



**SESSION TITLE**

“Nova: Don’t Need It”

**LOCATION**

Room Two

**HOSTED BY**

[16th] Admiral Teagarden (16th Fleet)

**TIME**

6pm GMT

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

**[16th] Admiral Teagarden, 12:00:12 PM**

== Λ == Λ == Λ == NOVA: DON'T NEED IT == Λ == Λ == Λ ==

**[BF] greenfelt22, 12:00:34 PM**

This will be fun.

**[16th] Admiral Teagarden, 12:01:07 PM**

Hello everyone. I'm going to give a moment for people to meander in

**Captain Graecen 16th Fleet, 12:01:21 PM**

Hello, Admiral

**[16th] Admiral Teagarden, 12:01:48 PM**

Hello there

It's nice to see so many people out there in cyberspace. My name is William and since 2001 I have been an Admiral in Star Trek role playing and currently command The 16th Fleet. For many of you that makes me a dinosaur but I can assure you I'm not a Gorn, that was actually a very dear friend that recently passed away. I want to thank each of you for willingly agreeing to be in a room with me (my wife gives you her sympathy) and I want to thank each of you for being part of Project Khitomer. Roleplaying has been very important to me for a very, very long time and as time has passed I have watched this world fundamentally change. We needed an event like this to bring everyone together, to be a catalyst for us all to work together and build something amazing.

**[BF] Kai1701E, 12:02:49 PM**

\_waves furiously as dead excited about this one\_

**[16th] Admiral Teagarden, 12:04:46 PM**

I always start any presentation I do with some warnings. First, I talk fast but that really isn't going to have an effect here on Discord now is it? Unfortunately, I don't type nearly as fast on the smartphone screen as I do on a keyboard so you're going to have to muddle through with me a little bit and pray that autocorrect works like its supposed to. Another benefit is in real life I talk a lot with my hands because I'm very much an Italian. On here I'm an El-Aurian which means I'm more of a listener. You'll have to excuse the Whimsical words I'll use in this presentation because these groups and this discussion takes me back to my teen years. I wasn't exactly the most popular kid in school - everyone knew me though and for all the wrong reasons (I got called some not nice names) - but these games made me feel like part of a community of people who cared. Few in my group knew they were taking orders from a teenager, but that wouldn't have mattered anyway because we were friends and we found a community together in a small Yahoo Club one week after Enterprise premiered. As Emperor Georgiou recently put it in an episode of Discovery: "The freaks are more fun" and we proved that together in a circle of friends. I'm very sentimental over my group, and I'm sure you each love your comrades just as much as I do.

**[BF] Kai1701E, 12:06:21 PM**

Nah, I hate them all 😊

**[16th] Admiral Teagarden, 12:06:41 PM**

So a little about how this all got started. This panel is a result of several recent conversations I've had with many potential recruits for my group. As any Commander, Captain, or Admiral can tell you each of you is an important part of what we do because we can't do this without you. So as I've been talking with potential recruits I go over our backstory, I talk about the open positions, and where I would like to see our group go in the future. Most importantly I talk about how a new player will fit in and how important you are because you ARE the most important part. For a lot of people when I tell them how long I've been doing this - as I said I started in 2001 and have played the same character, in the same role, on the same game since then - I usually get a couple questions. The first question of today is a lot different than that of yesterday and it's amazing to see how life has changed. Right now I'm asked "How have you possibly done this so long?" Before the first questions I was asked was "What format do you use?" Now it's usually an afterthought with most people assuming we are a Nova based group. When I tell people that my game and fleet still uses a Group's page to play I actually know what a dinosaur feels like, because that's how people sometimes react. One even said to me before that their Grandpa may've been interested in joining, but they weren't interested in playing. I asked about if their Grandpa would be interested, but alas they never gave me the email address.

@[BF] Kai1701E i dont believe that for a second

**[BF] Kai1701E, 12:07:50 PM**

lol

**Captain Graecen 16th Fleet, 12:08:10 PM**

ouch

**[16th] Admiral Teagarden, 12:08:31 PM**

So my guests I am here today to talk with you about the avenues other than Nova. I am going to go over the various types of alternatives in a quick summary and then we can discuss

**[PF] Ironjawa, 12:08:43 PM**

Going from Yahoo Groups to LiveJournal to Nova was quite the shock

**[16th] Admiral Teagarden, 12:09:05 PM**

That is something we can talk about too.

I've been through them all at least once

First things first Nova is not bad. I am not opposed to Nova and I am not an enemy of Nova. It's true I command probably one of the only Fleets on the internet that doesn't have a single Nova game, but that isn't by design and we would welcome one that joined us with open arms. When I started Nova didn't exist or I may've used it because back then I was an early adopter. For many players it is a great resource and I never presume to say I will never use it. For now though I am perfectly content with my groups games, my message boards, and the new chat based Sim that I'm about to join.

**Captain Graecen 16th Fleet, 12:10:07 PM**

I've been in JCInk and other Forum games a lot but never Nova.

nod...we have fun

## **[16th] Admiral Teagarden, 12:11:26 PM**

So what are the different game types you ask? There are a few of them.

### Tabletop Gaming

This is the meat and potatoes type of gaming people and it still lives. Just the other night on The Big Bang Theory we got a glimpse of D&D on the TV Screen - and yes my friends I will tell you that Joe Manganiello (or as my wife calls him the 'Hot Guy from Magic Mike') really is just like us and roleplays - but I'm not too sure about Shatner. Books upon books upon books have been written about the subject and it allows a group of friends to get together to explore their favorite worlds as they seek out new life and civilizations. A Game Master sets the scene just like everywhere else and players act out their part. One of the best things about this form is the laughter. Listening to a friend try to spout treknobabble is one of the most interesting nights you'll have; except for when you are able to watch your Vulcan Security Chief laugh so hard that Diet Coke comes out of his nose. This is the community we live in people and we try every day to keep that friendship, that world alive!

Don't confuse it though: there are some games that still use this format online with all the traditional trimmings of a D&D styled game. Some online games use dice, some use character sheets with hit points, and some do not. I will admit I am the collaborative fiction type of gamer. I like a GM to set a scene, but I want the ability to explore that scene as I see fit. I want to give people a chance to explore the strange new world on their own accord.

## **[SB118] Pholin Duyzer, 12:12:29 PM(edited)**

Checking in from SB118, a fleet without Nova.

## **[16th] Admiral Teagarden, 12:13:20 PM**

One of your members got started with me @[SB118] Pholin Duyzer

One of the hardest parts about live tabletop gaming is keeping track, but I will admit having a soft spot for it (paper forms and all)Now for the more technological forms of gaming.

### Forum Games

Forum Games are a long standing tradition in the gaming world and have been used fairly extensively in the past. A forum has many advantages that allow players to develop threadlines that can run in parallel or intersect and gives players a chance to go back to revisit old storylines as needed. Subforums can be created to allow different areas to be explored - such as planetary, spaceborne, or even specific rooms. Some Forums may provide features such as a dice system - for those using that format, storage for images, character biography storage, and game history. Separate areas for player interaction can be created that keep out of character conversations away from the story. Game Masters, Moderators and other Administrators have tools available to help moderate and merge messages if needed should a conflict in posting occur. Many online services provide free game hosting and some provide general forum services that can be used for role-playing purposes. Some popular free sites include Invisionfree (my favorite) and proboards.

I suppose I could've also called this gaming on a budget LOL

## **[BF] Kai1701E, 12:17:35 PM**

lol

**[STF] JoeP, 12:17:54 PM**

Or no budget?

**[16th] Admiral Teagarden, 12:18:08 PM**

One way of looking at it

Play-by-Email/Mailing List/Groups

PBEM games feature players sending their posts via email to a gamemaster, list serve, or to each other using a mailing list to develop a story. Commonly hosted by Facebook, Google Groups, Groups.IO, or Yahoo Groups, these types of games have been around as long as I can remember and were at the time I started the most frequently played games on the net. Groups based sites offer - among other things - an archive that will permanently store the story for posterity and to develop large collections of storylines. Most groups have an ability to connect players through an internal chat feature, while some can connect to platforms like Discord to allow this ability. Databases can be created, files stored and automatically distributed, and photo albums established. Some have built in Wiki sites that a player or Moderator can use to build the history. Despite their age - I have a bad habit of saying I'm the hip old dinosaur like Dino from The Flintstones - every day new abilities emerge in these to help improve our collaboration (Groups.IO has been very supportive and even has developed a new feature to allow collaborative editing for moderators). Some may argue that PBEMs are slow, since the players must wait for each post before replying, but they offer a lot of avenues to keep things interesting for all players. As a Game Master I love the ability to keep people guessing, and this lets me do it!

**[BF] greenfelt22, 12:19:53 PM**

I "grew up" on pbem.

**[16th] Admiral Teagarden, 12:19:54 PM**

A subculture of this is Play by Blog with Tumblr and LiveJournal being frequently used. These usually feature a main blog that has subblogs for characters and often incorporate elements of a Chat, Forum, and PBEM to let players mix and match their style. Like some Groups, Players role-play by reposting each other's entries and adding their character's portion to the end. One advantage of a Blog is that a writer can attach additional information, such as an image directly to the post, detailing the character's mood. While a PBEM is commonly written in the third person, a Blog is more commonly written in the first person.

**[BF] greenfelt22, 12:19:57 PM**

Love it.

**[16th] Admiral Teagarden, 12:20:37 PM**

Nice to see a fellow fan @[BF] greenfelt22 . I knew I liked you for a reason

**[BF] aio, 12:20:39 PM**

My first sims were Yahoo Groups. Still had a bloody amazing time.

**[BF] Kai1701E, 12:20:49 PM**

I grew up with yahoo groups and email too

**[16th] Admiral Teagarden, 12:21:07 PM**

I'm still there @[BF] aio

**[SB118] Pholin Duyzer, 12:21:08 PM**

I must say, comparing us to Nova games, Pbem is definitely faster.

**[16th] Admiral Teagarden, 12:21:39 PM**

I would be remiss if I ignored a truly classic means of gaming known as Play By Mail. Just like the name suggests this involved sending a story post along to another by good old fashioned postal mail! That's right kids there was a time that posting was done this way and people would have to buy a stamp and one Game Master would put the whole story together. I will admit I've never done this (my Uncle did) and he loved it! Maybe seeing him game like this is where my love of simming comes from? He also did play by mail chess, but I digress.

I think so too

**[BF] Kai1701E, 12:22:44 PM**

I do wonder how it's faster @[SB118] Pholin Duyzer

**[16th] Admiral Teagarden, 12:22:50 PM**

Play-By-Wiki

Emerging with, you guessed it, Wikipedia, PBW is something that emerged within the last decade. PBWs offer enhanced editing ability because the Game Master is responsible for editing the story in the end, giving all players an ability to play regardless of their skill level. Like the Groups format a permanent archive of the story is available and Out of Character communication can easily occur. One distinct advantage is a mistake can be easily undone through the back up - which is not available on Group Mailing Lists (if the original is changed that's it). Wikidot is popular - I use it for my Fleet website - as is Fandom and Wetpaint.

**Marty, 12:23:16 PM(edited)**

If using one of those other media is what people want to do then power to em :), Nova is great for an informational website and gateway to the sim 😊

**[16th] Admiral Teagarden, 12:23:30 PM**

The direct email it can be

**[SB118] Pholin Duyzer, 12:24:01 PM**

Well, it's not fair to compare, but I see four posts a day usually, while Nova has that a week. But Nova posts are usually complete, while pbem are not @[BF] Kai1701E

**[16th] Admiral Teagarden, 12:24:05 PM**

Not disputing that @Marty

This is a perfect segway

**[BF] greenfelt22, 12:24:45 PM**

Let's not make this a fight about Nova. Each person has their preference and we respect those decisions.

**Marty, 12:24:47 PM**

Email is quicker though I admit. quick to access

hehehe

**Mecha meme, 12:25:05 PM**

Pardon the noob-question: But what is nova?

**Marty, 12:25:19 PM**

what media do you use @Mecha meme ?

**Mecha meme, 12:25:32 PM**

I do play by post on a forum

**[16th] Admiral Teagarden, 12:25:33 PM**

One of the most common coments I get is about posting. We are not opposed to Nova

Usually people who use nova have concerns about the completness of posts

**[BF] greenfelt22, 12:26:13 PM**

I was just talking about play by wiki in a private chat, so that's hilarious.

**Fluffy Killer, 12:26:13 PM**

I find Nova the easiest to use

**Mecha meme, 12:26:20 PM**

What is it?

**[16th] Admiral Teagarden, 12:26:39 PM**

New Groups and new technology have improved our collaborative ability in groups

**Marty, 12:26:41 PM**

Play by Wiki?

**Fluffy Killer, 12:26:55 PM**

Nova is in layman's terms a website building tool

**[16th] Admiral Teagarden, 12:26:56 PM**

Play by Wiki is a newer format

**[BF] greenfelt22, 12:26:57 PM**

Nova is Web based writing and game management software.

**[16th] Admiral Teagarden, 12:27:22 PM**

Play-By-Wiki

Emerging with, you guessed it, Wikipedia, PBW is something that emerged within the last decade. PBWs offer enhanced editing ability because the Game Master is responsible for editing the story in the end, giving all players an ability to play regardless of their skill level. Like the Groups format a permanent archive of the story is available and Out of Character communication can easily occur. One distinct advantage is a mistake can be easily undone through the back up - which is not available on Group Mailing Lists (if the original is changed that's it). Wikidot is popular - I use it for my Fleet website - as is Fandom and Wetpaint.

**[BF] greenfelt22, 12:27:35 PM**

What do you do about people who are scared by wiki's seemingly complexity?

**[SB118] Pholin Duyzer, 12:27:45 PM**

Don't forget MediaWiki!

**Captain Graecen 16th Fleet, 12:27:53 PM**

I think they all have interesting personality traits if you will. I've noticed that people who like forum games hate Group games and vice versa. It's made it difficult for me to get people into games I think they might love if it weren't for the format.

**[BF] greenfelt22, 12:27:55 PM**

I am a media wiki lover. I use it with my Nova.

**Marty, 12:27:58 PM**

Any one know of a Play by Wiki?

**[16th] Admiral Teagarden, 12:28:19 PM**

I normally work with them to discuss the benefits, to work through their concerns

@Captain Graecen 16th Fleet games with me and she works with players to help them acclimate also

**Captain Graecen 16th Fleet, 12:29:07 PM**

Nod

**[STF] JoeP, 12:29:13 PM**

@[BF] greenfelt22 Complexity as a software product or complexity as a writing exercise that comes from creating a collaborative document?

**[BF] greenfelt22, 12:29:25 PM**

Software.

**[16th] Admiral Teagarden, 12:29:45 PM**



Last example is Play-by-chat

Chat Rooms are one of the classic forms of roleplaying and offer essentially immediate gratification for those who participate in them. Chat games require a player to be present for the particular 'episode' (commonly at a set time weekly) because they take place live. This allows for players to more quickly post and experience the actions of their characters; however, an NPC can be used if a player isn't available on game day. I call these characters Red Shirts because, if I go on an away mission, they're probably going to be the first to die if something goes wrong. Ensign Ricky will willingly check the dark cave! Chat games can take some time to complete and - as we become a more global society - this can cause some issues as people may have to leave in the middle of everything. Description of events can be cumbersome, but these are in outlet for creative writing to describe a scenario. This is as close to Table Top gaming as you can get online. Popular ways to play are through this very platform - Discord, but some other chat aps also exist.

**[SB118] Pholin Duyzer, 12:29:56 PM**

I think good academy training should help with that. @[BF] greenfelt22

**[BF] greenfelt22, 12:30:00 PM**

I know a lot of great writers who are offput by technology they don't understand.

**[STF] JoeP, 12:30:23 PM**

Ahh yeah that's a common problem

**[16th] Admiral Teagarden, 12:30:41 PM**

Agreed

I spoke with someone earlier who admitted my group was older than he

**[SB118] Pholin Duyzer, 12:31:19 PM**

That would be Groznin. 😊

**[16th] Admiral Teagarden, 12:31:36 PM**

However, this is the part I was looking forward to, a discussion of why we are just as good

**[SB118] Pholin Duyzer, 12:31:50 PM(edited)**

We being ...?

**[16th] Admiral Teagarden, 12:31:58 PM**

Nonnova games

**WiseOwISTF, 12:31:59 PM**

There are lots of sites out there now that can help educate one on anything Star Trek wise. Memory Alpha and such

**Marty, 12:32:25 PM**

I used to play by forums before SMS was introduced then Nova.

**[16th] Admiral Teagarden, 12:32:54 PM**

I sat in on the Nova panel - which was very good - and many features they mentioned I have too without nova

**Marty, 12:33:17 PM**

chat room sims may be a problem with timezones.

**WiseOwlSTF, 12:33:27 PM**

I like the board/forum style as it gives one time to make indepth posts

**[16th] Admiral Teagarden, 12:33:43 PM**

Very true. Look at the logistics of this conference

**[BF] greenfelt22, 12:33:44 PM**

Honestly, I've always perceived it as a matter of preference. Out of everything I've used, I like little pieces, but never the whole thing. My ideal situation would be a combination of PBeM, Nova and MediaWiki.

**WiseOwlSTF, 12:33:44 PM**

And you don't have to be on at set times:)

**Captain Graecen 16th Fleet, 12:33:46 PM**

Yes I agree. It took me 6 months to really get comfortable with forum games. Honestly, I love the concept of this discussion because I've done so many of these and they all have their pluses and minuses. I think it's a personal preference...but I also think there are ways to help people move between the different ways so they can truly have a blast and find the best group for THEM

**[16th] Capt Finchley Kerr, 12:34:15 PM**

I GM a Yahoo Groups game, and granted, replies can be quicker there than on Nova, however, there is perhaps one thing that is overlooked regarding Nova, and it's how often the members of the game wish to post. I've been around RPG's since 1998 (yes, dinosaur as well), and I've seen formats coming and going in favourability. I've seen Yahoo Groups game that post up to 10 or 15 posts a day (replies included), but I've also seen Nova games post daily as well, so it's worth while taking into account how quickly the members wish to reply to JP's or post solo posts/Personal Logs as to whether or not Nova games are the ones to join.

**[16th] Admiral Teagarden, 12:34:15 PM**

It is a personal preference

Never going to deny that

As I was saying though if you know where to look these other avenues have the same advantages as nova.

**Marty, 12:35:48 PM**

though I think all forms of media have great potential if effort is put into them and stuck to. And most do the same thing just visually set up differently 😊

**[OF] Sepandiyar, 12:35:53 PM**

Gosh I didn't realize Y!G was still active.

**[16th] Admiral Teagarden, 12:36:02 PM**

From my groups.io platform I have access to databases, chat features, and a wiki

**[SB118] Pholin Duyzer, 12:36:30 PM**

Pbem allows every character to give their own perspectives though, which I feel is crucial to my liking of simming.

**[16th] Capt Finchley Kerr, 12:36:48 PM**

@[OF] Sepandiyar Oh yes, there are still a number of active ST RPG's in YG's.

**[16th] Admiral Teagarden, 12:36:54 PM**

Groups.io is also very receptive to our needs and has developed new technologies to enhance our collaboration

**Marty, 12:37:04 PM**

is there a rotation of who posts @[SB118] Pholin Duyzer ?

**[16th] Admiral Teagarden, 12:37:15 PM**

Including editing of existing posts to reply

**Marty, 12:37:24 PM**

or do you have a flood of emails?

**[SB118] Pholin Duyzer, 12:37:29 PM**

People post when there are tags to fill.

Usually people post every other day.

**[16th] Admiral Teagarden, 12:37:46 PM**

Similar form for us.

**[OF] Sepandiyar, 12:37:54 PM**

I mean meant I thought Yahoo shut down Y!G

**[16th] Admiral Teagarden, 12:38:00 PM**

We can also set up digests

**Marty, 12:38:09 PM**

so you do forwards instead of replies?

**[16th] Admiral Teagarden, 12:38:12 PM**

No they are still there

**[SB118] Pholin Duyzer, 12:38:24 PM(edited)**

You send it as a separate email.

**Marty, 12:38:49 PM**

I take it you put it all together once done?

**[16th] Admiral Teagarden, 12:38:59 PM**

For people who don't like separate emails you can use a webclient to edit as well

Our group has it built in

**Marty, 12:39:36 PM**

I'd avoid clients as some may not receive or send... uncle had that problem

**[SB118] Pholin Duyzer, 12:39:44 PM**

Nope, we leave it be. You can't assemble them because everyone describes what their character sees in :: these things ::.

**[16th] Admiral Teagarden, 12:40:02 PM**

Another option is copy and paste

**[16th] Capt Finchley Kerr, 12:40:18 PM**

Btw, can you imagine a Snapchat sim....

**Marty, 12:40:25 PM**

LOL

**Marty, 12:40:40 PM**

google docs sims?

**[16th] Admiral Teagarden, 12:41:02 PM(edited)**

Yes they exist

Good friend of mine from another fleet has a Google Docs sim set on a starbase

**Marty, 12:41:45 PM**

though google docs don't send out notifications when edits are made?

**[16th] Admiral Teagarden, 12:41:52 PM(edited)**

They can also be used for jps

**[BF] BlackWolf, 12:42:01 PM**

It can have notification

**[SB118] Pholin Duyzer, 12:42:08 PM**

Yep, we use google docs as JP makers.

**[BF] greenfelt22, 12:42:11 PM**

There is an email option in Gdocs

**[BF] BlackWolf, 12:42:17 PM**

Place a comment with email tag in it

**Marty, 12:42:17 PM**

where?

**Captain Graecen 16th Fleet, 12:42:22 PM**

i do a LOT of jps in a variety of mediums...sometimes even just discord!

**[16th] Admiral Teagarden, 12:42:58 PM**

There are a lot of opportunities still out there off of nova

**[BF] Kai1701E, 12:43:18 PM**

Can you 'skin' groups.io ?

Make it look different

**[STF] JoeP, 12:44:06 PM**

JP?

**[16th] Admiral Teagarden, 12:44:07 PM**

At the moment no, but you can assign different themes to the group

**[BF] greenfelt22, 12:44:15 PM**

Joint Post

**Marty, 12:44:20 PM**

Is there a place you could put a list of options for new sims to see what medium suits them?

**[16th] Admiral Teagarden, 12:44:22 PM**

Jinx

**[BF] greenfelt22, 12:44:31 PM**

A post with multiple authors

**[STF] JoeP, 12:44:51 PM**

Gotcha

**[16th] Admiral Teagarden, 12:44:53 PM**

We list that on our wiki site including speed of the game

**[BF] greenfelt22, 12:45:35 PM**

I believe a lot of fleets list the sim's format

**[16th] Admiral Teagarden, 12:45:41 PM**

We're at the 15 minute warning

**[BF] greenfelt22, 12:45:45 PM**

I know BF does

**Captain Graecen 16th Fleet, 12:46:12 PM**

I would love to be able to skin some of these....I like making things look pretty. BUT its really the writing that's important. And I love that there is such a variety of ways to do that.

**Marty, 12:46:50 PM**

I mean for new sims to be aware they can pick a medium, with descriptions of what those mediums are?

**[16th] Admiral Teagarden, 12:46:50 PM(edited)**

Captain Graecen talked me in to moving from Yahoo Groups to Groups.io after we had some issues. One nifty thing is if you have Yahoo or Google they can move everything

**[BF] BlackWolf, 12:47:08 PM**

Email, Nova, Chat @Marty

for BF that is

**[OF] Kate, 12:47:27 PM**

You forget forum.

**[BF] BlackWolf, 12:47:32 PM**

Oh yes

**Marty, 12:47:47 PM**

SMS? no one uses that anymore LOL

**[BF] BlackWolf, 12:47:52 PM**

That is nova

**[OF] Kate, 12:47:58 PM**

Some sims work on forums. I am on one, and while I prefer Nova forum would be my second choice

**Marty, 12:48:04 PM(edited)**

I know its outdated but still

**[BF] BlackWolf, 12:48:28 PM**

It would not be smart to use an outdated software package that is no longer supported

**[16th] Admiral Teagarden, 12:48:33 PM**

Forum was my second entry

**Marty, 12:48:36 PM**

Yeah, Nova > Forums > Email for me

**[SB118] Pholin Duyzer, 12:48:56 PM**

Email > Forums > Nova for me lol.

Nova is writing one book, while email is writing one story from the perspectives of each character.

**Marty, 12:49:22 PM**

I actually have a Invision Power Board legacy licence that I am not using

**Captain Graecen 16th Fleet, 12:49:23 PM**

I'm in 9? games. Some are forums like JCink and some are group.io or yahoo...I like the ability to simply email a reply. I actually haven't used Nova.

**[STF] JoeP, 12:49:26 PM**

We rolled our own forum/RP software

**Captain Graecen 16th Fleet, 12:49:38 PM**

how did that go, Joe?

**Marty, 12:49:59 PM**

Can we see @[STF] JoeP ?

**[STF] JoeP, 12:50:05 PM**

Very well, but I do not recommend it unless you are a software engineer or know one

[www.star-fleet.com](http://www.star-fleet.com)

Uhh, without the capitals there

We could use a little better graphic design (and we're working on that)

**WiseOwlSTF, 12:51:27 PM**

<https://www.star-fleet.com/>

**[STF] JoeP, 12:51:34 PM**

We deployed it last summer to replace an aging Drupal 5 website that had been our home for the past 10 years

(Which had replaced a bunch of Perl scripts for the 10 years before that)

**WiseOwlSTF, 12:52:07 PM**

I have been around through 3 OS changes of the club

**Marty, 12:52:09 PM**

was it lacking functionality that you needed?

**[16th] Admiral Teagarden, 12:52:17 PM**

I wanted to mention too that I am available any time for consultation on these nonnova formats. The ones I work closely with I would also give hands on demonstrations including moderation

**[STF] JoeP, 12:52:56 PM**

@Marty It was past end of life and starting to fail working in even a minimally acceptable way

**Marty, 12:53:22 PM**

how does a website do that?

Thankies @[16th] Admiral Teagarden for the panel

**[16th] Admiral Teagarden, 12:53:43 PM**

No problem

For an example of the wiki format <http://16thfleet.wikidot.com>

**[SB118] Pholin Duyzer, 12:54:34 PM(edited)**

An example using MediaWiki: <https://wiki.starbase118.net/>

**[STF] JoeP, 12:54:35 PM(edited)**

@Marty In our case, our application form started silently failing because it depended on an anti-spam service that was discontinued. We didn't find out about that problem until our personnel people noticed nobody had signed up for 2 weeks straight

**[16th] Admiral Teagarden, 12:54:42 PM**

The group format <https://16thfleet.groups.io>

These are not for recruitment purposes

Any other questions? Do we want to move to overflow?

**[STF] JoeP, 12:55:51 PM**

@Marty that and Drupal has a lot of other security problems, Drupal 5 was really old and not getting patches for them

**[BF] greenfelt22, 12:55:57 PM**

<https://www.ussblackhawk.com/lcars/> another wiki example, at the sim level.

**[16th] Admiral Teagarden, 12:56:29 PM**

And I love @[BF] greenfelt22 Black Hawk site!



**[SB118] Pholin Duyzer, 12:56:33 PM**

Ooh I like.

**[BF] greenfelt22, 12:57:10 PM**

<https://wiki.bravofleet.com> uno mas

**Marty, 12:57:15 PM**

discontinued sucks

**[16th] Admiral Teagarden, 12:57:42 PM**

Groups bring an aspect of the classics, and it never hurts to remember where you came from. Many of the groups offer plenty of opportunity to interact with internal chat features, editing of messages uploading photos and storage of files. These are all things Nova also does to my understanding, but that doesn't matter. Part of the thrill of the group is the history. Each time I log in I'm taken back to a time when games were new upon the net and the feeling of community was real. That is something that I will always want to be part of, and I will always remember our time on Yahoo Communities (that's 2001 talk).

**[PF] AlexM, 12:57:50 PM**

All, it's about time to switch over to the next panels. Please thinking about moving any further discussion over to #overflow-two

**[BF] aio, 12:58:07 PM**

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

**[16th] Admiral Teagarden, 12:58:10 PM**

We are all here today because we believe in something greater than ourselves, something special. We all want to be part of a community of like minded people. These outlets give us a chance, a chance to see and be part of a better world! I am not saying, nor would I ever say, one format is better than another. It's just not true. Each platform has its pros and has its cons. I would also never try to sway someone away to another way of doing things they were uncomfortable with. What I will say without a doubt is that this is a way for us to become part of something greater, to be part of a community!

I want to end with one of my favorite quotes. Those who know me best know that my actual favorite Captain is Christopher Pike. Ever since I saw Star Trek 2009 one line has resonated with me: "You can settle for a less than ordinary life, or do you feel like you were meant for something better? Something special? Enlist in Starfleet." Each of us has done that, each of us is meant for something better and something special. We are a family of fans and I invite each of you to be part of something better. Thank you all for joining this conference and thank you for listening to me ramble on for this little bit of time.

Any further discussion on Not Nova?

**[STF] JoeP, 12:59:41 PM**

I'm sure there could be.

Thank you for the presentation, I had no idea wiki RP was a thing and I may want to try it.

**[16th] Admiral Teagarden, 1:00:24 PM**

It can be a lot of fun

**[SA] Wes of Star Army, 1:00:50 PM**

I have a wiki, but I use it for lore and do the RP on the forums.

I'd link it but apparently it's not allowed in this channel.

**[16th] Admiral Teagarden, 1:02:13 PM**

If anyone wanted specific examples I can discuss here

**[BF] greenfelt22, 1:02:27 PM**

Yes, great presentation.

**[16th] Admiral Teagarden, 1:02:30 PM**

We gave example URLs

**[BF] greenfelt22, 1:02:41 PM**

You can link it Wes

**[16th] Admiral Teagarden, 1:02:44 PM**

Thanks.

**[BF] greenfelt22, 1:03:06 PM**

In this instance, it's an example.

@**[SA] Wes of Star Army**

**[16th] Admiral Teagarden, 1:03:28 PM**

Not bad for deciding at the last minute last night @**[BF] greenfelt22**

**[BF] greenfelt22, 1:03:38 PM**

Hehe

**[SA] Wes of Star Army, 1:05:59 PM**

Well, I mean Discord physically wouldn't let me post the link.

**[16th] Admiral Teagarden, 1:06:07 PM**

Weird

**[SA] Wes of Star Army, 1:06:34 PM**

Oh, I see now, it was slow mode, not a permissions thing.

<https://starmy.com/wiki/doku.php?id=starmy:uniforms> There we go

You can see on the left there's basically everything a player would need to know about the Star Army

(or if you're on a phone the sidebar is collapsed at the top)

**[16th] Admiral Teagarden, 1:09:22 PM**

Cool

Thanks everyone again. I'm heading out now but I appreciate everyone who listened to me ramble