020, 4:43:40 PM

Oh it has.

[Exo/SA]RaWolfe 2/22/2020, 4:43:51 PM

I personally think it's the way it interlinked with each other, how players use it. Forum, discord and wiki. Golden combination

Shatner's Hair 2/22/2020, 4:44:10 PM

It's not a community that sees rapid growth, people almost stumble upon it. It's good to be open to new players, those who have never done it before and help them see the appeal.

[OF] B 2/22/2020, 4:44:47 PM

Another thing is people inside of communities are not just thinking of themselves as islands cut off from places. We have a term we use in OF called **Simematic Universes** @shatners_hair @Fake Captain have coined the term.

ReminderBot 2/22/2020, 4:45:01 PM

15-Minute Warning

[OF] B 2/22/2020, 4:45:36 PM

Thank you reminder bot

They aren't traditional Joint Missions, but they are a conscious desire to grow relationships across various sims in order to tell larger and more involved stories than a single group of 6-10 players can tell.

For example, a station or colony can serve as the backbone of a group. It will act as the hub where information can be spread or a storehouse for stationary points of contact all groups may share. For this, think Quark making appearances in TNG to help give missions.

Skoll 2/22/2020, 4:46:28 PM

You will see the numbers pick up with the success of discovery and picard... it'll will get the adrenaline shot dc got with CW arrow universe... now whether you get that boost in fleets or on the independent circuit is debatable.

[OF] B 2/22/2020, 4:47:06 PM

Another aspect of this grouping is that what one sim does can have an effect on the other sims. If the USS Mary Sue has a diplomatic falling out with a traders guild of Orions, that same guild would be more likely to approach the USS John Doe with apprehension. Or, if one ship repairs a listening post like the Argus Array, the entire group will have access to more information.

In more elaborate shared universes, each sim involved could have their own missions that would serve as their group's version of Captain America or Black Panther. This would serve to act as both a stand-alone mission and to further the group's plot progress toward their Avengers-style get together.

Shatner's Hair 2/22/2020, 4:47:26 PM

We do this because we've all got stories to tell, and because we like to share them, get input from other players, even have them challenge our ideas.

Give players a hub to meet others, and new connections will start to appear. You also get to see who's coming up with awesome ideas, or crazy stuff and incorporate them with your own.

Shay 2/22/2020, 4:47:59 PM

I both want to see (and feel like I'm starting to see) more co-mingling of playing preferences. Like...I've *peeked* at Nova-based games, and forums are my bread and

butter, but even on forums you'll see more rapid fire on this one, more long and descriptive posts on another, and don't even get me started on Tumblr and Facebook, and those are just the current ones I'm aware of... There's a bit of a style divide that between them all that turns players away from game ideas they otherwise love... so I'd like a platform conducive to allowing people of different styles to play in the same place

[OF] B 2/22/2020, 4:48:24 PM

@Shay Welcome to poke properly at any of my NOVA sites anytime

Sumpter 2/22/2020, 4:48:52 PM

I think it's very personal, I've been on NOVA a bit but I'm also just much more invested in forums, hence I keep on coming up with PbF sims even in the age of Nova

Skoll 2/22/2020, 4:49:06 PM

I've been in posting battles on forums and knocked out 50 posts of reasonable length in one night... love the rapid fire nature of forum play that is missing in NOVA

Shay 2/22/2020, 4:49:08 PM

 used to be one of my top reactions for a reason 

Shatner's Hair 2/22/2020, 4:49:15 PM

It doesn't even need to be a huge Endgame crossover, an idea that I'm playing with is The Plague of Tribbles, where the little critters start appearing all over, everyone has to deal with an infestation. It's fun and it doesn't need massive coordination between sims

[USS Mayhew] Tom Rake 2/22/2020, 4:49:20 PM

Think it is what you're used to - I cannot get my head around NOVA

[OF] B 2/22/2020, 4:49:54 PM

I think the future is more community orientated, more collaboration and more on phones and mobile devices

Sumpter 2/22/2020, 4:50:24 PM

I'm also very technical and enjoy building out my site and forums, so I definitely see the appeal for Nova to people who aren't. I build from wordpress and use bbpress built in for my forum and it is a lot of work to get initially built out

Agreed

[Mystic Knights] James Stewart/22/2020, 4:50:55 PM

with nova, to forums, it stops those who want a mission done in a month

Sumpter 2/22/2020, 4:50:57 PM

Also why I think making sure whatever medium we use for sims is mobile friendly. I've had a number of people who enjoy writing out their posts on the fly

[Mystic Knights] James Stewart/22/2020, 4:51:44 PM

i was on a forum where i did a post and the next one was like 4 weeks later

Shatner's Hair 2/22/2020, 4:51:45 PM

I use my phone almost exclusively these days. #dadlife

Skoll 2/22/2020, 4:51:56 PM

Been away to long... open ended univereses deal with site events not missions and we do other stuff when events aren't happening.

Sumpter 2/22/2020, 4:52:27 PM

I mean, any game can run slow if the people running it don't keep it moving
Medium doesn't matter too much there I wouldn't think

Well, unless it's something like Discord where you meet at a certain time to play consistently

Cam  2/22/2020, 4:53:11 PM

I was in a fast moving game once and the GM got sent to China on business for 2 months, so things dragged lol

it happens

[OF] B 2/22/2020, 4:53:59 PM

So my time is running short and we will soon need to wander over to #overflow-two .
Thank you very much for coming along on walk down memory lane and taking our quick glance into the future.

Skoll 2/22/2020, 4:54:22 PM

Pleasure B

Shay 2/22/2020, 4:54:29 PM

It's funny, I was reading back over some of my really old defunct forums, and they progressed almost real time a lot of the time...but that was at time when we'd all sit around all night writing 1-liners lol

Skoll 2/22/2020, 4:55:01 PM

Oh dear... you know what I did to players who post one liners?

ReminderBot 2/22/2020, 4:55:04 PM

5-Minute Warning

Sumpter 2/22/2020, 4:55:07 PM

Yeah my forum sims tend to be more long form so we have quicker back and forth in a private JP forum which results in the actual mission thread posts being more spaced out

[OF] B 2/22/2020, 4:55:43 PM

So guys lets move to #overflow-two I still have a few questions and would love to hear some thoughts

Skoll 2/22/2020, 4:55:52 PM

That's a big no no on the independent circuit... its like walking up to someones mother and slapping them as hard as you can... its as serious as that.

Shay 2/22/2020, 4:55:57 PM

It was a comunity thing!!! lol We would all be on YIM cackling away tagging several times a minute

Cam 🖥️ 2/22/2020, 4:56:28 PM

^that

i've been there

but we took those and expanded a bit for actually posts

Skoll 2/22/2020, 4:57:03 PM

We used to roleplay on the ic cbox until the early hours of the morning...

Cam 🖥️ 2/22/2020, 4:57:05 PM

and that was an indie simm too

[OF] B 2/22/2020, 4:58:50 PM

THANKS AGAIN guys. And thanks to @Cam 🖥️ @shatners_hair @Seydon
@[OF]Harrington@Fake Captain @Sepandiyar @Paul who literally let me use all there
sites and helped with this. Really appreciated it. Peace out.

[OF] B 2/22/2020, 4:56:34 PM

So moving from #room-two before kicked out.

[BF] aio 2/22/2020, 4:56:50 PM

gets the boot ready 😊

[OF] B 2/22/2020, 4:56:53 PM

So what I am hearing is community is the biggest thing that is changing and leading
the charge into the future?

[PF]Kai1701E 2/22/2020, 4:57:29 PM

Change is the one constant as they say.

And the one thing that always changes, is people.

Shatner's Hair 2/22/2020, 4:58:01 PM

Community is easy to take for granted, and I think people are realising that now

Shay 2/22/2020, 4:58:30 PM

People who successfully engage with the community do tend to stick around a bit
longer

Cam 🖥️ 2/22/2020, 4:59:08 PM

connecting with others and bouncing ideas off them to write collaboratively is the big
draw to simms for me

w/o that I might as well just write my own fanfic

Shay 2/22/2020, 5:01:07 PM

The first time I stumbled upon an rp (from a fanfic site, no less) I was literally like
"OMG we can do his *together*?"

Grissom 2/22/2020, 5:01:17 PM

As someone who sims and writes fanfics (either solo or collaborative), there's benefits
to both, and also drawbacks

Cam  2/22/2020, 5:02:23 PM

didn't say there weren't for fanfics - I have a whole bunch of them out there and enjoy writing them

but if simms didn't have that community aspect, that would be all I'd do

Shay 2/22/2020, 5:03:04 PM

Same same

Grissom 2/22/2020, 5:03:06 PM

Oh certainly

But even communities with the best intentions can break down and become a toxic environment, using community as a guise. Thankfully, that doesn't seem to be the case with the groups involved here. But it's always something to be mindful about

Cam  2/22/2020, 5:05:54 PM

absolutely

Grissom 2/22/2020, 5:06:08 PM

And I think a lot of that has to do with Discord... how open the lines of communication are

Cam  2/22/2020, 5:06:33 PM

it does help a lot

Shatner's Hair 2/22/2020, 5:07:08 PM

It's tricky to maintain an open community rather than a clique

Grissom 2/22/2020, 5:08:33 PM

Very. Ego's can get in the way all too easily.

Shatner's Hair 2/22/2020, 5:09:18 PM

Hoooo boy the egos

Grissom 2/22/2020, 5:12:12 PM

One of the good things about OF's discord, and I'm sure the same can be said for the other fleets/groups here is that, even with rules and guidelines in place, there's also unspoken ones. Respect for different opinions being very much in hearts and minds, particularly in certain rooms

[OF] B 2/22/2020, 5:15:26 PM

Egos are gonna have to be put aside for the future

Grissom 2/22/2020, 5:17:13 PM

Easier said than done 😊

[OF] B 2/22/2020, 5:19:24 PM

Truly but but that is biggest thing we do not need in the future

Grissom 2/22/2020, 5:22:24 PM

Oh totally

[OF] B 2/22/2020, 5:26:26 PM

I'd also like to see more Simematic Universes

Cam 🖥️ 2/22/2020, 5:27:06 PM

I love that concept

Draxx 2/22/2020, 5:28:45 PM

me to but I read it as slimematic at first. But was looking at ghostbusters playmobil



Cam 🖥️ 2/22/2020, 5:30:19 PM

I would totally do a Ghostbusters crossover episode lol

Draxx 2/22/2020, 5:31:15 PM

nods just don't cross those streams

[OF] B 2/22/2020, 5:31:47 PM

It's headcannoned now. I totally see the future of simming - CROSSOVERS

Draxx 2/22/2020, 5:31:47 PM

That said though @goldun very up for doing some of this simematic universe linking

[OF] B 2/22/2020, 5:32:07 PM

We do it often with holocalls but totally down for it more

Start small build up

Grissom 2/22/2020, 5:36:49 PM

That's one of the easier things about fanfics, I suppose. A lot of my projects over the years have intertwined. Like CO from Ship A having gone to the Academy with XO from Ship B. Or a minor/recurring character from one story transferring and getting more focus in another

Cam 🖥️ 2/22/2020, 5:37:57 PM

nods

same

Grissom 2/22/2020, 5:41:47 PM

It's a little more difficult to do that with sims, syncing them up to do little things like that is sometimes challenging, unless they're running in different sim years. But either way it can result in the same problem. Players asking "How can Captain X be talking to Captain Y over subspace when Captain Y is currently on an away mission." Some people get *THAT* invested... which isn't necessarily a bad thing

[OF] B 2/22/2020, 5:42:52 PM

Handy cause OF is all the same fleet year apart from Atlantis, Vanished, Challenger, Syd, Sarek and Defiant.

But yeah totally get it but started small lays some foundations for the future

Grissom 2/22/2020, 5:44:30 PM

Oh yeah, it's good to experiment, start small and build up to more. I guess that's why a lot of full-on Joint Missions tend to fail, because those involved are sometimes not prepared enough

[OF] B 2/22/2020, 5:45:48 PM

My first rodeo into a jm isn't going so bad on Rosie/621 but its a small part.

Cam  2/22/2020, 5:46:37 PM

I several characters from an old YG sim that have been modified for a few different OF simms, so when there are jm's they have some history

Grissom 2/22/2020, 5:50:50 PM

Anyways, great work with the panel @goldun, stuff to think about