



SESSION TITLE

“Avoiding Simcest”

LOCATION

Room One

HOSTED BY

[OF] du Lac (Obsidian Fleet)

TIME

6pm GMT

(all times presented in CST [UTC-6])

[OF] du Lac, 12:00:30 PM

== ^ == ^ == ^ == EVENT: AVOIDING SIMCEST == ^ == ^ == ^ ==

Hello, I'm du Lac, one of the hosts of this here event.

[BF] Leah, 12:01:00 PM

waves

[OF] Harrington, 12:01:04 PM



Yuna [PF], 12:01:06 PM

Hiya

[TF] Kaede Kayano, 12:01:08 PM

First Question.... Define SimCest... 😬

[OF] du Lac, 12:01:12 PM

Bit of background before I start. I started as a CO in Bravo Fleet back in 1999. In 2001 I co-founded Obsidian Fleet. Since then I've founded several other online communities, run a very big, well-established online gaming group, and somehow, I've managed to find my way back to OF in 2016 before reassuming a spot on the Joint Fleet Command in 2017.

in a minute lol

I'm here to talk about "Simcest" – which is a bit of a blunt term to describe the topic at hand. What I will say is if you're offended by the term and some of the language around this topic, you might be better stepping away now.

[SA] Wes of Star Army, 12:01:54 PM

I think it's basically when you have like 4 ships and they all have the same players and when one leaves all of the ships suffer.

[OF] du Lac, 12:02:16 PM

What is Simcest?

Basically, it's where you end up with cliques forming on sims. A member of the clique decides to go for a CO post, then the rest of them go sim on that sim. Someone else in the clique decides to do the same, so the clique create characters on that sim too. Rinse and repeat, and you've got several sims, each with the same group of people on them.

Yuna [PF], 12:02:22 PM

Common problem in certain fleets

[OF] du Lac, 12:02:45 PM

Now, there's two ways to look at this as a CO and a Fleet CO:

- Great: I've got a group who're guaranteed to interact, I've got a group of CO's who're dedicated to their cause and crews posting and hitting decent numbers.
- Oh my god, this is a house of cards.

I've seen both sides of it, neither of which ends well for anyone involved. Let me give you an example ...

- A CO upsets a member of a clique. The clique are on other sims CO'ed by other members of the clique. This clique decides you offend one, you offend them all and they all leave your sim at once. You go from active to inactive in a matter of a few hours, decide your work is for naught and walk away from Command.
- You're a Fleet CO. One member of the clique becomes disillusioned with your practices, this quickly spreads to others in the clique. They split, form their own group.

Yuna [PF], 12:03:50 PM

OMG this is a great panel already ilysm

[OF] du Lac, 12:04:05 PM

ilysm? 😊

Yuna [PF], 12:04:21 PM

Internet abbreviation: I love you so much

[OF] du Lac, 12:04:25 PM

ah 😊

'ta

[TF] Kaede Kayano, 12:04:52 PM

hugs Yuna since its been years since he saw her :)

[OF] du Lac, 12:04:59 PM

There are other scenarios which can happen. Sadly, this isn't just an issue with simming. It's surprisingly common across a multitude of online and offline scenarios. I've seen it happen in MMO's, I've seen it happen in the workplace and a manager lose control of their entire team.

Captain Graecen 16th Fleet, 12:05:01 PM

I've seen this soooo many times in a huge variety of sims

[OF] du Lac, 12:05:12 PM

yeah, as I just said, not just simming 😊

Yuna [PF], 12:05:40 PM

Twitter RP groups, D&D groups, workplace groups, this is admittedly a somewhat universally applicable concept

[OF] du Lac, 12:05:45 PM

as I said, simcest by the definition is a bit of a blunt term

Mecha meme, 12:06:08 PM

I've watched this kind of thing happen, when a GM (or CO) actually was the one who ended up kicking out all their starting players because the players dared to have opinions and disagree with the CO

[OF] du Lac, 12:06:35 PM

yup, as we also said in the intro, the three fleets that hosting this are all because of splits

Draxx, 12:06:44 PM

Theres the other side of it as well, where you have walked so many times with the clique that your running out of places to write. Some folks feel they are stuck in that situation 😞

[OF] du Lac, 12:06:46 PM

splits are because things like this have happened

and yes, I've seen that happen too @Draxx

[SA] Wes of Star Army, 12:07:10 PM

I've totally dealt with this where cliques have formed and eventually they went and made their own website/community that was basically their own version of mine.

[OF] du Lac, 12:07:12 PM

I've even seen that effect in a classroom

Yuna [PF], 12:07:13 PM

@Draxx the 'Simcest inversion principle'? Term accepted.

Draxx, 12:07:26 PM

@Yuna [PF] I love that!

[OF] du Lac, 12:07:33 PM

I once had a class of students who I taught digital photography

I moved to a different area

in teaching

Mecha meme, 12:07:49 PM

I'm more worried about stuff happening on a site because it ruins the feeling of the site that it's on

[OF] du Lac, 12:07:52 PM

they got picked up by another teacher

this teacher, by some miracle had good numbers in every class, who all achieved their goals, and had high attendance

when you looked at the underlying student data
it was the same students I'd taught
they kept coming back for every single course she did
didn't matter what

[NDF] Cael Maz, 12:09:00 PM

I will be the first to admit, this has all happened to me before. And is currently happening to a few sims I am on. Question is, How does one solve or help cure simcest?

Draxx, 12:09:16 PM

and the inversion

Yuna [PF], 12:09:22 PM

Ngl, that's what I'm here for.

[OF] du Lac, 12:09:28 PM

and therein lies the big question

how do you avoid it?

The simple answer is you can't. It's an unintended consequence of a lot of introverted personalities suddenly finding they have a lot of things in common and are near other people with similar mindsets. People naturally huddle, it's in our nature.

Mecha meme, 12:10:00 PM

Well, the most direct way I could think of

[SA] Wes of Star Army, 12:10:16 PM

Well, the brute force method is to limit the number of characters a player can play at once.

Mecha meme, 12:10:17 PM

Is forcing people to scramble their groups and putting them with new people

[OF] du Lac, 12:10:35 PM

still doesn't avoid it, nor does scrambling work

Mecha meme, 12:10:36 PM

This also mirrors in some ways the fact that people don't always get assigned where they want to go

[PF] Thompson, 12:10:38 PM

Why dont we let Du lac finish their train of thought

[OF] du Lac, 12:11:01 PM

All we can do is minimise the effect

and this is really what I want to explore

Draxx, 12:11:10 PM

But in events like this its showing building goodwill and friendship between us all so hopefully those inverted feel they can come back ..

[OF] du Lac, 12:11:27 PM

but I do want to open the floor for about five minutes on these three topics

- Have you experienced the simcest effect?
- How did you feel?
- What was the impact?

[SA] Wes of Star Army, 12:11:38 PM

I have thought about a system where the Star Army shuffles characters once a year or something like that but I feel like a lot of longer stories would be abruptly interrupted.

[TF] Kaede Kayano, 12:11:38 PM

Question raises hand

Yuna [PF], 12:11:46 PM

I've seen fleets have a maximum ships you're allowed characters on limit, but I haven't seen that actually function except to further segregate cliques

[SA] Wes of Star Army, 12:12:26 PM

By shuffling I mean it would move them to new assignments on other ships in the fleet, etc (based on occupation)

[OF] du Lac, 12:12:37 PM

let's see how people do with the three I've asked @[TF] Kaede Kayano then I'll take questions 😊

so 5 minutes, go

Captain Graecen 16th Fleet, 12:13:17 PM

We have experienced the SimCest effect so many times and I agree...its a difficult thing to avoid. We DO gravitate towards our friends and that's a good thing in some ways. It's not a good thing when it leads to DRAMA.

Yuna [PF], 12:13:24 PM

Ive experienced it before, and while i was part of the Clique™, it was great. Unfortunately, I had a lifestyle falling out with the Clique leader, and was quickly ostracized. If felt quite horrid, to be honest. Like a family getting ripped away from you.

I quit writing for some time after that. Not just Trek writing. All writing.

[OF]Harrington, 12:13:56 PM

I can say I have certainly seen it on a Fleet level, and in my own game. It is a real struggle as a CO because you want to deal with problems and such but are afraid because of the additional problems you will face with others.. not sure if that makes sense.. more coffee!

Yuna [PF], 12:13:58 PM

Took quite a bit of encouraging to get back in to it.

Shatner's Hair, 12:14:09 PM

Coming into a simcest environment as an outsider is weird. You feel like someone unwelcome and it's hard to work your way into the sim. Honestly, I rarely hang around if I join somewhere that feels cliquy

[NDF] Cael Maz, 12:14:15 PM

I currently have that happening and its been happening for about ohhhh 2 to 3 years now. As my group/fleet is small, there was no way of getting around it I have players that will back me 100% of the time and I have others that are on a fine line of always disagreeing with me. Each has a follower.

Draxx, 12:14:17 PM

Yes, I felt I had to follow my simm when it got moved. Things were good for a bit in the new place but wasn't sustainable. Luckily I wrote in and still had friendships in other places so I wasn't left simcest inverted.

Mecha meme, 12:14:21 PM

I was on the side of those leaving. I had been playing in a plot with my friends and the GM (That would be the CO) Kind of grew upset with people and started kicking out all my friends for having opinions or not being positive enough. So I ended up leaving before being kicked out.

Captain Graecen 16th Fleet, 12:14:21 PM

Yes, it IS like a family getting ripped away. And its very hard to watch it happen to a new person, etc. You WANT them to have fun and get into the group.

[SA] Wes of Star Army, 12:14:39 PM

- Have you experienced the simcest effect? YES, whenever my XO of the ship is played by someone who already is a CO on another ship
- How did you feel? I felt like the XO position is best used to "groom" future COs to run ships and filling it with a veteran blocks that
- What was the impact? Too many players wanting a Star Army ship and not enough ships/GMs and the reverse for the side-factions (never enough players to fill them well)

Mecha meme, 12:14:52 PM

I really hated the feeling of sort of being put in a position where I could either leave or get kicked out

[NDF] Cael Maz, 12:15:18 PM

Problem is, it's can get so bad as them scaring off new players or so desperate for new players, they ignore the rules of the game just to try and please the new player to keep them around. This has caused a few removals, temp bans and so forth.

[OF] du Lac, 12:15:40 PM

@[NDF] Cael Maz quite common

Yuna [PF], 12:15:51 PM

Unfortunately. Yes.

Marty, 12:15:53 PM

Sorry @[OF] du Lac how do you pronounce that word?

[OF] du Lac, 12:16:04 PM

simcest?

Marty, 12:16:13 PM

the clique?

[OF] du Lac, 12:16:13 PM

it's like incest but sim-cest

Mecha meme, 12:16:14 PM

Wes, one way to keep that kind of "Blocking" from happening would be to restrict XO to characters or players who don't yet command a ship

Yuna [PF], 12:16:22 PM(edited)

Cli-que

[OF] Mykul Sharr, 12:16:27 PM

Click

[OF] du Lac, 12:16:41 PM

kli:k

[OF] Mykul Sharr, 12:16:43 PM

it's pronounced just like "click"

[OF] du Lac, 12:16:59 PM

sharper cuh sound

Captain Graecen 16th Fleet, 12:17:06 PM

- How did you feel? I felt like the XO position is best used to "groom" future COs to run ships and filling it with a veteran blocks that. MY COMMENT: I think that its wonderful to fill the XO with veterans because we ARE trying to groom new COs in that position....and they need to have some experience?

[OF] Mykul Sharr, 12:17:08 PM

shrugs

[OF] du Lac, 12:17:11 PM

and more ee instead of i

Chistery, 12:17:11 PM

I just jumped in here (I've got a player on New Dawn chatting about plot on the side). This may have already been said, but I know there are huge problems created when people are allowed to create and CO multiple sims in the same fleet, a clique of people play on all of those sims, and then all sit inactive because everyone is stretched too thin.

[SA] Wes of Star Army, 12:17:13 PM

Well, a lot of times people made a CO character to help by starting a ship, then their original character ranks up to XO/CO and they end up with two

Marty, 12:17:30 PM

so it's used to describe a group of friends who go together and don't let more into the inner circle?

[OF] du Lac, 12:17:31 PM

so kle:ek

Yuna [PF], 12:17:36 PM

@Chistery that's good tea

[BF/PF] ConfusedFire, 12:18:02 PM

@[OF] du Lac so how do you avoid such things from happening when some groups of people like writing together and/or with so few Trek writers these days?

I also feel like there's a way to get around it by making sure that even new players to those simms feel included

Draxx, 12:18:30 PM

I think trying harder to communicate. You need to talk through the grievances that lead to the clique more and work to meet in the middle. So we don't get to this point hopefully!

Chistery, 12:18:31 PM

That can cause real problems for XOs and players who want to be active. Eventually they just get sick of the inactivity, and either quit or go do their own thing with the other players who want to be active.

[OF] du Lac, 12:18:51 PM

alright, so ...

6:17 PM] Marty, MarySue Test Host: so it's used to describe a group of friends who go together and don't let more into the inner circle?

Sorta yes

[6:18 PM] [BF][PF] Confusedfire: @[OF] du Lac so how do you avoid such things from happening when some groups of people like writing together and/or with so few Trek writers these days?

You can't avoid it

Yuna [PF], 12:19:06 PM

@[BF/PF] ConfusedFire fostering a sense of community is definitely very helpful. Particuly with discord servers, or chat rooms.

[OF] du Lac, 12:19:12 PM

all we can do is mitigate

Chistery, 12:19:28 PM

So how do we mitigate the issue?

Draxx, 12:19:29 PM

sorry whats mitigate mean?

[OF] du Lac, 12:19:33 PM

@[TF] Kaede Kayano had a question too

[PF] Lanc, 12:19:45 PM

@Draxx "make better"

[NDF] Cael Maz, 12:19:47 PM

To manage it in such a way that it becomes a smaller issue.

[OF] du Lac, 12:19:48 PM

make (something bad) less severe, serious, or painful.

Yuna [PF], 12:19:51 PM

Mitigate: To lessen or weaken the impact of an effect or action.

[STF] JoeP, 12:19:52 PM

@Draxx reduce the bad effect

Chistery, 12:19:57 PM

we can't stop it from happening so we can manage the fallout.

[TF] Kaede Kayano, 12:19:57 PM

I typed this, and then had to wait to send it 😊

I run 3 ships, and I have more or less the same players across all three. However they all play different characters with different styles, personalities etc. Now there are some players, who regularly "drops off the face of the planet" and we move on without that player. That could be because of real life reasons or whatever. Considering they are really good writers, players and even become very good friends. I don't want to ruin that. However I am struggling to find new players to join, for whatever reason. How would you deal with such a situation? I'm curious as I am quite a lenient CO.

Draxx, 12:20:07 PM

ahhhh thats thats my new word of the day sorter 😊

Marty, 12:20:14 PM(edited)

Giving everyone something to do and not always with the same usual co-workers?

[OF] du Lac, 12:20:39 PM

it's a similar question to @[BF/PF] ConfusedFire 's

Fluffy Killer, 12:20:46 PM

Hola.

[SA] Wes of Star Army, 12:20:51 PM

It's really easy to set up a Discord server so we've ended up with a ton of unmonitored side Discords that the cliques use instead of the official fleet server, and the problems tend to start in those and then explode into the official areas

[OF] du Lac, 12:21:41 PM

it's a bit tricky, because audiences are shrinking for our activities. @[TF] Kaede Kayano do your players always take similar positions?

[TF] Kaede Kayano, 12:21:48 PM

Sometimes yes.

Yuna [PF], 12:21:57 PM

@[SA] Wes of Star Army while I've seen this happen, it should be pointed out that having a separate server for your sim permits you to discuss mission stuff, and tag notifications without spamming the main fleet chat.

[STF] JoeP, 12:22:03 PM

@[SA] Wes of Star Army You too? That was an ongoing disaster in our club until we basically said we're going to start banning people if we hear about problems on those servers

[TF] Kaede Kayano, 12:22:08 PM

But I'm all for people playing to what they know and their strengths.

[OF] du Lac, 12:22:10 PM

@[BF/PF] ConfusedFire - same to you 😊

Chistery, 12:22:21 PM

Okay, this may be an unpopular comment, but creative endeavors are often best if they are benevolent dictatorships. We collaborate, we brainstorm, we work together, but at the end of the day, the CO makes the decisions. Sometimes that means saying hey, I really like you, but I need active writers. If there's a good relationship with a writer, they can handle that and so can I.

Then you decide how to proceed.

Yuna [PF], 12:22:44 PM

Also, it gives you control of channels for your sim. We added a "mission discussion" channel that includes a variety of posting ideas for each department, to great effect.

[PF] AlexM, 12:23:07 PM

That can be a tough call to make sometimes. You hate letting people go, but you need people who are active to keep the story flowing.

[OF] du Lac, 12:23:13 PM

yup

To answer the points that've been raised so far - you can limit maximum characters, it'll minimise the effect to a handful of sims

Draxx, 12:24:19 PM

Sometimes though people are too fast to let someone go. You need to take a breathe, and come back not angry. When you go straight to upset and angry you react. Whereas if you take that breathe and say look its a bit uncomfortable right now. Lets talk in a xxx amount of time when we have cooled off less people might leave

[OF] du Lac, 12:24:32 PM

you can enforce people moving round - but that breeds a bad atmosphere if you force it

Yuna [PF], 12:24:52 PM

@[OF] du Lac but it doesn't solve the problem. It just minimizes the Clique to a quarantined area.

[OF] du Lac, 12:24:59 PM

nope 😊

Chistery, 12:25:02 PM

SO I was saying that because you can't always work around someone. It's unfair to the other players, some of whom you might be holding accountable because unlike your close friends, you don't know them very well. It sets up a clique

[OF] du Lac, 12:25:13 PM

as I said, you can't solve it

Draxx, 12:25:24 PM

but you can try minimise

[OF] du Lac, 12:25:29 PM

(I didn't come up with the panel name)

you can be a benevolent dictator as @Chistery said, but ultimately when you need to slap someone about, you need to be prepared for the consequences

Yuna [PF], 12:26:10 PM

Ngl, hearing a panel leader admit that you can't cure an invasive problem of human societal constructs is refreshing, and I like your take on suggesting minimization strategies.

[OF]Harrington, 12:26:37 PM

consequences.. oh boy yes

[OF] du Lac, 12:27:17 PM

in terms of recruitment and if you're porting people from one sim to another like @[TF] Kaede Kayano is, the best thing you can do is force change on people

so if someone's comfortable playing a marine, make them do something else

free that spot up for a different person

change the dynamic of your sim

[PF] Lanc, 12:27:57 PM

"make" is a dangerous word..

Yuna [PF], 12:28:06 PM

Very.

[OF] du Lac, 12:28:11 PM

no more dangerous than anything else I've said

Yuna [PF], 12:28:21 PM

Touché.

[NDF] Cael Maz, 12:28:35 PM

Offer them it as a challenge to their natural way of thinking.

[OF] du Lac, 12:28:48 PM

if the group values it's friendship above comfort and having their own way, they'll adapt

Yuna [PF], 12:29:01 PM

Make them think it's their idea is an interesting strategy.

Chistery, 12:29:02 PM

You have to hold everyone to the same standard. You can compensate for slower players though. On SGND we have some very fast players and one who could easily keep up with a more normal pace. So I broke him off from the main group and I have another side thing for him to do, and then I'll add him back when things get a little more normal.

Draxx, 12:29:10 PM

switching things up can be a good thing. But you have to have the players onboard for it to work

Chistery, 12:29:35 PM

Sorry, that was late. My fleet CO contacted me in the middle of writing that.

[OF] du Lac, 12:29:41 PM

yeah, that's the bit you can't fix. The squidgy bits always going to be a problem no matter if you're dealing with this in a boardroom or in a sim

Chistery, 12:30:42 PM

I guess I was saying that you don't necessarily have to kick slower players who you're friendly with, if you can work around them without making everyone else pick up their slack

Fluffy Killer, 12:30:44 PM

Making someone play a different position is often a key to disaster. I let those who come on my ship play the position they apply for because they may be comfortable in writing that position or have a character arc in mind.

Yuna [PF], 12:30:47 PM

Halfway point reminder

[OF] du Lac, 12:30:59 PM

@Fluffy Killer not quite the point I was making

it was a specific example for a player

who's struggling with recruitment because he's got people going from sim to sim with him and pickng up similar posts

Fluffy Killer, 12:31:55 PM

Ah ok

[NDF] Cael Maz, 12:32:20 PM

One solution I have had is with a player that comes and goes ALL the time. While they are a good writer, they often make requests for custom positions to fit the theme. After the last go, we have since denied the player that luxury. Another player has always played a marine and wants another NPC so we said no more marines, it has to be something else.

[OF] du Lac, 12:32:30 PM

in his case, you can't fix the problem, you can't make people stick around if the atmosphere doesn't feel inclusive for them and if you've got John as the XO, Mary as the Engineer, Bob as the Sec, Mark as your Helm as it is on Sims 1/2/3/4, then you're going to get the same vibe, even if IC they're playing very different people

so the best thing to do is to try to convince them not to play those posts and alter that social interactive

Fluffy Killer, 12:32:58 PM

True

[TF] Kaede Kayano, 12:33:14 PM

I have to agree there with @[OF] du Lac

[OF] du Lac, 12:33:50 PM

and that strategy can be applied to both external and internal clique mechanics

[TF] Kaede Kayano, 12:33:56 PM

The only problem I seem to have, is when you try and make your sim "different" in some way, not everyone is sure of it and might not join. Even regular players you might get/know.

[OF] du Lac, 12:34:14 PM

that's not just you 😊

Yuna [PF], 12:34:53 PM

That is such a mood. And, in context to a previous comment, not only does encouraging other players to have NPCs in different departments give them a chance to branch out, it also ups your JP COUNTER. Juicy juice JPs

[NDF] Cael Maz, 12:35:25 PM

My sims are VERY different and if it was not for my group they would not have any players. So I am thankful for my clique for sticking around my madness.

[OF] du Lac, 12:35:46 PM

the key to mitigating this is to change the social construct. As an example, I have a very successful WoW guild. I have a very successful raid team. To stop people from being complacent in their posts, we offer them the opportunity each expansion to switch characters and roles

Chistery, 12:35:50 PM

lol. I had a very unique sim idea a year or two (or at least I thought it was unique). Got some people to join. But it was a small sim and my first real endeavor as CO with my own idea, and it turned out to be way too unique to really work.

[OF] du Lac, 12:36:21 PM

it's surprisingly effective at getting people interacting with people in the group and coordinating with different individuals

[TF] Kaede Kayano, 12:37:09 PM

I have 3 standard Trek Sims, which all have more or less the same players. And another completely unique sim, set in the world of the Anime Haifuri, set on a WW2 Kagero Class Destroyer, which no one wants to even try out. The Destroyer one has no crew at all, because no one seems to entertain it, even my regular players. Maybe its "too different" if thats a thing?

[OF] du Lac, 12:37:17 PM

yup 😊

it's not trek

outside the zone

Yuna [PF], 12:37:33 PM

||Not commenting. Not. Commenting.||

[OF] du Lac, 12:37:58 PM

in a case where you're coming up with something different, you could talk to them about the concept, suggest they play different and see how you can work with them to support you in development

Mecha meme, 12:38:13 PM

||Maybe if it was a WWII destroyer IN SPACE!||

[OF] du Lac, 12:38:45 PM

Space Ship Lasers!

[TF] Kaede Kayano, 12:39:02 PM

Space Battleship Yamato vibes coming here.... 😊

Yuna [PF], 12:39:18 PM

JAM THE RADAR DISH

They jammed the radar dish

Mmmm strawberry jam

[BF] greenfelt22, 12:39:40 PM

Focus everyone.

[OF] du Lac, 12:39:43 PM

lol, but seriously @[TF] Kaede Kayano did you converse with them before trying it? 😊

Yuna [PF], 12:39:57 PM

@[BF] greenfelt22 my bad

[TF] Kaede Kayano, 12:39:57 PM

Nope. Just felt like making it

Thought I'd give it a try 😊

[PF] AlexM, 12:40:14 PM

Sims like that can be risky. They can be rewarding, but risky.

Beautiful Night, 12:40:34 PM

@[TF] Kaede Kayano you can't just pull a field of dreams you know? :p

[OF] du Lac, 12:40:39 PM

lol

nope

[TF] Kaede Kayano, 12:40:45 PM

I can try!

[OF] Sepandiyar, 12:40:54 PM

He built it, they just didn't come

[OF] Sepandiyar, 12:40:59 PM

😊

Yuna [PF], 12:41:12 PM

Okay, but "just feeling like making it" without bothering to fish around for interested members beforehand is a super risky idea. You can end up just staring at an empty roster, getting increasingly upset that your idea didn't work, and losing your writing muse.

Captain Graecen 16th Fleet, 12:41:29 PM

its hard when that happens but i can be fun when it takes off....

Chistery, 12:41:45 PM

Communication with your crew and XO is very, very important. Your XO can't help you if they don't know what you want them to do, and sometimes, as is being said, you need to consult the crew and get their input.

[TF] Kaede Kayano, 12:41:47 PM

Ah. but if you don't try then you never know.

Mecha meme, 12:41:59 PM

Man I'd join a silly anime romp in a WWII destroyer

[OF] du Lac, 12:42:04 PM

but again, it comes down to communication with people, and being a judge of the social dynamic of your sim

[PF] AlexM, 12:42:10 PM

The importance of good communication can never be overstated.

Yuna [PF], 12:42:20 PM

@[TF] Kaede Kayano if you fish around for members, and come up blank, you know before spending the time to construct the site.

Shatner's Hair, 12:42:22 PM

It's tricky, when you're building a new sim, you want to gauge interest and tend to go to players you know to get that initial core of writers you know you can work with. In a way that's good, but unchecked you're into simcest territory

[OF] du Lac, 12:42:53 PM

and likewise, with your fleet, you've got to be conscious of the social dynamic between players. I've literally seen one player kill a sim before by turning the crew against the CO

that person then became a CO

that sim ended up with that same crew on it

Shatner's Hair, 12:43:39 PM

Mutiny!

[OF] du Lac, 12:43:41 PM

and then when that fleet CO hit hard, that sim left

[NDF] Cael Maz, 12:43:45 PM

I have had mutiny attempts before.

Captain Graecen 16th Fleet, 12:43:49 PM

and that's SOOOOO bad. It happens a lot in forum games. I ended up doing it once completely by accident. Everyone was so upset at their comments to me in the main chat they all quit.

Yuna [PF], 12:43:53 PM

@[OF] du Lac and conscious of your own dynamics. There are several people who have personal lifestyle issues with me in other fleets, and I try to avoid Sims that have characters that look like their writing style.

Chistery, 12:44:12 PM

I know that @Fluffy Killer if she gets busy with life and work will check in with me or respond to my questions and give me a direction to go in. Same with LadyLeopard. Then they let me goose the story along, and when they come back, they work themselves into what I've been doing (which is taking the story where they wanted it to go) instead of just barging in and taking over with no regard for what I and the crew have been doing.

[TF] Kaede Kayano, 12:44:26 PM

I once had an IC and OOC mutiny at the same time. A player hacked my NOVA, then proceeded to lock everyone out, stole my ship and went to search for the wreck of the USS Enterprise NCC 1701....

[TF] Kaede Kayano, 12:44:39 PM

That was an interesting weekend...

Captain Graecen 16th Fleet, 12:44:39 PM

OH MY GOSH

[PF] AlexM, 12:44:53 PM

I know it's a bit off topic, but the Enterprise exploded...

[TF] Kaede Kayano, 12:45:03 PM

I told him this... -_-

[OF] du Lac, 12:45:08 PM

I think @Shatner's Hair can remember the time we had a player write an entire team out once because he didn't like the mission

Yuna [PF], 12:45:20 PM

Also, I witnessed a certain player outright poach an entire crew from a CO while they were away for a weekend, and I cannot elaborate enough that poaching is evil. Please don't do this.

[NDF] Cael Maz, 12:45:34 PM

Mutiny turned from OOC problem to an IC plot. Since then, we monitor things closely with who has what access.

[OF] du Lac, 12:45:52 PM

hehe, that's the other thing as well - control

shared responsibility for things

[STF] JoeP, 12:46:17 PM

You people have way more drama than we do.

WiseOwlSTF, 12:46:41 PM

Indeed I was just thinking that Joe, though we use to have much more of this drama in our early years

[OF] Becca, 12:46:57 PM

Dulac is old. He has been around a very long time lol. And I mean that in nicest way!!

WiseOwISTF, 12:47:02 PM

Considering we have more than 100 people in our club that's rather amazing

[OF] Sepandiyar, 12:47:08 PM

You've been lucky.

Captain Graecen 16th Fleet, 12:47:19 PM

A close gaming community helps to prevent it....

[OF] du Lac, 12:47:23 PM

I've got twenty years of experience in running these things, plus other stuff so I've been picking examples from way back and recently 😊

Mecha meme, 12:47:24 PM

What happens with a munity when the GM or CO just says "no"

[BF] Leah, 12:47:32 PM

I had a player 3 years ago try to write for characters because they took too long to respond that ended quickly. That was crazy

[STF] JoeP, 12:47:43 PM

That and we have avenues that channel it sometimes, I guess.

[OF] Sepandiyar, 12:47:49 PM

But it's the nature of people. Same issues we have at work. Someone has to saddle up the drama llama and ride into town

[OF] Becca, 12:48:06 PM

Best.phrase.ever.

[OF] du Lac, 12:48:08 PM

bingo

WiseOwISTF, 12:48:34 PM

We have a lot more taken care of OOC the boards. I must admit I like our communication options

[OF] du Lac, 12:48:46 PM

I once had a wow player who basically declared her undying love for every man in the guild over the space of six months

that led to some hilarious fun

WiseOwISTF, 12:49:01 PM

I think us keeping things off the boards helps a lot in keeping the drama down

[NDF] Cael Maz, 12:49:08 PM

Heres what happened with mine: Player tried to cause mutiny, I was informed by loyalists to the sim, we all took a vote, asked the player to leave, killed off each of his characters in the process.

[OF] du Lac, 12:49:09 PM

she took that llama and rode it through town

[BF] Leah, 12:49:35 PM

o.O

[OF] Sepandiyar, 12:50:08 PM

i'd say she tried to saddle several llamas.

[BF] Leah, 12:50:11 PM

10 Minute warning

[OF] du Lac, 12:50:21 PM

I tried to be nice and reason with her, decided there was no point and just banned her after she tried to say to others I'd tortured her by saying "No, this is not acceptable"

Yuna [PF], 12:50:24 PM

Hey @[OF] du Lac just a timekeeping reminder we're at

Beautiful Night, 12:50:29 PM

would that make her a llama farmer?

[OF] du Lac, 12:50:30 PM

I know 😊

I've got 10 minutes

Yuna [PF], 12:50:36 PM

Oh someone did that lol

[OF] Sepandiyar, 12:50:38 PM

Lllama herder?

[OF] du Lac, 12:50:49 PM

lol

she breeds horses to be fair

[OF] Sepandiyar, 12:51:15 PM

yeah, I'm not touching that one

[OF] Becca, 12:51:51 PM

shakes head

[OF] du Lac, 12:52:06 PM

right, so in summary:

[NDF] Cael Maz, 12:52:12 PM

Neyyyyy I wouldn't. 😊

J'Loni Mo'Bri, 12:52:13 PM

Was in a sim where the captain decided that it was better to kill off my two characters in lieu of banning me and I quickly quit. He did that only because he hated telepaths.

Captain Graecen 16th Fleet, 12:52:17 PM

LOL

[OF] Sepandiyar, 12:52:19 PM

She was in search of a stallion.

Did they all say neigh

[OF] du Lac, 12:52:43 PM

- you can't fix the problem
- you can minimise the effect

you can communicate, collaborate, and ensure control is fair and even

that's usually a good start to minimising it

[NDF] Cael Maz, 12:53:40 PM

I offered for said player to have the crew fade, they did not care what happened, and there were about 6 NPC plus 1 PC attached to the account. We had to think of something. Coup attempt happened IC as a dramatic result

[OF] du Lac, 12:53:43 PM

after that you're into rules, policies, procedures and nudging people to think outside the box

J'Loni Mo'Bri, 12:53:45 PM

Point being, before I submitted the characters, he should have told me that when I asked him in the first place .

Captain Graecen 16th Fleet, 12:53:50 PM

and don't give anyone admin control to your site unless you trust them

[OF] du Lac, 12:53:59 PM

see control 😊

J'Loni Mo'Bri, 12:54:09 PM

Point well taken about site admin.

[SA] Wes of Star Army, 12:54:13 PM

Addendum: Even if you trust them, make regular backups

[OF] du Lac, 12:54:16 PM

so - 5.5 minutes left, any questions?

Marty, 12:54:17 PM

Communication between everyone on the sim is very good!

Chistery, 12:54:44 PM

I say again, not to belabor the point, that I agree

J'Loni Mo'Bri, 12:55:01 PM

Lack of it can cause plenty of problems

Mecha meme, 12:55:03 PM

Is there a good way to encourage someone you know to stop playing the same character role every game?

[OF] du Lac, 12:55:23 PM

@Mecha meme a tough conversation usually

Marty, 12:55:24 PM

suggest alternatives?

[OF] Sepandiyar, 12:55:28 PM

Basically.

[SA] Wes of Star Army, 12:55:29 PM

Maybe ask them to play a premade, Mecha?

[TF] Kaede Kayano, 12:55:29 PM

Airlock?

Mecha meme, 12:55:33 PM

For instance, I know someone who plays a lot of XOs, but I'm just another player and I think it'd be great for them to branch out of command stuff

[OF] du Lac, 12:55:35 PM

they won't want to hear it

Marty, 12:55:46 PM

Airlock ! Funny!

Captain Graecen 16th Fleet, 12:55:47 PM

Maybe say you have a need for x type of character and would like to see what they could do with it?

[OF] du Lac, 12:55:49 PM

but it's a conversation that you may need to have

Mecha meme, 12:56:04 PM

This is just from the position of another player

Yoerik, 12:56:05 PM

Maybe this is of topic, but I find the distinction between sim and RP somewhat blurry

[OF] du Lac, 12:56:26 PM

@Yoerik to quote discworld, they're Interchangeable Emmas

[PF] AlexM, 12:56:40 PM

It's probably about time to think about moving this over to #overflow-one to continue the conversation.

[NDF] Cael Maz, 12:56:40 PM

sim is the group as a whole. RP is wat you do on said sims least how I see it 😊

Chistery, 12:56:47 PM

I did have a player on a sim ask if I would join and play someone from her character's past. She gave me some info, I liked the idea, and I went for it. And it's working out fine. Again, communication.

[SA] Wes of Star Army, 12:57:37 PM(edited)

A sim is basically 'Star Trek roleplaying lingo' for an RP/campaign, and it's also kind of implied that it's simulationist (e.g. acting out the roles to simulate a starship crew)

Yoerik, 12:57:46 PM

To be more exact, the difference between simulation and roleplaying is blurry

[OF] du Lac, 12:57:52 PM

alright folks, my time is up. If you want to continue this conversation we can open #overflow-one for it

[BF] aio, 12:58:05 PM

2 Minute Warning. Please move any discussion from the current panel to #overflow-one Thanks!!

[TF] Kaede Kayano, 12:58:16 PM

Thanks @[OF] du Lac This panel has been really helpful 😊

[OF] du Lac, 12:58:24 PM

if you want to hear me talk more stuff, I'm going to have a breather and be talking about Fleet Systems in #room-two shortly

[BF] Leah, 12:58:35 PM(edited)

Start moving to #overflow-one if you need more time to discuss

Chistery, 12:58:51 PM

I also had an app from a player whose application didn't do it for me for the position he applied for. We talked, decided he wanted to apply for something else, I rejected the original app, and he's going to apply for a different position this weekend.

[USF] Lt. Mahrek, 12:59:29 PM

was that Llama Herder a very stable personality?

[OF] du Lac, 12:59:45 PM

no

[USF] Lt. Mahrek, 12:59:54 PM

figured