



WORKSHOP

“Narrating Character Actions”

HOSTED BY

Ensign Chloe Waters (ND, SB118)

TIME

10pm GMT

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

Ensign Chloe Waters (ND, SB118), 2:00:15 PM

Alright. It's 3:00 PM. Lets get this show started.

[NDF] Cael Maz, 2:00:19 PM

::sits down to listen::

[SB118] Pholin Duyzer, 2:00:33 PM

sits down.

Ensign Chloe Waters (ND, SB118), 2:00:34 PM

Hello everyone and welcome. I am [Ensign Chloe Waters](#) (ND, SB118)/Chloe Waters, call me whatever you like. I've been simming for about... hmmm. A year and a half, though I've been role playing for much longer. In real life I'm blind, and I live in Canada.

If you have questions, of any kind, be they about my blindness, or something you don't feel comfortable talking about in here, please don't hesitate. My PM's are open. :-)

Now, the topic for today is... descriptions. Or rather, describing your character's surroundings/things they are interacting with. Can anyone tell me why descriptions of that nature are important?



[SB118] Pholin Duyzer, 2:01:21 PM

Chloe!

Descriptions are really what makes simming interesting. It allows people to get a sense of who your character is and how it interacts with the environment.

Ezri Steel, 2:01:59 PM

Anything that is useful or specifically developing of the mood or tone. Anything else is fluff. A gun is only on the shelf if you're going to shoot it.

(BF) Skoll, 2:02:48 PM

Yes they are

Ensign Chloe Waters (ND, SB118), 2:02:56 PM

Not necessarily. My character may have a dog bed in her quarters. That's not necessarily fluff. It indicates that she has, or at least takes care of, a dog.

But yes. They help set up the mood, the tone. And they help you, as the writer, understand what kind of environment you are writing in so you can interact with it more effectively.

(BF) Skoll, 2:04:31 PM

I am used to writing out thought process and descriptions I was on a sim where I was accused of meta gaming because rather than type one line replies (Which to me are lazy as can be) I wrote the thought process behind the words. Said CO said he would rather less than what was being given. I

[SB118] Groznin Smith, 2:04:39 PM

Hey

Ensign Chloe Waters (ND, SB118), 2:05:25 PM

And in my experience, descriptions are so underdone. They are more important than I think a lot of people realize, especially to someone like myself who, without sight, has no idea what, say,,, the bridge of a Galaxy class starship looks like. Describing that kind of thing somewhere, or describing your surroundings, opens the doors to so much detail.

[SB118] Groznin Smith, 2:05:42 PM(edited)

Descriptions mean everything in my book

(BF) Skoll, 2:05:51 PM

I wont mention who it was and I won't go into what I thought of being asked to lesser my replies so players felt like their replies were more adequate but I was less than impressed.

[SB118] Wallace Williams, 2:06:02 PM

I agree, I enjoy discribing my surrounding, atleast things that may be usefull/important

[SB118] Geoffrey Teller, 2:06:04 PM

@[Ensign Chloe Waters](#) (ND, SB118) is a kickass writer and has created a fantastically interesting character, I genuinely hope everyone takes a few minutes to get to know her. She's a terrific person and SB118 is lucky to have her.

[SB118] Groznin Smith, 2:06:33 PM

I only know her OOC but I've read one or two of her sims and they're great

Ensign Chloe Waters (ND, SB118), 2:06:35 PM

...D'awww. Thank you, Teller.

[SB118] Wallace Williams, 2:06:53 PM

please continue Chloe!

Ensign Chloe Waters (ND, SB118), 2:07:14 PM

At any rate. Lets say you're on an away mission. Your character beams down to an unexplored planet.

They're looking around.

(BF) Skoll, 2:07:51 PM

So the non fleet games I have been involved in, if someone gives you say a three hundred word reply (Couple of paragraphs reply.) It would be considered inadequate and unacceptable to come back with a simple line like "Yes sir." as a reply then save the document.

[SB118] Groznin Smith, 2:07:53 PM

What do they see! Smell! Hear!

Ensign Chloe Waters (ND, SB118), 2:08:09 PM

They see... what you'd expect, so you write about it.

"The sky was bright above the Ensign's head, filled with sunlight. The ground was soft."

Anyone care to guess how that might be improved on?

(BF) Skoll, 2:08:21 PM

What are they thinking about what they have just been told or just seen.

[SB118] Pholin Duyzer, 2:08:28 PM

What do they feel on their skin, how does the atmosphere and gravity differ from the ship?

[SB118] Wallace Williams, 2:08:58 PM

I never thought of that part of a discription, the gravity thing.

Ensign Chloe Waters (ND, SB118), 2:09:08 PM

Good start.

But there is one critical thing missing.

[SB118] Groznin Smith, 2:09:31 PM

Knowing me I'd forget to talk about what he sees and talk about how Groz feels

[SB118] Wallace Williams, 2:09:46 PM

something missing?

Ensign Chloe Waters (ND, SB118), 2:10:16 PM

In the blurb above, I did not use any colors.

(BF) Skoll, 2:10:25 PM

If you been down to a planet or onto a base... what I am I seeing, what am I hearing what am I smelling.... if you start a post with a beam down then the beginning of the post needs to include all of that information

[SB118] Wallace Williams, 2:10:25 PM

oh.

[SB118] Groznin Smith, 2:10:45 PM

I don't think it needs too

But it's great if it does

[SB118] Wallace Williams, 2:10:55 PM

it adds to the sim

thats for usre

(BF) Skoll, 2:10:57 PM

As a gm you are laying out a scene for your players

[SB118] Wallace Williams, 2:10:58 PM

*sure

[SB118] Groznin Smith, 2:11:10 PM

If you only get a little bit of info in there that's good too. But yes as Wallace says it adds to it majorly

We don't have GM as such in 118

Or at all really

[SB118] Jo Marshall, 2:11:43 PM

We do, it's the CO

[SB118] Groznin Smith, 2:11:46 PM

Ahh

Ok

Makes sense. Sorry

(BF) Skoll, 2:12:06 PM

Then for a player its what did the gm not say in that description what did his character not take in that my character did. So each player and character is entering their own pennys worth of information.

[SB118] Wallace Williams, 2:12:36 PM

@[SB118] Jo Marshall now I am even more sure i want to make captain!

[SB118] Jo Marshall, 2:12:37 PM

@[SB118] Groznin Smith Consider the setup SIM for this mission. Have a proper read of it again and extrapolate.

Ensign Chloe Waters (ND, SB118), 2:12:49 PM

Colour... it's funny. Colours are so critical to the sighted world, yet in all the places I've been, it's been rather odd to see them so rarely referenced. The sky is bright. Bright orange? Bright red? Bright blue? These details can help one really get an idea of what's going on in their mind's eye.

[SB118] Groznin Smith, 2:12:49 PM

Huh?

[NDF] Cael Maz, 2:12:51 PM

The more detail you give in a post to set the scene, the more the players have to work with. This can be GM/Co to players or Player to Player

[SB118] Groznin Smith, 2:12:54 PM

I'm confused Jo

[SB118] CSO Lt. German Galven, 2:13:04 PM

There's mission proposals that we try to build more on how everyone can contribute to the mission

(BF) Skoll, 2:13:07 PM

The GM then can take that on board and further things along or make note of something to be used in a future scene as the episode progresses

[SB118] Wallace Williams, 2:13:34 PM

Galven, thanks for showing up!

[SB118] CSO Lt. German Galven, 2:13:50 PM

Had to for Chloe (:

[SB118] Jo Marshall, 2:14:05 PM

@[SB118] Groznin Smith The Njodr Incident SIM that Qbit sent out when we started the mission. Have a read and really look at the details she put in there to kick start it

[SB118] Wallace Williams, 2:14:17 PM

Oke Chloe, you are right ,I never thought of writing about somethings color

[SB118] Groznin Smith, 2:14:26 PM

Ahh

Oh yeah.



Ensign Chloe Waters (ND, SB118), 2:15:02 PM

Actually... one thing I've found as well. How much info a person gives, at the start of a sim or a post, depending on the environment... can seriously effect what comes afterwards. If a person gives very little detail I find that lack of detail runs all throughout the writing.

Trickles down and reduces the quality of everything else that comes after.

[SB118] Wallace Williams, 2:15:43 PM

hmmm

[SB118] Wallace Williams, 2:15:51 PM

interesting point

and I think I have to agree

I'm on a ship with "rookies" now mostly, and I must say that the lack of detail sometimes can really work against me

Ensign Chloe Waters (ND, SB118), 2:16:55 PM

So then everyone else falls, because unless they take the time to make stuff up, which to a writer with a lack of confidence... can be very daunting... the rp suffers for it on all sides.

[NDF] Cael Maz, 2:17:05 PM

Too much detail, to inexperienced writers, might seem overwhelming to them but it's that detail that is key to setting the posts mood. I have been flexible with great detail and little detail with everything in between.

[SB118] Groznin Smith, 2:17:30 PM

I've found that in 118 at least people seem to pick it up really quickly

(BF) Skoll, 2:17:33 PM

And actually never thought about it before but for some of us who don't see or can't see like the rest of us and use a voice app... a description of a scene or thought process or whatever can probably help them get more enjoyment out of it

[SB118] Groznin Smith, 2:17:40 PM

I took much longer but I'm getting there now

Ensign Chloe Waters (ND, SB118), 2:18:09 PM

@(BF) Skoll exactly!

So, the question is, what can we, as writers, do about it?

[SB118] Wallace Williams, 2:18:54 PM

stay confident and develop a scene?

[SB118] Groznin Smith, 2:18:59 PM

Help each other for one!

[SB118] Wallace Williams, 2:19:05 PM

^

Ensign Chloe Waters (ND, SB118), 2:19:21 PM

The lot of you I've seen do posts, Cael and Jo especially, blow my mind away in so many ways with your writing.

[SB118] Groznin Smith, 2:19:45 PM

We have some wonderful writers in 118

Ensign Chloe Waters (ND, SB118), 2:20:10 PM

The things I try and do... I try to show others what I'm looking for, by writing about it.

What about you guys? What do you do?

(BF) Skoll, 2:20:57 PM

Challenging new writers to take what the more experienced ones have done and run with it, is going to make new writers better for the experience. Giving them some leeway in the beginning so they learn the ropes of what is expected.

[SB118] Wallace Williams, 2:21:22 PM

(I already learned so much from only being here for a few minutes)

[NDF] Cael Maz, 2:21:35 PM

Chloe is good at pushing me to think more and more about the environment. I try to take every bit of that and put it in every post not just selectively.

[SB118] Groznin Smith, 2:21:49 PM(edited)

Ah you're from her other Sim!

[SB118] Wallace Williams, 2:22:09 PM

isnt the idea of a panel that only one person speaks?

[NDF] Cael Maz, 2:22:13 PM

::nods::

[SB118] Wallace Williams, 2:22:15 PM

or am I confused

[SB118] Groznin Smith, 2:22:26 PM

I'm just as confused if I'm honest

[NDF] Cael Maz, 2:22:33 PM

It's a discussion.

[SB118] Wallace Williams, 2:22:50 PM

i suggest me only answer when Chloe asks a question? Not that I dislike the discussion!

but Chloe deserves the Spotlight here 😊

Ensign Chloe Waters (ND, SB118), 2:23:06 PM

Everyone is free to speak their minds here. I'm only running it. I don't want to steal center stage.

[SB118] Wallace Williams, 2:23:12 PM

ah

well I think you're doing fine!

(BF) Skoll, 2:23:42 PM

You are

[SB118] Groznin Smith, 2:23:47 PM

Indeed

[NDF] Cael Maz, 2:23:57 PM

Other than Colours, I like to add in sensations and smells to the mixture. As a lot of my sim is custom, a lot of custom detail needs to go into it and it's fun.

[SB118] Groznin Smith, 2:24:23 PM

I add a lot of how Groznin is feeling. And what he does physically.

[NDF] Cael Maz, 2:24:43 PM

So the appearance of the snow falling down onto ones face and the smell of fresh air as the wind moves across ones face. Things like that

[SB118] Wallace Williams, 2:24:58 PM

I am still trying to learn how to add feels, ideas, situations, colors and the like effectively

Ensign Chloe Waters (ND, SB118), 2:25:31 PM

Anyway. The other thing to do in my opinion. If someone is struggling, seems to be putting out little detail. Take them aside. Check on them first, personally. Are they adapting well to whatever format you are simming in? Try and find out what THEY think they are doing well on, what THEY think they need help with. And if what they think doesn't line up with your own assessment? If they're doing a good job at moving the plot along, but don't think they are? Tell them otherwise. I know that's something I have issues with.

(BF) Skoll, 2:25:34 PM

It comes with time. as writers we get better with age... unless your names James Patterson.

Ensign Chloe Waters (ND, SB118), 2:27:00 PM

Then offer them help in what areas they seem to be having trouble with.

"Hey. I noticed you seem to be having some trouble with describing things. Would you like some help?"

Walk them through how they can improve. Show them example posts. Point out what other writers do and encourage the person to imitate that sim for a while, until they can develop, or learn how to express, their own style.

[SB118] Groznin Smith, 2:28:49 PM

I've been getting help from people

[SB118] Groznin Smith, 2:28:55 PM

It does help too

Ensign Chloe Waters (ND, SB118), 2:29:18 PM

::nods::

Indeed. Another thing as well.

Go back and read your sim. Consider, it.

"Is there anything else I can add? What would give the person behind the screen a clearer idea of what is going through my head?"

(BF) Skoll, 2:30:36 PM

We do learn from assimilating what others write and by what we read.

[NDF] Cael Maz, 2:30:50 PM

Never stop learning, I say.

Ensign Chloe Waters (ND, SB118), 2:31:03 PM

"We are the writing collective. Your techniques and skills will be added to our own."

[SB118] Groznin Smith, 2:31:07 PM

I need to do that more often

[SB118] Wallace Williams, 2:31:37 PM

heheehe

[NDF] Cael Maz, 2:31:43 PM

One thing I also suggest is never being afraid to ask for help if you need it. The road goes two ways.

Ensign Chloe Waters (ND, SB118), 2:32:10 PM

Exactly.

(BF) Skoll, 2:32:44 PM

Something Aaron Sorkin said in a class was no sentence starts out with but & and... I did think I need to cut out using but as a starting point

[SB118] Groznin Smith, 2:32:50 PM

Technically the road goes one way you can just drive both ways 😊😊

Ensign Chloe Waters (ND, SB118), 2:32:54 PM

Unless someone is watching you closely, no one is going to know how you're feeling unless you telegraph or say it. If you feel like you're struggling... you will get nowhere if you don't make an effort.

[SB118] Groznin Smith, 2:33:40 PM

Everyone needs help

whispers even the COs from time to time

Ensign Chloe Waters (ND, SB118), 2:33:58 PM

::nods::

[SB118] Wallace Williams, 2:34:03 PM

Jo wont admit it 😊

I ask for help from my Co/Fo all the time

Ensign Chloe Waters (ND, SB118), 2:34:17 PM

Hey! Don't you talk down to Jo!



[SB118] Wallace Williams, 2:34:34 PM

I knew her first!

Ensign Chloe Waters (ND, SB118), 2:34:35 PM

She's great. Heh.

[SB118] Wallace Williams, 2:34:38 PM

yes she is

but, back to the point, I ask my FO for help all the time.

Ensign Chloe Waters (ND, SB118), 2:35:27 PM

Another thing you should try and do is this. Don't feel like this.

"Yaaay! Someone replied to my sim! Now I have to get a response back as soon as possible so they don't feel like I'm ignoring them."

Because you don't.

[NDF] Cael Maz, 2:36:07 PM

Well since people know me already and my position, I am not ashamed to say I ask for help from my players a lot. No shame in it. Helps me become a better GM and writer as a whole.

Ensign Chloe Waters (ND, SB118), 2:36:13 PM

I'd rather wait two days for a sim full of descriptive imagery, sounds and smells, rather than twenty minutes for just what a character is saying.

[SB118] Wallace Williams, 2:37:35 PM



[SB118] Groznin Smith, 2:37:54 PM

I agree Chloe

Ensign Chloe Waters (ND, SB118), 2:37:57 PM

So take your time. Write slowly. Read as you go so you don't spend hours rereading and adding detail later.

[SB118] Groznin Smith, 2:38:01 PM

Much better to have a great sim

[SB118] Wallace Williams, 2:38:23 PM

but.... not every sim can be magnificent

can it?

Ensign Chloe Waters (ND, SB118), 2:38:42 PM

And in the long run, the more detail you put in, the better you are likely to feel about yourself.

[SB118] Wallace Williams, 2:38:48 PM

true that

Ensign Chloe Waters (ND, SB118), 2:40:18 PM

Simming is an art form. Words are your paint. But the potential does not run out if you use them well. So take it slow.

[SB118] Groznin Smith, 2:40:35 PM

My phones my easel?

Ensign Chloe Waters (ND, SB118), 2:40:59 PM

A small one, but yes. It can be.

[SB118] Groznin Smith, 2:41:38 PM

Wohoo!

And yes I sim from my phone! You got a problem with that I'll set Jang on you

Ensign Chloe Waters (ND, SB118), 2:42:15 PM

So, we have about ten minutes left. For now, I think I'll open the floor to anyone and everyone. If you have questions for me, or each other, or tips of any kind, or whatever, feel free to bring them up now.

[SB118] Wallace Williams, 2:42:18 PM

your puny klingon does not scare me

Ensign Chloe Waters (ND, SB118), 2:42:28 PM

Lol. I don't judge.

[SB118] Wallace Williams, 2:42:38 PM

I learned something today!

thank you Chloe!

[SB118] Groznin Smith, 2:43:00 PM

I find reading the sim I'm editing to be my sim helps a lot

So I'll read the paragraph. Delete it then edit it to be what Groz feels and sees etc

Ensign Chloe Waters (ND, SB118), 2:44:02 PM

Don't be afraid to expand. There's no such thing as too much detail. And if it's too much for someone... they can always skip it and read the dialogue.

[SB118] Groznin Smith, 2:44:11 PM

Oh I do!

I love expanding on whats happening

Ensign Chloe Waters (ND, SB118), 2:44:46 PM



[SB118] Groznin Smith, 2:45:05 PM

Do you have any questions we can help you with [Ensign Chloe Waters \(ND, SB118\)](#)?

Ensign Chloe Waters (ND, SB118), 2:45:35 PM

::blinks::

[SB118] Wallace Williams, 2:45:45 PM

naaah Chloe's too good at this



Ensign Chloe Waters (ND, SB118), 2:45:49 PM

Hmmm.

I'm not THAT good. I'm just some crazy writer with access to a computer and too much time on their hands.

[SB118] Wallace Williams, 2:46:54 PM

dont talk yourself down, you're still a super chick!

and your with us! so your extra amazing!

[SB118] Groznin Smith, 2:47:02 PM

You're awesome [Ensign Chloe Waters \(ND, SB118\)](#)!

Ensign Chloe Waters (ND, SB118), 2:47:31 PM

::purrs::



No one has any questions or final points?

[SB118] Wallace Williams, 2:48:21 PM

normally, I would jump on that cookie,
but the Wallians are not allowed in here
I tried

[SB118] Groznin Smith, 2:48:32 PM

I've got nothing sorry [Ensign Chloe Waters](#) (ND, SB118) 😞

[SB118] CSO Lt. German Galven, 2:48:39 PM

My final point is that I have no points

[SB118] Wallace Williams, 2:48:41 PM

no, you explained everything amazing!
*amazingly

[Ensign Chloe Waters](#) (ND, SB118), 2:49:07 PM

D

[NDF] Cael Maz, 2:49:07 PM

Very helpful and informative @[Ensign Chloe Waters](#) (ND, SB118) Thanks!

[Ensign Chloe Waters](#) (ND, SB118), 2:49:09 PM

D'aww

And we somehow did all this in forty nine minutes. Shocking.

[SB118] CSO Lt. German Galven, 2:49:46 PM

Great Scott!

[SB118] Wallace Williams, 2:49:56 PM



[Ensign Chloe Waters](#) (ND, SB118), 2:50:05 PM

Thank you all for attending.

[SB118] Wallace Williams, 2:50:06 PM

Great Scott(y)!

[SB118] Groznin Smith, 2:50:13 PM

Honesty thank you [Ensign Chloe Waters](#) (ND, SB118)!

[SB118] Wallace Williams, 2:50:20 PM

ofcrouse! anything for you friend! I learned a lot!

[SB118] CSO Lt. German Galven, 2:50:21 PM

Thank you for hosting

[SB118] Wallace Williams, 2:50:26 PM

*of course

[Ensign Chloe Waters](#) (ND, SB118), 2:50:43 PM

I'm glad to hear it.

Now go raise heck and knock socks off with words!

[SB118] Wallace Williams, 2:51:13 PM



[Ensign Chloe Waters](#) (ND, SB118), 2:51:33 PM

::offers everyone bubble wrap on the way out::

[SB118] Groznin Smith, 2:51:57 PM

WOHOO BUBBLE WRAP throws hands into air as he walks out the room

[SB118] Wallace Williams, 2:52:07 PM

BUBBLE WRAP!

[SB118] CSO Lt. German Galven, 2:52:18 PM

AHH!

pops

[SB118] Wallace Williams, 2:52:26 PM

::accepts as he walks out, the bubble wrap feels strange in his hands as he begins popping it one by one::

[SB118] Groznin Smith, 2:52:40 PM

pop

pop

pop

[SB118] CSO Lt. German Galven, 2:52:55 PM

::steals Wally's bubble wrap::

[SB118] Wallace Williams, 2:53:14 PM

steals German's bubble wrap

its even again

[SB118] CSO Lt. German Galven, 2:53:24 PM



Ensign Chloe Waters (ND, SB118), 2:54:28 PM

Play nice you two

[SB118] Wallace Williams, 2:54:37 PM

we are, we evened out

Chloe thanks again

Ensign Chloe Waters (ND, SB118), 2:56:41 PM

Thanks for attending.