



SESSION

“Fleet Community”

LOCATION

Room Two

HOSTED BY

[PF] Thompson (Pegasus Fleet)

TIME

11pm GMT

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

[PF] Thompson, 4:59:38 PM

== ^ == ^ == ^ == EVENT: Fleet Community == ^ == ^ == ^ ==

[SB118] Groznin Smith, 5:00:04 PM

Hi 🙌👤

[PF] Thompson, 5:00:24 PM

Alrighty folks. Firstly let me introduce myself. My name is Thompson and Im Chief of Fleet Operations for Pegasus Fleet although online I usually go by the name Radamere and in ye olde real world Andrew. I've been simming for around 10 years now starting off on Starbase 900 in Bravo Fleet where I got my first command the USS Melbourne, a lovely little steamrunner class. For my day job however and this is probably much more relevant I am a Youth Support Worker in a local community center.

For my own curiosity has anyone much experience with other types of communities? Either In the real world or online?

[MFU/TFP] Jamessolomon, 5:00:50 PM

in what way

[PF] Thompson, 5:01:13 PM

Any way at all really. Like other games or attending a local youth club etc

[SB118] Groznin Smith, 5:01:16 PM

I mean I'm only 18 and a geek... so I don't have much experience in anything 😂😂

[MFU/TFP] Jamessolomon, 5:01:43 PM

i sometimes go round to a friends for DND tabletop night or tabletop night as we call it

[BF][118] Kylindra, 5:02:06 PM

Most of my other experience was online dnd as a teenager in the forum groups that flourished up to about ~07.

[PF] Thompson, 5:02:07 PM

Well that is itself a small community

[PF] Ironjawa, 5:02:12 PM

I've been in Online RP communities for near on 15 years, offline RPGs for 21, started my Uni's RPG society

[SB118] Groznin Smith, 5:02:13 PM

I'm part of some Star Trek groups on Facebook

Shout out to Star Trek Shit Posting

[BF][118] Kylindra, 5:02:28 PM

Beyond that I'm too much of a hikkomori to go out to groups. Well. <_<

[BF] BlackWolf, 5:02:55 PM

I do actually have a series of experience in different places.

[MFU/TFP] Jamessolomon, 5:03:08 PM(edited)

iv done other non trek simming

[BF] BlackWolf, 5:03:44 PM

Was 3 years part of a mass effect community

[SB118] Groznin Smith, 5:04:19 PM

This is my first PBEM RPG (and my first RPG in general)

[PF] Thompson, 5:04:30 PM(edited)

My EVE online community is ~5000 players

(BF) Skoll, 5:04:41 PM

I spent the best part of the last eight years working in various communities/forums playing a multitude of different game types... Only in the last year have I returned to star trek... played in stargate/doctor/city games/slash games/high school games/college games/dc/marvel games so yeah... everything from yahoo forum twitter and google games

[SB118] Groznin Smith, 5:04:41 PM

5 thousand...

[MFU/TFP] Jamessolomon, 5:04:43 PM

hated PBEM and PBF playing style

[PF] Thompson, 5:04:48 PM

Yea tell me about it

[SB118] Groznin Smith, 5:04:52 PM

Play by email is great!

[PF] Thompson, 5:04:59 PM

So I'm going to look at 3 areas for the next wee bit. feel free to interject as we go but there will be time in between each proper section as well.

1 - Change from local to online community and the importance of online communities socially.

2 - What should your fleet community look like?

3 - Some things your community should think about

(BF) Skoll, 5:05:15 PM

pbf is by far the easiest type of game to play so don't get why people hate it.

[PF] Thompson, 5:06:07 PM

I'll post these in sections and allow a bit of time to read.

So to begin with over the last 25 years and with a definite acceleration in the last 5 to 10 years we have seen the local community, IE the one where you live, fall by the wayside largely due to the internet and mobile devices. With the ability to stay connected without being in the physical presence it allowed for a fundamental shift in what a community actually is. While local community centers still do exist and play a vital role within society supporting local residents, whether they be church based or government funded they have seen by and large a decrease in their return and require substantially more effort to run than they once did (Trust me. The paperwork and fights for funding are outrageous).

The traditional community center fulfilled social and recreational needs in the past, however as well all know with technology we have access to both of those things online, and as a natural result groups of people form together with other individuals of like mindset to form online communities instead. These online communities range from a small group of friends playing games together, to thousands upon thousands of people banding together in one big Melting pot and to the mid sized groups such as our own fleets.

[MFU/TFP] Jamessolomon, 5:07:25 PM

i used to do nova simming at the local youth club i was volunteering at but then we got banned from the computers and that was it

[PF] Thompson, 5:07:38 PM

Thats actually pretty cool.

[SB118] Groznin Smith, 5:07:46 PM

What is Nova?

[MFU/TFP] Jamessolomon, 5:08:06 PM

nova the platofrm from anodyne systems

[SB118] Groznin Smith, 5:08:17 PM

Don't know how that works

[PF] Thompson, 5:08:21 PM

Its the software most sims use to manage their posts and personel

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So then, if a community in whatever form it takes is a place where like minded individuals gather to socialise and do activities together you can hopefully see how our fleets are made up. We have an overall fleet which would be if you like the "Community Center." You then have the individual groups within that, which is where the activities are facilitated, in our case writing and storytelling which are open to anyone who has access to the community.

[SB118] Groznin Smith, 5:09:46 PM



[PF] Thompson, 5:10:01 PM

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This is where one of the big advantages of the online community lays. Accessibility. They are open 24/7 (Even if not everyone is around all the time). And they are accessible without leaving the house, which means for those who struggle with that for whatever reason, whether that be a disability or something like Agoraphobia people still have access. There are people living today whose only social interaction, whether by choice or necessity, is via online communities. That to me is pretty stunning when you realise that you might be the only social interaction someone is able to have.

And also slightly scary knowing some of you as I do

[MFU/TFP] Jamessolomon, 5:11:00 PM

some communities iv seen over the years are almost run by fascists or have internal chaos that causes you to be uncomfortable or have a dictatorship at the helm that means you get into a bad fight and get banned and other are such lovely places but dont last so long

(BF) Skoll, 5:11:02 PM

May the lord have mercy on your soul Thompson we never will

[PF] Thompson, 5:11:14 PM

Why start now right?

[BF][118] Kylindra, 5:11:26 PM

well, a lot of groups grow organically from one dude doing their thing

[SB118] Groznin Smith, 5:11:33 PM

Indeed

[BF][118] Kylindra, 5:11:39 PM

and that will tend to be one person domineering if they take no steps to counter the trend

(and some purposely want ALL ZE POWER, because it's their thing, and they want control over it.)

(BF) Skoll, 5:12:29 PM

I think that groups like BF and OF have been around for so long because the changes have occurred at least in BF regularly.

[MFU/TFP] Jamessolomon, 5:12:32 PM

i rememebr BF when i first joind it in chaos too many sims and some awful commanding officers who on one sim the entire crew ganged up on me and was kicked out a week later before i had even posted anything

[SB118] Groznin Smith, 5:12:32 PM

Most people tho will get a team together from the first to join their community to help

[PF] Thompson, 5:12:36 PM(edited)

That in itself however often leads to burnout, an issue a lot of communities run into. Additionally the issue of "Celebrity culture," which was touched on earlier, when the Celebrity whether an individual or clique leaves then fleets can run into trouble

[BF] BlackWolf, 5:12:42 PM

A formula for one person management can be a destructive approach for another when leading a community

[SB118] Groznin Smith, 5:12:54 PM

118 has been around for 25 years this year which is remarkable

[BF][118] Kylindra, 5:13:00 PM

118 has had.. some issues in the past.

[OF] Becca, 5:13:06 PM

Changes happen all the time. OF has gone through huge changes recently.

[MFU/TFP] Jamessolomon, 5:13:20 PM

sometime a CINCs way of running it isnt to many peoples liking they revolt and its ends up closing down or falling apart

[BF][118] Kylindra, 5:13:25 PM

any large fleet that's been around for any amount of years has had moments where they had to do something drastic, I find.

[OF] Becca, 5:13:35 PM

Defo

[SB118] Groznin Smith, 5:13:45 PM

Change is a necessity of life

(BF) Skoll, 5:13:55 PM

I've never been a member of OF... I know that bravofleet has diversified in the sims that it offers... the number of unique gaming options has become large

[BF] greenfelt22, 5:14:20 PM

@Jamessolomon we apologize for that experience. I hope it wasn't recent.

[PF] Thompson, 5:14:20 PM

Yea change is very important. Ill hopefully talk a bit about that later

[MFU/TFP] Jamessolomon, 5:14:50 PM

i remember pegasus operations i ran for 3 years we had about 15 sims then after 3 years other fleets and communities decided to use the poaching method and we started losing sims till it was down to the founding sims and we decided to close it

[OF] Becca, 5:14:51 PM

Well as a civvie captain who won sim of the year we have diversity too @(BF) Skoll hehe

[MFU/TFP] Jamessolomon, 5:15:09 PM

TF44 days of BF @[BF] greenfelt22

[BF] BlackWolf, 5:15:21 PM

Bravofleet has had its difficult periods and phases. But since 2017 I can say that bravofleet has turned its page and become better. The most important win was the listening to its player core

[PF] Thompson, 5:15:45 PM

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To carry on and give a bit more food for thought then is another perk of Online groups. this is anonymity. While we all reveal a bit of ourselves online through our actions and attitudes the Internet is an anonymous place for the most part. I see a list of names here almost 200 people long for this conference and yet 95% of them I couldn't tell you a thing about other than they like writing and most likely Startrek. Regardless of who you are behind the screen there should be very little reason for you not to find a home in a community, because online, it does not matter.

[BF] greenfelt22, 5:16:11 PM

Yes! There is nothing more valuable than listening to our players. We've even issued yearly surveys to help gauge where our players are at. We move with them, not around or over them.

[MFU/TFP] Jamessolomon, 5:16:28 PM

poaching is a big problem some communities dont like or are victims of

[OF] Becca, 5:16:52 PM

@[BF] greenfelt22 Only way you can be

[SB118] Groznin Smith, 5:16:58 PM

Poaching as harsh as it is will happen whenever. I think in desperate times people do desperate things

[BF][118] Kylindra, 5:17:00 PM

Poaching feels a bit off topic for this, but it can lead to some really weird decisions.

(BF) Skoll, 5:17:00 PM

To that I say get over it. You don't have a market on ownership of players involved in your sims

[BF][118] Kylindra, 5:17:11 PM

Ah.. well..

There are legitimate reasons to get really annoyed at poaching. But that feels off topic.

[PF] Thompson, 5:17:27 PM

We can discuss poaching nearer the end for sure though

[MFU/TFP] Jamessolomon, 5:17:31 PM

iv seen many a fleet killed by internal fighting

[SB118] Groznin Smith, 5:17:42 PM

That's sad

[MFU/TFP] Jamessolomon, 5:17:43 PM

and communities

[PF] Thompson, 5:18:14 PM

So hopefully that gives you all a bit of an idea of where Online communities have their roots, and why they're so vital and are so important these days

The next part is what a fleet community should look like. I have several points here myself, but first I want to ask you all what you look for and what you think should be a key part of a fleet and its attitude

(BF) Skoll, 5:19:20 PM

We all float around the same advertising boards so someone joins a game that is new and decides to leave your game because it doesn't fit what they're looking for that's just bad luck.

[SB118] Groznin Smith, 5:19:35 PM

Family Friendly for me. A place I feel safe and welcomed

[BF] BlackWolf, 5:19:52 PM

Listening to your community core they are the foundation of everything

[BF][118] Kylindra, 5:20:06 PM

Friendly, for me. A place that works with its writers to have fun, and looks to tell interesting stories as a group.

[OF] Becca, 5:20:08 PM

I look for something friendly and none of this OOC rank stuff.

[MFU/TFP] Jamessolomon, 5:20:35 PM

iv found sometimes you see someone promoted to fleet staff for all the wrong reasons and that sometimes puts me off fleets or communities or the lack of help or information available

[PF] Thompson, 5:20:57 PM

Yea that's a tough one

[SB118] Groznin Smith, 5:20:59 PM

You should only be promoted for what you do in character

[BF] greenfelt22, 5:21:09 PM

Friendly is key.

[BF] The Captain | CRO, 5:21:22 PM

I think firstly, a fleet community should be inviting and welcoming. There should always be a sense of family. I won't go into details, but I've been on sims in different fleets before, CO'ed in a couple of different fleets and have noticed a marked difference in the manner in which I was welcomed, the way others interacted with me. If you cast certain people aside from day one or over time, then you lose them. There are many different viewpoints coming into a fleet community, and listening to those viewpoints even if they don't agree with your viewpoint is key to a lasting and friendly community

(BF) Skoll, 5:21:26 PM

Unless you have a rank before your name... you are Tom Dick or Harry.... respect in game for a character in authority is one thing, out of it you need to earn someones respect not command it. So friendly approachable and not likely to bite unless asked really nicely is a must

[PF] Thompson, 5:21:30 PM

Wonders if his notes were leaked

[BF] greenfelt22, 5:22:08 PM

Since it was briefly mentioned, if you're not friendly, and you're not invested in continuing to cultivate your community, you shouldn't be leading it.

[BF] The Captain | CRO, 5:22:12 PM

@(BF) Skoll a good point. I know on my sim, which can also be a small community, rank is purely an IC tool. Only time I need to use rank OOC is when there is a disciplinary matter

[MFU/TFP] Jamessolomon, 5:23:09 PM

i hate the lack of information on sim sites it puts me off if you dont see specs homepage filled in rules page filled in and a few other pages

[SB118] Groznin Smith, 5:23:30 PM

We have a rule page I'm pretty sure

[MFU/TFP] Jamessolomon, 5:23:33 PM

it sound like your joining blind

[SB118] Groznin Smith, 5:23:46 PM

We have tons of info on our website

[BF][118] Kylindra, 5:23:47 PM

So, in 118, OOC rank actually matters a lot for certain things. Namely it designates you as fleet staff/COs and controls what task forces you can join. That said, I've noticed that no one in 118 really imposes on OOC rank since it's just a measure of 'I've achieved this/been in the fleet x time/proved I'm good at running a ship/help run the fleet.'. Contrasting that to Bravo Fleet, where fleet rank is... really only important for admiralty is.. an interesting experience.

(i.e you have to prove a certain level of devotion and or/writing ability, since promotion is primarily tied to writing ability, to get to do certain things.)

[SB118] Groznin Smith, 5:24:31 PM

But can I add there's no I'm better than you in 118 from what I've seen

[BF][118] Kylindra, 5:24:42 PM

Yes. I said that. No one really imposes on the rank.

[SB118] Groznin Smith, 5:24:52 PM

Everyone in 118 is super friendly

[PF] Thompson, 5:24:53 PM

Rank within fleets in my opinion is redundant for fleet staff. it is mostly a reward for the work the staff members do freely. Your staff and Admiralty are your community leaders, the people who should be there to help and support you throughout. These people, if they really do care, would do it regardless of the IC rank they are given by the fleet.

[MFU/TFP] Jamessolomon, 5:25:11 PM

i get put off when you have to attend an academy before being allowed to join sims or apply for them

[BF] BlackWolf, 5:25:12 PM(edited)

Let's keep the chat fleet neutral please 😊

[BF][118] Kylindra, 5:25:27 PM

@Jamessolomon I mean, I get taht.

[OF] Becca, 5:25:28 PM

Why I am glad OF got rid of the silly OOC notion. Rank means nothing OOC. Still have the same respect but no need to call anyone admiral.

[PF] Thompson, 5:25:37 PM

Our IT guy for example gets no acknowledgement or rank for doing it. but he still does it because he enjoys it and wants to help the fleet.

[SB118] Groznin Smith, 5:25:41 PM

We have an academy that lasts a week to teach you how to play. That's all really. It's still fun tough

(BF) Skoll, 5:26:03 PM

I didn't leave Bravofleet under the best of circumstances 7 years ago and it was the best thing that happened to me all in all... I didn't like the direction it was headed I wasn't a fan of the staff back then. When I approached greenfelt for fallfest two years ago and was told I would be welcome to join the fun and then was welcomed back into a much changed bravofleet it was a nice feeling. I had changed, I had matured and by leaving bravofleet to do other stuff which I would not have done if the choice hadn't been made for me I'd still be the same grouch I was back then.

[BF][118] Kylindra, 5:26:04 PM

On the other hand, though, fleet communities can use the academy to ensure minimum standards, and also make sure you're willing to commit. There's a trade off for imposing that barrier.

[MFU/TFP] Jamessolomon, 5:26:23 PM

a fleet or community should have a questionnaire you fill out and then let the co decide if you need the academy

[PF] AlexM, 5:26:27 PM

Fun fact: The Pegasus Fleet Admiralty actually tried to get rid of ranks for the admiralty, and just call ourselves the command staff or admin staff, or something like that. The fleet membership didn't like it.

[BF] The Captain | CRO, 5:26:30 PM

@[\[PF\] Thompson](#) has a good point. I'm a "fleet staff" member at the moment and have in the past in a couple of fleets, and right now, the "rank" I have on that fleet staff is purely an OOC thing. I'm happy to discuss the things I'm responsible for just as my Discord handle or just as who I am OOC

(BF) Skoll, 5:26:34 PM

I was welcomed happily back into the fold as a whole.

[MFU/TFP] Jamessolomon, 5:26:48 PM (edited)

i think TFP just has the fleet council

[PF] Thompson, 5:27:13 PM

Yea its why i think folks should use names on discord rather than Ranks and titles. but thats a whole rabbit hole

[SB118] Groznin Smith, 5:27:15 PM

A questionnaire doesn't show the staff if you need the academy though. Not sure how it could James

[OF] Becca, 5:27:31 PM

@[\[PF\] AlexM](#) That is interesting to hear actually

[SB118] Groznin Smith, 5:27:33 PM

Some people use Rank in the 118 Discord others don't

[BF][118] Kylindra, 5:27:41 PM

Ehh. The Academy concept has an interesting effect on community, I find

[SB118] Groznin Smith, 5:27:54 PM

We have some interesting Nicknames too

[OF] Becca, 5:27:54 PM

I think i only get called some type of rank in mock LOL

[BF][118] Kylindra, 5:27:55 PM

It imposes a certain shared experience. Everyone went through it. It's a common factor.

[SB118] Groznin Smith, 5:28:07 PM

I agree kylindra

[PF] Thompson, 5:28:14 PM

Alright Im gonig to bring things back around here again and give you what I think is important for a healthy community

[BF][118] Kylindra, 5:28:16 PM

It helps build this perception that everyone in the fleet is part of a community, and can be used to touchstone

(BF) Skoll, 5:28:18 PM

I never really saw the point of the academy... you take what you are given player wise and you mould them into what you need them to be. It either works or it doesn't.

[OF] Becca, 5:28:25 PM

If it works for you run with it guys!

[PF] Thompson, 5:28:36 PM

I have 5 of these here, so Ill split em into two.

1 - Welcoming. Everyone should receive a warm welcome and should be treated equally and with the same respect and care a long time member is.

2 - Social. Communities in my opinion fall flat if they do not interact with each other socially. How can you get to know people and maintain any sort of connection if no one talks? But not only talking. Listening. Sometimes, community leaders especially, we all need to listen to what people say rather than just spurging, or setting people on fire repeatedly.

3 - Active. I don't mean superficially here. Every sim in the fleet can be posting two hundred times a month, but if no one is speaking and there is no visible life someone who peaks their head in the door will see tumbleweeds flying around and leave again. So whether its just chit chat, fleet meetings, or however you decide to do this. Be alive.

[BF] greenfelt22, 5:28:59 PM

Those are all good keys.

[OF] Becca, 5:29:08 PM

Really good key points

[SB118] Groznin Smith, 5:29:13 PM

Good points

[MFU/TFP] Jamessolomon, 5:29:14 PM

indeed

[BF] Leah, 5:29:36 PM

Indeed good points

[BF][118] Kylindra, 5:29:51 PM

Yeah, I know when I've looked at sims I sometimes look at news or something before jumping straight to evaluating post counts.

[OF] Becca, 5:29:53 PM

I like the point on listening the best

[MFU/TFP] Jamessolomon, 5:30:05 PM

sometimes a CO needs to poke everyone occasionally to move things along when it becomes stale,slow or quiet

[PF] AlexM, 5:30:05 PM

Just remember, a community is nothing without any members.

(BF) Skoll, 5:30:39 PM

Oh we have a sim like that in bf it has a post timer... don't past fast enough and run out of time... bad things might happen

[PF] Thompson, 5:30:50 PM

My last two then. And I know theres some intense typing going on still so drop that in whenever

[BF] The Captain | CRO, 5:30:51 PM

Some good points there. If I may for one moment, just bring up something from BF, as this panel/discussion is very relevant to my role as staff in BF, we have discussed many times before about a player welcome pack (greenfelt will correctly if I'm wrong), but it has been something we have looked at. Most fleets have a Discord and I've seen when new players join the BF discord, within seconds, there are at least two or three people saying hello to the new user to the server and its great to see as it welcomes them straight away

[PF] Thompson, 5:31:09 PM

4 - Innovative. Sounds like a weird one. But I believe groups of whatever type need to keep moving forward, even if the changes are small over time your fleet should be changing and growing. Staying the same and stagnant and using the "If it's not broke don't fix it" mantra is harmful long term.

5 - Be a community. A community is essentially a family made up of a bunch of random people, but a type of family none the less. This should be displayed in how your community treats each other and interacts, whether that be encouraging and praising someone when they do well, or checking up on someone who you know has been in a rut. Treat them like family, and the community will thrive.

[PF] James Stewart, 5:31:26 PM

so if someone who is slow gets linched everytime?

[OF] Becca, 5:31:43 PM

Truly love all these points!

[BF][118] Kylindra, 5:31:54 PM

Hm. Innovation is an interesting point.

[BF] greenfelt22, 5:31:59 PM

This probably overlaps with some of the above, but I think Respect has a lot to do in any community.

[BF] BlackWolf, 5:32:16 PM

Agreed

[BF][118] Kylindra, 5:32:16 PM

I've seen people be sticks in the mud about that. Even though, you are right, changes and growth are necessary

[SB118] Groznin Smith, 5:32:30 PM

118 is defiantly a family wouldn't you agree Kylindra?

[MFU/TFP] Jamessolomon, 5:32:33 PM

i find your CO's and fleet staff should all like eachother no good hating someone just ruins you efforts to have a community cos you leave someone out

[OF] Becca, 5:32:38 PM

Times are a changing. Why things like are able to happen.

[PF] Thompson, 5:32:39 PM

Completely. And yea it overlaps through a lot of them. Respect leads to a lot of those things but respect needs to work in all directions. Both from staff down and from fleet up

[BF] greenfelt22, 5:32:47 PM

And I don't mean "respect your elders or leadership." I mean that each person has value regardless of where they are in the community and deserve to be treated with dignity, no matter what.

[BF] The Captain | CRO, 5:32:50 PM

I think also there needs to be a sense of respect in the fleet community as well @[PF] Thompson not talking about respect for people who have a high rank (let's not go there), but respect for everyone. So things like keeping discussions neutral (i.e. no politics, etc...) avoiding offensive language as much as possible (I know we have sims and fleets that allow +16 discussions and higher), but respect is important

[BF][118] Kylindra, 5:33:02 PM

I'm going to resist the urge to make a lame pun, but yes. Any good fleet feels like a family.

[BF] The Captain | CRO, 5:33:14 PM

but also respect for the defined rules of the community, that is a must

[BF][118] Kylindra, 5:33:15 PM

Like I've felt welcomed when I joined Bravo Fleet last year.

[SB118] Groznin Smith, 5:33:15 PM

118 is PG 13 which I like.

(BF) Skoll, 5:33:23 PM

That's an impossible cell I can't believe any group as large as a fleet command structure all get along with everyone in that command structure. Present company included in that respectfully.

[BF][118] Kylindra, 5:33:28 PM

and I can name a lot of rp communities I did not feel welcomed at all.

[SB118] Groznin Smith, 5:33:32 PM

I felt welcomed straight away when I joined 118

[BF] greenfelt22, 5:33:48 PM

Differences of opinion happen. It's normal. It's life. But if we have those differences, we need to uphold IDIC and continue to respect each other despite our differing beliefs.

[MFU/TFP] Jamessolomon, 5:33:49 PM

iv experience being the newbie on a ship and then getting ganged up and being told by the co oh your being kicked cos the crew dont like the look of you

[PF] Thompson, 5:33:54 PM

Exactly @[BF] The Captain | CRO . We maintain a PG13+ rating on our discord server for example and have a NSFW channel for "Edgier" things, and event hat has a line.

[OF] Becca, 5:34:04 PM

I might disagree with something but I would privately say something and never disrespect someone out in the open.

[PF] Thompson, 5:34:25 PM

The reality is that in an online world, as mentioned earlier you will meet people from every single walk of life

[BF] greenfelt22, 5:34:37 PM

Innovation is critical I believe. Times change. Moods change. Feelings change. One has to be flexible enough to go with it.

[BF][118] Kylindra, 5:34:51 PM

I mean, I don't get along with people in some situations, but I feel a good community sets an expectation of 'be polite and civil, even if you don't like them.'

[SB118] Groznin Smith, 5:35:00 PM

Read that wrong sorry 😊

[PF] Thompson, 5:35:02 PM

And we all have to be tolerant and respectful of views. Yes we can have discussions on things and disagree, but as long as it stays polite and civilised and doesn't become hostile

(BF) Skoll, 5:35:09 PM

Evolution of the fleets has been awesome..

[PF] James Stewart, 5:35:29 PM

if we didn't argue we would not be human

[SB118] Groznin Smith, 5:35:34 PM

What's excellent most of these fleets have been around since before I was born!

[OF] Becca, 5:35:34 PM

So happy to be part of the evolution

[BF] The Captain | CRO, 5:35:37 PM

@[OF] Becca same here. I may have had differences in the past with some people in the simming community from different fleets, I may not agree with things that have been said or things that have been done, but to me, right now, that is water under the bridge to me these days. People may have differences, and it may take time to get over it, but in the long run, we all are here for one reason, and that is to enjoy writing.

[BF] greenfelt22, 5:35:49 PM

Oh, now I feel old. Thanks, Groznin.

[MFU/TFP] Jamessolomon, 5:35:54 PM

the CO of the Dreadnaught back in BF TF44 days wasn't a very nice person to new players and make me feel unwelcomed uninvited and a not so friendly atmosphere which to me gives the wrong image for a sim and a community

[OF] Becca, 5:36:01 PM

@[BF] The Captain | CRO I was nice to you 😊

[SB118] Groznin Smith, 5:36:06 PM

Hehe sorry

(BF) Skoll, 5:36:06 PM

If we didn't argue change for the better of everyone wouldn't happen. Its from those arguments and meeting in the middle ground that real good change for all comes about.

[BF][118] Kylindra, 5:36:26 PM

I feel, though, that innovation/change is risky

[BF] The Captain | CRO, 5:36:38 PM

It's been about 6-7 years since I was last in OF, my time there, i've left in the past and forgotten all about it

[BF][118] Kylindra, 5:36:41 PM

some people join fleets to stay the same. How do you coax them to liking new things?

[BF] The Captain | CRO, 5:36:49 PM

*the bad things that it, not the good times

[BF] greenfelt22, 5:36:55 PM

"Risk is part of the game if you want to sit in that chair." - James T. Kirk,

[PF] Thompson, 5:37:03 PM

Theres a difference between change for the sake of change, and changing things to improve. Doesnt need to be drastic change to make things better

[OF] Becca, 5:37:06 PM

But it is also about being able to accept that changes have happened and move on. Be part of a better community.

[SB118] Groznin Smith, 5:37:12 PM

"Woof" - Porthos

[PF] Thompson, 5:37:20 PM

You can make small adjustments gradually over time rather than big sweeping changes

[MFU/TFP] Jamessolomon, 5:37:21 PM

sometimes change can upset a community

(BF) Skoll, 5:37:34 PM

I still remember a video of credits you did for a tf 44 game Solomon

[MFU/TFP] Jamessolomon, 5:37:46 PM

the new jersey?

(BF) Skoll, 5:37:50 PM

Yeah

[PF] Thompson, 5:37:55 PM

Plus any huge change you do make should hopefully have come in some way from the community and be discussed with them anyway

[BF] greenfelt22, 5:38:04 PM

If it's one thing I've learned, you can't please everybody. Just because someone doesn't like it doesn't mean that you shouldn't do it. Always weigh it against the needs of the community, not the needs of the individual.

[BF] The Captain | CRO, 5:38:23 PM



[OF] Becca, 5:38:23 PM

Oh so vulcan!

[PF] Thompson, 5:38:26 PM

Last wee bit for this section then

When you make a point of doing the above things, you'll find your fleet starts to look and feel different. If someone enters and has a good experience and finds you warm and friendly they will happily invite other people and stay themselves. Spreading good news and good things is hard. Locally we have a saying, (Mostly about restaurants but the meaning stands,) "Have a bad experience and you'll tell ten people. Have a good experience and you'll tell three." We like to complain. So it's important that your community is the best it can be so that its reputation cuts through the noise.

The last thing here and this is where I think we can all help each other ties to the activity part. Communities need to do stuff together. Within our fleets yes we write and we talk. But what else do we do? Do we get together to play other games? Do we have organised quiz nights? Maybe have competitions? I'd love to hear at this point any ideas you have for activities or hear any thoughts on what's been said.

[BF][118] Kylindra, 5:39:32 PM

I've seen channels for pick up games, fleet wide chats, and watch alongs.

[MFU/TFP] Jamessolomon, 5:39:45 PM

you need to involve the community sometime FWJM or SJM are a good way to bring the community together

(BF) Skoll, 5:40:06 PM

I think it might be interesting to do stuff like the trivia stuff we need earlier in the fleets discord everyone in a while or maybe organise inter fleet workshops for people who might be interested.

[PF] Thompson, 5:40:11 PM

feel free to shamelessly steal anything people suggest here folks

[BF] greenfelt22, 5:40:22 PM

We stay here on this server and continue to spread good relations throughout the larger simming community. 😊

[PF] James Stewart, 5:40:27 PM

I have always said about having missions that interlock

[MFU/TFP] Jamessolomon, 5:40:55 PM

sometimes get together on voice chat is a good way to do character building

[PF] Thompson, 5:40:57 PM

@[BF][118] Kylindra watch alongs are great. We have a guy on our EVE community who streams films. he recently started on Avatar the last airbender

[PF] James Stewart, 5:41:03 PM

what happens on one sim effects the other

[BF][118] Kylindra, 5:41:14 PM

I mean, I think in an interesting idea would be to do something officer exchanges

[SB118] Quinn Reynolds, 5:41:16 PM

Yeah, we've set up a channel so people can play multiplayer games like Bridge Commander together

[PF] Thompson, 5:41:19 PM

Voice chat in general is a good way to get to know each other

[MFU/TFP] Jamessolomon, 5:41:25 PM

yep

[BF][118] Kylindra, 5:41:27 PM

have players volunteer to move sims for a mission or half or so to write with different people

[PF] Thompson, 5:41:31 PM

Bridge commander still going?

[SB118] Quinn Reynolds, 5:41:35 PM

Sometimes it gets streamed as well so that other people can watch (and laugh, particularly at me)

[OF] Becca, 5:41:50 PM

We have had quite a few things spread over the year. We have competitions, STO, currently we have a war games ongoing but the biggest one would be OF day (Saturday 27 July 2019 y'all invited) . A lot of things are being planned at the moment to reflect the community changes and the tools that we now have.

[MFU/TFP] Jamessolomon, 5:41:53 PM

i sometimes let people take command for there created mission

(BF) Skoll, 5:41:56 PM

There is no reason at all that bf or of cant hold a discussion or a workshop on something every once in a while ... see what people might want to see come into the fleet or what they might like to change or have a quiz night or whatever.... this place today has shown every one what can be achieved when a large group of gamers get together and chat about all the things we've seen done and would like to see.

[BF] The Captain | CRO, 5:42:03 PM

I think things like Project Khitomer and FallFest have begun things like that, bringing fleet communities together a little bit more. I know when I joined the community back in '07, to me, it felt like it was a "us vs. them" mentality. The moment you said "oh, I joined this ship, its in such a fleet" you kinda felt like an outsider, like you were shunned away. Now these days, as the community is a little smaller and we are finding it harder to retain good writers, the communities have come together and said "enough is enough, let's work together and support one another". I'll say for a period of time, around 2010 or so, I was dual-hatting in two fleet staffs, and there was respect among both leaderships to what I was doing and I was able to (in my eyes) bridge a gap between fleets and say "you know what... i'm in two fleets, I support them both and respect them both enough to do what I do"

[PF] Thompson, 5:42:30 PM

Thats an attitude I think many of us can honestly say we've felt

[OF] Becca, 5:43:03 PM

Aye but i would say that attitude is changing.

[PF] Thompson, 5:43:09 PM

I would also agree there

[MFU/TFP] Jamessolomon, 5:43:14 PM

i wish there was like a community based wiki where these communities could come together to have a page all about them so others can find them read about past and present trekkie fleets and who was there and see if there interestered in joining that group

[OF] Becca, 5:43:20 PM

The guys in blue have made that possible

[PF] Thompson, 5:43:21 PM

So any other ideas for fleet wide activities?

(BF) Skoll, 5:43:36 PM

When I joined if you mentioned oF or alpha fleet or any thing else for that matter in a forum run by bf you got shot a proverbial dirty look for bringing up the enemy

[SB118] Groznin Smith, 5:43:41 PM

We have a monthly fleet chat in 118

[BF] greenfelt22, 5:43:54 PM

There is. Role Play Wikia I believe.

[MFU/TFP] Jamessolomon, 5:44:12 PM

dont get me started on Alpha fleet

[PF] James Stewart, 5:44:24 PM

what about having one flet char exchange

(BF) Skoll, 5:44:35 PM

A joint event is something that could be the next step like the good old days with the bat'leth tournament.

[BF] greenfelt22, 5:44:38 PM

I just linked Role Play Wiki's website in #tools-links

Remember everyone, this is fleet neutral. No bashing older/dead fleets.

[PF] James Stewart, 5:45:17 PM

tango fleet was good

[BF] greenfelt22, 5:45:23 PM

@[\[OF\] Becca](#), I'm really green. 😊

[PF] Thompson, 5:45:31 PM

Alright folks we are fast approaching the top of the hour

[BF][118] Kylindra, 5:45:34 PM

I mean, having fleet v fleet evetns would be intersting

(BF) Skoll, 5:45:38 PM

raptor fleet.... epsilon force

[PF] Thompson, 5:45:53 PM

For the last section I have a few thoughts to leave you with and a few things for you to take back

[BF] greenfelt22, 5:45:56 PM

BF has been toying with the idea of resurrecting the Bat'leth tournament.

[BF] The Captain | CRO, 5:45:57 PM

I think as I said, things like PK and FallFest are doing that and over time, we will see more of them popping up as we move forward, but I think also there is an improved and ongoing building of respect between fleet leaderships, as I have seen in multiple fleets that I knew when I first started, that there has been a very big change in leadership and that is great that we are seeing a fresh take on fleet leadership and i think, personally, that we will see more cross-fleet interaction and community events coming soon

[OF] Becca, 5:45:59 PM(edited)

@[BF] greenfelt22 Maybe you need to rethink the role colours?

[BF] greenfelt22, 5:46:06 PM

LOL

[PF] Thompson, 5:46:16 PM

Firstly - Where do you want your fleet to go? Do you know? Set long term goals for your community as well as short term goals. Players. Talk to your community leaders. Tell them what you would like to see. As much as sometimes folks think we are, we aren't mind readers. And get behind your staff and support them. They do a lot of work you don't see. And they do it for you folks.

[BF] greenfelt22, 5:46:20 PM

My visible color is blue, but green's in the name. 😊

(BF) Skoll, 5:46:33 PM

Having something where players were allowed to bring one character and one only to an event for a live war games or something similar and play it out over a few days or maybe just one night what ever...

[BF] greenfelt22, 5:46:54 PM

As long as the fleet is cultivating it's community and encouraging growth, death shall never darken its door.

[PF] Thompson, 5:47:05 PM

Secondly - Make sure you have policies in place for dealing with awkward situations. Most of you know how you will react, but do fleets have a Child Protection Policy for example? Or maybe how your fleet handles players with disabilities. If we want to be inclusive and open to all these are things which we need to be aware of.

[MFU/TFP] Jamessolomon, 5:47:07 PM

sometimes fleet staff dont get enough credit for behind the scenes work they do and put in to keep a fleet going#

[PF] James Stewart, 5:47:26 PM

what about a big fleet xmas party

(BF) Skoll, 5:47:34 PM

You don't get to see most of the work the staff do behind the scenes.

[PF] Thompson, 5:47:41 PM

For reference the UK defines a child as any person under the age of 18. The United states has a similar definition

[SB118] Groznin Smith, 5:47:55 PM(edited)

I'm not a child WOHO it rocks being 18

Apart from it also sucks

[OF] Becca, 5:48:12 PM

ha

[BF] The Captain | CRO, 5:48:14 PM

not wanting to toot my own horn (sorry), but we do have a Community Relations Office in BF that is looking at revamping our player and CO support groups, as well as a community events group, so things like this can really make a difference in a fleet and in the community as a whole moving forward

[PF] Thompson, 5:48:48 PM

If anyone ever wants to talk about Child protection stuff feel free to hit me up. As I mention at the start Im a youth worker. I do a fair bit of it

Anyway.

Thirdly - Enjoy yourselves. This is for everyone staff and members alike. Enjoy what you're doing and have fun. If your doing that it is half the battle for everything we've talked about. It comes across when people drop by if everyone is complaining all the time. It jumps out like a flare in the night to a visitor, but equally so does enthusiasm and a lively community.

[OF] Becca, 5:49:54 PM

OF has Community Engagement Champions (they have been the people in green tonight) so I think fleets have a similar direction they are heading in. Do other fleets that i haven't stalked yet have something similar?

[PF] Thompson, 5:50:08 PM

Look thats all really I have to say. At this point any specific questions youd like to ask me about any of this?

[SB118] Groznin Smith, 5:50:38 PM

None from me

(BF) Skoll, 5:51:23 PM

Lets do this again sometime....we've had one hell of a day

[BF] greenfelt22, 5:51:57 PM

This was great, @[PF] Thompson, thank you!

[OF] Becca, 5:52:03 PM

Thank you!

[BF][118] Kylindra, 5:52:08 PM

So, to get back to poaching: The thing is, poaching can actually rip a fleet apart, because it's sometimes done as the result of internal strife.

Also, thank you for the panel!

[PF] Thompson, 5:52:37 PM

Yea so on that one

I want to share something from my EVE community that we actively do and its something I think with Khitomer we could all do as fleets

[SB118] Groznin Smith, 5:53:12 PM

Panel was great!

[PF] Thompson, 5:54:19 PM

So in EVE Online player groups are known as Corporations. They would be equivalent to Sims here. When players or corps transfer there is usually a discussion between leadership of each organisation. For example. Player A wants to move from Group A to Group B. Group B would let group A know its happening so that everything was above board and the player had approached them, not the other way around.

J'Loni Mo'Bri, 5:54:36 PM

Very good panel Thompson.

[PF] Thompson, 5:54:49 PM

thanks 😊

[BF] The Captain | CRO, 5:54:58 PM

Personally, on the poaching issue, it was in my view, a big thing many years ago, not so much now as the community is a bit smaller... not to go into much detail, but I know that it was kind of taken as "accuse someone of poaching, they are directly in the wrong", without any evidence or discussion. It happened to me on both sides, I had a player poach several players off my sim to a new sim and was myself accused of poaching twice. My view personally is that if you have to poach other players from a sim to your own, then you either aren't recruiting properly or not at all, or there is something about the sim that needs to change if you can't bring in crew through recruitment properly

J'Loni Mo'Bri, 5:55:08 PM

It hit the nail on the head.

[OF] Becca, 5:55:23 PM

Sums it up well

J'Loni Mo'Bri, 5:55:32 PM

Yup itdoes.

[BF][118] Kylindra, 5:55:46 PM

In this case, I was thinking of a case where someone left a fleet and stole incoming applicants.

[SB118] Groznin Smith, 5:55:57 PM

Not good

[BF][118] Kylindra, 5:55:58 PM

well. "stole."

I don't see that as common anymore, though

[PF] Thompson, 5:56:36 PM

With poaching keeping things as open and above board as possible is the best way to minimise the risk of it happening, Or in a lot of cases simply the appearance of it happening even if thats not the case

[BF] The Captain | CRO, 5:57:04 PM

on that side @[BF][118] Kylindra it makes for some animosity, if you need to leave a fleet, do so but don't go and poach other CO's or prospective players/CO's.... let people make their own mind up, we aren't a "us vs. them" community anymore, we should all support one another.

[MFU/TFP] Jamessolomon, 5:57:15 PM

we had a massive player base back then then we started to get extinct then the numbers slowly climbed back up

[BF][118] Kylindra, 5:57:17 PM

Oh, agreed.

[BF] greenfelt22, 5:57:33 PM

We've got 3 minutes left. #overflow-two is locked, so you can carry on for a couple minutes when this is done if needed.

(BF) Skoll, 5:58:01 PM

That's wrong but players tend to follow co's around... I've had the same core players in my games for the last six years I open up a new game those same players follow me. Its not something that is expected but it happens... So players follow the staff around. The paranoia that comes with poaching and the perception that people might try to poach players is fanatically of the mark at times

[OF] du Lac, 5:58:55 PM

@[PF] Thompson plus with Eve you have to provide your character api for some corps

[PF] Thompson, 5:59:04 PM

Pretty much all corps

the New ESI system is even better. Cant hide a thing from us 😊

[OF] du Lac, 5:59:21 PM

not usually pubby hisecs

[SB118] Groznin Smith, 5:59:24 PM

Never played eve online

Is it any good?

[BF] The Captain | CRO, 5:59:41 PM

@(BF) Skoll you are right, there are always going to be some players that will follow a particular CO/person to wherever they go, but I think if you also have writers who are happy with just one fleet, and in that instance, you need to give them a chance to stay where they are happy. I know when I left OF to join BF with my command at the time, I emailed my crew and gave them the option to resign from the sim and stay with OF, and at least four people took that option

[PF] Thompson, 5:59:51 PM

Very. But also very hard and unforgiving. The community however is one of the best in the world

[OF] du Lac, 6:00:26 PM

just don't spend your time krabbing if you want SRP in goons 😊

[PF] Thompson, 6:00:31 PM

It has veterans support, it has a suicide and depression support network, and has its own ingame graveyard to remember players who passed away

Test Alliance Best Alliance

[BF] The Captain | CRO, 6:00:59 PM

I think the community, in the last couple of years, especially since the reboot movies and now ST: DIS have come out, the community has started to rebuild and has become a lot better in my eyes. As I said before, I harbor no ill feelings to members of the community who in the past, I had issues or troubles with

[OF] du Lac, 6:01:23 PM

Is test still deployed down south?

haven't checked in on dreddit in a few weeks

[PF] Thompson, 6:01:44 PM

Ill PM ya 😊

[BF] greenfelt22, 6:05:29 PM

Anything else in here? If not, I'm locking the doors.

[OF/RPG Discord] Phoenix Lalor, 6:05:46 PM



[BF] The Captain | CRO, 6:05:48 PM

i'll wait for the transcripts

[BF] greenfelt22, 6:06:08 PM

Sounds good. locks