[16th] NX-1701-G 2/22/2020, 5:00:51 PM

Welcome to Engage – a look at the importance of a CO's presence and involvement both in character and out of character. This is a very exciting topic for us to explore today and I personally am very happy to have each of you here with us. One of the best things that a game can have is a motivated and 'engaged' crew; a crew where the CO is there to help advise but the players can feel comfortable enough in their own skin to bring forward ideas and run with their posting. There is one key thing needed though for a motivated player base and that's an 'engaged' Captain (and no we don't mean one that's getting married per se).

I wanted to take a moment to quickly introduce myself. I'm William and, for those of you who may know me through online gaming or my earlier panel (I'm hoping my internet stays on for this one), I'm the Fleet Commander for Zodiac Fleet. I've been simming actively since 2001 and I've played the pretty much every character and role that you can imagine (including Batman). The very first game that I created over 18 years ago, Starfleet One, is still alive and well to this very day exploring the political and military leadership of the Federation. While this may sound like a shameless plug for my game (it really isn't) it goes directly into what we're talking about today as many of my players have been with the game for years (one who passed away last year had actually been with me since it began).

We're going to wait a few moments for my partner in crime.

[PF] Amethyst 2/22/2020, 5:01:03 PM

I'm here! I'm here! LOL

jeff 2/22/2020, 5:01:08 PM

I think so Lia

[16th] NX-1701-G 2/22/2020, 5:01:17 PM

It's going to be fun

[PF] Amethyst 2/22/2020, 5:01:23 PM

I'm Amethyst... yada, yada, yada.. blah, blah, blah, etc, and so on and so forth.

Ranlei 2/22/2020, 5:01:43 PM

Ugh stupid lag at sentence.

And that last was a joke

[16th] NX-1701-G 2/22/2020, 5:02:36 PM

@Amethyst is an amazing writer and leader.

[16th] Kate, CO Langley Station 2/22/2020, 5:02:52 PM

I better hope not to get my character engaged. She's not ready for it.

[PF] Amethyst 2/22/2020, 5:03:09 PM

I've also introduced myself so many times today I'm pretty sure everyone is sick of me. LOL

[22] Confusedfire [VFY|CO] 2/22/2020, 5:03:16 PM

You mean this panel isn't about engagements and weddings and what have you?

[PF]Kai1701E 2/22/2020, 5:03:24 PM

Don't make @Amethyst 's head any bigger, she'll never get back aboard her starship

[16th] NX-1701-G 2/22/2020, 5:03:25 PM

Maybe later

[Mystic Knights] James Stewart/22/2020, 5:03:29 PM

oh boy

[16th] Kate, CO Langley Station 2/22/2020, 5:03:34 PM(edited 2/22/2020, 5:03:46 PM)

Oh girl

[OF-TGCO/ZF-Academy] Kristi 2/22/2020, 5:03:40 PM

that;s the after discussion

Skoll 2/22/2020, 5:03:44 PM

CF we set fire to your wedding suit as a sacrifice to the gods of trek

[22] Confusedfire [VFY|CO] 2/22/2020, 5:03:50 PM

clears throat

Back on topic

[16th] NX-1701-G 2/22/2020, 5:03:56 PM

We acknowledge that the players of a game are the most critical component of any group. Without our wonderful players we are truly nothing and not going to get very far. Nevertheless, we can't have that component without an involved Captain. The Captain sets the tone for how a game is going to go and there are certain strategies that a Captain can use to keep people involved and the story flowing. Simming allows us to explore the worlds of Star Trek from unique and exciting perspectives. We all like to think of ourselves as budding James T. Kirks or Jean-Luc Picards (I think I've become more like Captain Ed Mercer as time's gone on), but we can't forget that the ways of Picard don't necessarily translate to the real world of gaming. For his brave charisma and diplomatic charm, JL was standoffish and kept company with only a handful of his crew. A GM cannot have the same standpoint and view.

Lia 2/22/2020, 5:04:31 PM

And my character was looking for hints and tips on her upcoming marriage

Ranlei 2/22/2020, 5:04:42 PM

Apparently Patrick Stewart at a 6con signing auto graphs a coupe is in front the manu ask gf to marry him and Steward says Engage when she said yes.

[PF]Kai1701E 2/22/2020, 5:04:46 PM

Please remain on topic now.

[16th] NX-1701-G 2/22/2020, 5:04:49 PM

@jeff may tell you I'm a bit like Lorca

[PF] Amethyst 2/22/2020, 5:04:53 PM

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Anyone who has ever taken a command, regardless of whether it is a ship, a starbase, a colony or any kind of interactive game, you know it's a lot of hard work. Between juggling your crew, coming up with story ideas, keeping plots on track and moving forward, it can all be an incredibly overwhelming and daunting prospect.

jeff 2/22/2020, 5:05:09 PM

Yes, you are Will

Lia if you get any marriage tips be sure to let me know.🙂

[PF] Amethyst 2/22/2020, 5:06:07 PM

okay, folks, I know it's end of day... we get it.

But please be respectful.

Lia 2/22/2020, 5:06:25 PM

Sorry.

[PF] Amethyst 2/22/2020, 5:06:39 PM

@jeff a really good marriage tip. Let the woman speak. she controls your life insurance.

[OF]Sepandiyar 2/22/2020, 5:06:49 PM

happy wife happy life

[16th] NX-1701-G 2/22/2020, 5:06:50 PM

As I worked on this panel I kept seeing a particular scene from Deep Space Nine in my head. In What You Leave Behind there is a scene where Quark and Vic Fontaine were playing Go Fish in the holosuite. During their game Quark has the following line: Quark: That's right. But few people understand that. They think it's one big, happy party. They forget that the person giving the party never has any fun. He's too busy making sure everybody else is having fun. All I do -- all day long – is give, give, give…

While not 100% the same – Quark's talking about bartending – we have to realize that we're the one's having the party and we're inviting people to be part of it. We are responsible for making sure that people are having fun, but we get a bit of a flip side with our adventure in that we get to have fun too.

jeff 2/22/2020, 5:07:11 PM

🤣 Got it Amethyst

[PF] Amethyst 2/22/2020, 5:08:04 PM

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As Academy Commandant, I spend a lot of time working with CO's, both as they come through the Academy and after they take command. One of the most common questions I get asked is how to make a game successful.
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My response is always the same. The single biggest piece of advice I can give any CO, new or old, is simple. Engage!
.
Engage your crew, both IC and OOC.

Skoll 2/22/2020, 5:08:29 PM

I had fun when I created running human fireballs in a US college... the empath didn't but the players did. Co's have fun we just hide it well

[22] Confusedfire [VFY|CO] 2/22/2020, 5:09:40 PM

Excellent advice Amethyst... If you're not engaging your crew both in and out of character you're not living up to the big picture of running a simming group

[PF] Amethyst 2/22/2020, 5:09:49 PM

We know it's end of day, and everyone wants to let their hair down a little... so we've deliberately opted to keep our preachiness at a minimum so we can *engage* in active conversation

So... how do you Engage your crew?

[16th] NX-1701-G 2/22/2020, 5:10:03 PM

Exactly

[16th] Kate, CO Langley Station 2/22/2020, 5:10:23 PM

Asking how they are on Discord.

[16th] NX-1701-G 2/22/2020, 5:10:41 PM

Great idea

[PF] Amethyst 2/22/2020, 5:10:53 PM

@Kate I think that is one of the biggest things that a surprising number of CO's really don't get.

Lia 2/22/2020, 5:10:54 PM

I think on Elysium, we PM and Discord each other.

Skoll 2/22/2020, 5:11:08 PM

You open your fingers and type... talking on discord and having it open when you are on line in general and not busy means players find you slightly more accessible.

jeff 2/22/2020, 5:11:22 PM

We do Lia

[PF] Amethyst 2/22/2020, 5:11:23 PM

OOC - Discord is fantastic!

[22] Confusedfire [VFY|CO] 2/22/2020, 5:11:29 PM

I help them when they are stuck, I give them potential plot devices, ask them if they want to play an antagonist... On Medea as XO I'm running the current mission and asked two of the players if they wanted to play races for a negotiation between two distinctively different races in the DQ

[16th] Kate, CO Langley Station 2/22/2020, 5:11:35 PM

Exactly. Show you're there for them to talk to.

[16th] NX-1701-G 2/22/2020, 5:11:39 PM

One of the easiest things is to have an active discord. It can help to build so much of your group and shows that you care.

Saskbertan81 2/22/2020, 5:11:45 PM

love Discord for that

[PF] Amethyst 2/22/2020, 5:11:55 PM

I always say good morning to my crew...

[PF]Kai1701E 2/22/2020, 5:11:56 PM

I have made so many channels on my Discord that there is never an excuse for the crew to not engage, and for me to not engage with them. I have departmental channels, mission planning, universe development, character development, memes, jokes, feedback and suggestions - there is a channel for me to talk with my bunch about pretty much anything you can think of

Lia 2/22/2020, 5:12:14 PM

When its working, mine went down for two days.

[PF] Amethyst 2/22/2020, 5:12:18 PM

we share jokes, we share ups and downs, we talk about IRL stuff, we celebrate accomplishments and achievements.

[16th] Kate, CO Langley Station 2/22/2020, 5:13:02 PM

Basically you need to become a group of friend. And get new people in that group as well.

[16th] NX-1701-G 2/22/2020, 5:13:10 PM

I will go one additional step with this in that your Nova site needs to be similarly prepared and complete.

[16th] Kate, CO Langley Station 2/22/2020, 5:13:27 PM

Be a safe place where they can talk about stuff that's bothering them.

Sheila Bailey [SB118] 2/22/2020, 5:13:41 PM

Yeah having a discord is the best. I get to know people OOC and get help for both simming and RL trouble. I literally wouldn't have friends with out my sim's discord

[PF]Kai1701E 2/22/2020, 5:13:42 PM(edited 2/22/2020, 5:13:49 PM)

The biggest thing I do (or at least I think I do) is try to involve them in the running of the game. They vote on things, I seek their suggestions. I've stopped dictating (which I used to do because I am a control freak) and now I engage with them on so many things it helps to make them feel invested in the group.

[16th] NX-1701-G 2/22/2020, 5:14:04 PM

Remember that not everyone wants to be on discord. By using private messages you can engage and, more simply, your news section. Let them have a voice in the game and how it operates.

Ben Garcia 2/22/2020, 5:14:21 PM

Yea we have OOC emails

Sheila Bailey [SB118] 2/22/2020, 5:14:40 PM

^

[PF] Amethyst 2/22/2020, 5:14:43 PM

A number of sims I've seen have an ongoing mission post called "OCC Chat"

[PF] Capt. Franklin Johnson 2/22/2020, 5:14:47 PM

I tend to emphasize our importance on discord with other than private messages.

[PF]Kai1701E 2/22/2020, 5:15:02 PM

Ah well, I don't actually accept anyone who is unwilling to join our discord.

[16th] NX-1701-G 2/22/2020, 5:15:15 PM

But, always remember that a GM has to be involved in the game itself too.

Lia 2/22/2020, 5:15:16 PM

But don't you find that both PM's and Discord can lead to little groups breaking off??

[PF]Kai1701E 2/22/2020, 5:15:18 PM

I think it is crucial for them to be an integral part of our community

Sheila Bailey [SB118] 2/22/2020, 5:15:46 PM

We have a discord as well as a forum for 118. The discord is great for more active stuff but the forum helps keep you updated on the goings on

[PF] Capt. Franklin Johnson 2/22/2020, 5:15:56 PM

No, communication is critical as Kai emphasized. Discord brings with it the replacement of the PBeM community. If someone is stuck in a different fashion, great, you're not who we're looking for. 🙂

[16th] NX-1701-G 2/22/2020, 5:16:00 PM

It is possible, but we have to remember that people are people

[PF] Amethyst 2/22/2020, 5:16:25 PM

That's fine, but not everyone has that standard

so please bear in mind that we're trying to be inclusive of everyone here

[16th] NX-1701-G 2/22/2020, 5:16:39 PM

That's another key part of this. We have to realize that people are people. We can hold them to a standard, we can let our expectations be known to them, but in at the end of the day we have to realize that this is supposed to be fun. I worked with a CO once, ages ago, who viewed his players as nothing more than a means to tell his story – never once realizing it was their story too. He had a large crew, but his views started to rip his game to pieces. If he had an issue come up in his personal life that was ok and the game could be delayed, if a player had a problem then he typically just got rid of them to the point where he was the only one boldly going where no one had gone before. A Captain has to engage with the crew and work with them, but he/she also has to understand their point of view and expectations. Life happens and people can't control it, but we also need to try to respect others in the process.

Skoll 2/22/2020, 5:16:55 PM

I don't agree with Kai all that often but I agree with his assessment... if the community uses discord you do yourself no favours as a player by refusing to use it. You isolate your self from the group at large.

[22/OF] Kasterborous 2/22/2020, 5:16:58 PM

> But don't you find that both PM's and Discord can lead to little groups breaking off??

@Lia sometimes, and occasionally I think its hard to keep track of conversations as well

Beautiful Night 2/22/2020, 5:17:16 PM

the problem i've found is no one system suits everyone. SOme people don't have Hangouts, some refuse to use Discord, some won't engage via PM. and I've got a lot of long term players, players who've been on DS5 longer than Discord or hangouts has been knocking around. Saying if you don't use X you can't play isn't going to work

[16th] NX-1701-G 2/22/2020, 5:17:42 PM(edited 2/22/2020, 5:18:06 PM)

There is another simple option though in that you can have an ooc topic on your nova or message board. This can keep people involved same as discord

[PF] Amethyst 2/22/2020, 5:18:12 PM

the OOC topic in Nova is what I've seen several sims do. One sim I'm on has maybe half the players on discord and half not.

[PF] AlexM 2/22/2020, 5:18:17 PM

That's typically what I do. Not everyone on my sim uses Discord.

[PF] Capt. Franklin Johnson 2/22/2020, 5:18:37 PM

I've found very veteran and very old players of the community approaching me with issues in communication, particularly one individual who departed without notice because he absolutely refused to either use PM or Discord to communicate, citing it was my responsibility to do so. In my opinion, if I have to work for someone beyond sensible means to help them fit in or associate with a new manner of thinking, they've already weeded themselves out.

Sheila Bailey [SB118] 2/22/2020, 5:18:50 PM

You should have multiple points to engage outside of the game

[16th] Kate, CO Langley Station 2/22/2020, 5:18:53 PM

I once had someone who couldn't get discord to work. i talked to her by my personal FB account.

[16th] Kate, CO Langley Station 2/22/2020, 5:19:07 PM

It was tricky, but worth it as she was a great writer

[PF] Amethyst 2/22/2020, 5:19:27 PM

One sim I'm on has only just started using discord... until maybe the past week or two we've had a facebook message group. LOL

Lia 2/22/2020, 5:19:38 PM

I was somewhat sceptical about Discord when I first heard about it, took me around a year before I agreed to try it.

[PF] Capt. Franklin Johnson 2/22/2020, 5:19:40 PM

jeff 2/22/2020, 5:19:53 PM

Look, you can have multiple options. Fact is some people are not going to reach out and engage with others.

[PF] Amethyst 2/22/2020, 5:19:59 PM

But, the method of communication is not what is important

[16th] Kate, CO Langley Station 2/22/2020, 5:20:04 PM

Me too, I didn't get what this whole fuss was about

[PF] Amethyst 2/22/2020, 5:20:05 PM

what matters is the communication itself.

[16th] NX-1701-G 2/22/2020, 5:20:12 PM

Its making a connection thats key

[PF] Amethyst 2/22/2020, 5:20:13 PM

who wants to volunteer for me?

Sheila Bailey [SB118] 2/22/2020, 5:20:17 PM

I like discord because it's not just one area to chat. You got lots of chat rooms that help keep things organized

[PF] Amethyst 2/22/2020, 5:20:19 PM

Just to answer a few questions?

[PF] Capt. Franklin Johnson 2/22/2020, 5:20:25 PM(edited 2/22/2020, 5:20:49 PM)

If I find a player who can't reach out and engage (I mean stubborn like), with so loose of a rules that I have, then that's not a player we need to engage @jeff. 🙂

[Mystic Knights] James Stewart/22/2020, 5:20:27 PM

i like discord for ways to discuss mission ideas

Sumpter 2/22/2020, 5:20:45 PM

I still have a bit of trouble finding balance between Discord and my forums, one tends to drain life from the other and I usually end up with Discord for OOC and forums for IC. I think this time I'm going to stick with just forums for a while again and see how my group feels with it. I don't like *requiring* people download something extra to play my game and communicate since we're play-by-forum. I like people being able to just rely on the forums and my site consistently

Lia 2/22/2020, 5:20:48 PM

@Amethyst Go for it

[PF] Amethyst 2/22/2020, 5:20:57 PM

@Lia thank you

You're a security officer, right?

Lia 2/22/2020, 5:21:06 PM

Right

jeff 2/22/2020, 5:21:11 PM

Oh, I don't disagree

[PF] Amethyst 2/22/2020, 5:21:26 PM

If you were asked, could you name three things about your CO, your CMO and your CEO?

[16th] Kate, CO Langley Station 2/22/2020, 5:21:35 PM

I thought you were a Onjas convoy? 😛

[PF] Amethyst 2/22/2020, 5:21:38 PM

from an OOC perspective.

you don't have to actually name those things... LOL

just sayin...

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

Not off the top of my head, I'd have to think about it. @Kate I'm both an Ojnas Envoy and a Security Officer.

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 5:23:00 PM

@Kate on Langley yes but on Elysium she is my choef of sectac

jeff 2/22/2020, 5:23:29 PM

Could you name three things about your First Officer Lia?   🤣

[16th] NX-1701-G 2/22/2020, 5:23:36 PM

I can

jeff 2/22/2020, 5:23:46 PM

lol

Sheila Bailey [SB118] 2/22/2020, 5:23:57 PM

I think knowing things about your fellow writers OOC is great but it's most important that you can communicate about the game and when people can post or move things along

Lia 2/22/2020, 5:24:05 PM

Not without a solicitor present I couldn't 🤣

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 5:24:06 PM

@jeff hmmm not sure you want me to

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

Oh my!

Skoll 2/22/2020, 5:24:38 PM

We have an introduction thread more often than not where people are invited to tell us about themselves.

[16th] NX-1701-G 2/22/2020, 5:24:46 PM(edited 2/22/2020, 5:24:57 PM)

For those not knowing @jeff is my xo on SF1. He's been with me for a long time when we were on Yahoo Clubs

Sheila Bailey [SB118] 2/22/2020, 5:24:49 PM

I've known some people that I've played with that I didn't engage with OOC but they did email when they would be delayed

[PF] Amethyst 2/22/2020, 5:24:51 PM

Engagement comes in two forms...

OOC and IC

both are equally important

[16th] Kate, CO Langley Station 2/22/2020, 5:25:05 PM

I think if you care enough to have a interest in someone's real life, it only makes your communications with that person better. Which in turn only improves your IC interaction

[PF] Amethyst 2/22/2020, 5:25:07 PM

When you create a sim, you create a small community.

[16th] NX-1701-G 2/22/2020, 5:25:21 PM

All very true.

[Mystic Knights] James Stewart/22/2020, 5:25:50 PM

like a family

jeff 2/22/2020, 5:26:15 PM

very much like a family

Lia 2/22/2020, 5:26:21 PM

I think I get along well with my two CO's and the two crews of which I'm a part of.

[16th] NX-1701-G 2/22/2020, 5:26:25 PM

Personally, and frankly, I also realized that my own ego can get in the way of things and thats another thing that we have to all realize as we build our community.
I once knew a Captain who said "If I build it they will come." This is not Field of Dreams and that isn't exactly a mature way of thinking. The Captain was very steadfast, very strict, and had limitations on his views of other players. As many can guess this particular game didn't do very well and the Captain came to me with a question about his game and how could he improve. The question was: Why can't people just realize how great my game is and join it without questions?

Err… still not exactly mature, but it opened a dialogue. I recommended to him that he look at what he wanted from the game himself. What was his plan for it? After a long discussion we came to the same answer: he didn't know what he wanted from it himself. His idea for the game was a concept and he hadn't moved passed that point yet. He hadn't looked at the game from the perspective of a player looking for something to be part of, he'd only looked at it from his own point of view. He'd had so many good ideas, but he never wrote them down or tried to express them for others.

Plus, as you may've guessed, he was a bit of a jerk about his ideas and couldn't really let other people be.

[PF] Capt. Franklin Johnson 2/22/2020, 5:27:28 PM

What in the world

[PF] Amethyst 2/22/2020, 5:27:42 PM

LOL

[Mystic Knights] James Stewart/22/2020, 5:27:46 PM

sometimes we fight and disagree on stuff and thats natrual but thats what happens

[PF] Amethyst 2/22/2020, 5:27:52 PM

I think we've all had CO's like that

and those are the CO's that have inspired me to be better

[16th] NX-1701-G 2/22/2020, 5:28:09 PM

Me too

[PF] Capt. Franklin Johnson 2/22/2020, 5:28:12 PM

Oh yeah, I had one *way* back in the Yahoo Group days

Saskbertan81 2/22/2020, 5:28:25 PM

Didn't have a CO like that but had an XO like that

jeff 2/22/2020, 5:28:28 PM

You can disagree without being disagreeable.

Respect is a key

[16th] NX-1701-G 2/22/2020, 5:28:45 PM

Exactly.

[16th] Kate, CO Langley Station 2/22/2020, 5:28:49 PM

I didn't have a CO like that either, but did have one that was rather pushy when it came to writing certain stories

[PF] Amethyst 2/22/2020, 5:28:51 PM

I had an XO like that too... i hired a Caitian to rip out his heart and throw him off a building 😉

[PF] Capt. Franklin Johnson 2/22/2020, 5:29:05 PM

I like how in my community, if a member or player - or even visitor - makes a suggestion we all come together to resolve whether or not this works for us. Most of the time it does and we make changes, I like seeing that in action.

Can't stand closed-minded thinking

[PF] Amethyst 2/22/2020, 5:29:40 PM

Okay, so...

Lia 2/22/2020, 5:29:40 PM

My first CO was great, it was a certain CO of the USS Washington that made me think twice.

[PF] Amethyst 2/22/2020, 5:29:45 PM

OOC engagement aside...

what about engaging IC?

[OF/RPG Discord] Phoenix Lalor 2/22/2020, 5:29:54 PM

I have had a few XOs that ruined games. And its hard to write when you have differences of opinon with the CO or Xo

[Mystic Knights] James Stewart/22/2020, 5:30:00 PM

discussion makes a good sim

[PF] Capt. Franklin Johnson 2/22/2020, 5:30:06 PM(edited 2/22/2020, 5:30:11 PM)

Freedom, freedom, freedom. That's my philosophy.

[PF] Amethyst 2/22/2020, 5:30:19 PM

As a CO, IC it's hard to foster friendships and relationships with crew, perhaps aside from your XO.

[16th] Kate, CO Langley Station 2/22/2020, 5:30:23 PM

The everyone is equal aspect is also very important.

Mimi 2/22/2020, 5:30:41 PM

@Drakomis   players dont always take advantage of that freedom though

[Mystic Knights] James Stewart/22/2020, 5:30:56 PM

without the crew the sim won't run

Lia 2/22/2020, 5:30:58 PM

IC my two CO's both of which are on here. Are very good, very different but good.

[16th] Kate, CO Langley Station 2/22/2020, 5:30:59 PM

You sometimes need to teach them to use it.

Mimi 2/22/2020, 5:31:13 PM

example: my first two missions as a Co felt too railroady, so i made the next one more sandboxy

[PF]Kai1701E 2/22/2020, 5:31:30 PM

I find that starting your CO character as a Commander or something makes it easier to build those relationships. The rank of Captain brings with it a much great air of authority

Mimi 2/22/2020, 5:31:30 PM

and it hasnt gone too welll

[PF] Capt. Franklin Johnson 2/22/2020, 5:31:48 PM

@Mimi No they don't, and I find that very strange how some players don't understand that when a CO says, "you describe your destiny", they look at you funny. Like you just said a bad word to them.

[16th] NX-1701-G 2/22/2020, 5:31:57 PM

I strongly view each of my players as a valuable resource. I promote interactive gaming and have an army of npc characters at the ready to help include people.

[Mystic Knights] James Stewart/22/2020, 5:32:01 PM

where i learnt with my first mission was to dark to quickly

Mimi 2/22/2020, 5:32:09 PM

i gave the writers a lot of creative freedom and only 1 or two have taken advantage of it

[PF] Amethyst 2/22/2020, 5:32:09 PM

@nx1701g thank you!

[PF] Capt. Franklin Johnson 2/22/2020, 5:32:28 PM

I find if I let my crew organically describe the growth of their characters, they become more invested in them, and it's proven true.

[PF] Amethyst 2/22/2020, 5:32:29 PM

NPC's are a GREAT way to foster IC engagement

[22][118][SARP] Kylindra 2/22/2020, 5:32:30 PM

not many people will take advantage of it. A lot of people I find like structure

Lia 2/22/2020, 5:32:35 PM

@Amethyst have you finished with me now??

[PF] Capt. Franklin Johnson 2/22/2020, 5:32:40 PM

Sometimes it becomes such a great investment they'll switch their PC's over to an NPC.

[16th] NX-1701-G 2/22/2020, 5:32:46 PM

They have the right to explore their characters as they see fit

[PF] Amethyst 2/22/2020, 5:32:46 PM

LOL, yes @Lia thank you!

jeff 2/22/2020, 5:33:04 PM

Here's your cookie Lia

[PF] Capt. Franklin Johnson 2/22/2020, 5:33:05 PM

Exactly @nx1701g

Lia 2/22/2020, 5:33:38 PM

I want more than a cookie

[16th] Kate, CO Langley Station 2/22/2020, 5:33:49 PM

🍷

Saskbertan81 2/22/2020, 5:33:50 PM

🍕 for Lia?

jeff 2/22/2020, 5:33:54 PM

Ssh, not now, not here.   lol

[Mystic Knights] James Stewart/22/2020, 5:33:55 PM

i found that when you start off first of all with your first mission , start small and the build on it to gell the crew

[16th] NX-1701-G 2/22/2020, 5:34:06 PM

I sent you a doughnut @Lia

[PF] Amethyst 2/22/2020, 5:34:09 PM

Personally I have a civilian NPC that is great for interacting with the crew on a down to earth level

She's a bartender

jeff 2/22/2020, 5:34:21 PM

Better send her a box

[SB118] German Galven 2/22/2020, 5:34:41 PM

I find starting out as a cadet and working my way up the ranks is more rewarding and it gives more character development between you and the players throughout the game.

[16th] NX-1701-G 2/22/2020, 5:35:03 PM

That is a strategy too

[PF]Kai1701E 2/22/2020, 5:35:10 PM

You have to be really invested for that though.

[22][118][SARP] Kylindra 2/22/2020, 5:35:16 PM

and for a long haul.

there are people in 118 who are 6+ year simmers and are still at LCDR, for example.

[16th] NX-1701-G 2/22/2020, 5:35:59 PM

Because you have to be invested, but I also find that may not always work out (especially when the game down the street may start someone higher)

[22][118][SARP] Kylindra 2/22/2020, 5:36:04 PM

That's... kinda a lot to ask.

[SB118] German Galven 2/22/2020, 5:36:24 PM

I can't really learn anything substantial for a character if I just give them a rank they don't deserve

[16th] NX-1701-G 2/22/2020, 5:36:50 PM

But everyone is different

Ben Garcia 2/22/2020, 5:37:10 PM

I find working up rank is nice for milestones and creating goals - and yea, different strokes for different strokes 🙂

[16th] NX-1701-G 2/22/2020, 5:37:18 PM

I will say that this method DOES WORK to show engagement and appreciation

[PF] Amethyst 2/22/2020, 5:37:22 PM

That works well for crew...

[SB118] German Galven 2/22/2020, 5:37:32 PM

Oh I'm just speaking for myself. Not for everyone.

Lia 2/22/2020, 5:37:39 PM

I started as a crewman on the Chirikov.

[PF] Capt. Franklin Johnson 2/22/2020, 5:37:45 PM

For some reason that made me chuckle @German Galven

Sheila Bailey [SB118] 2/22/2020, 5:38:03 PM

I have to agree with @German Galven But that's only because the method works for me too

[16th] Kate, CO Langley Station 2/22/2020, 5:38:05 PM(edited 2/22/2020, 5:38:34 PM)

It doesn't really work on a slow paced sims. Where 3 IC months are equal to about2/3 years OOC years. You be on it for the very very very long haul.

Mimi 2/22/2020, 5:38:27 PM

one of my characters i pretty much plan on never having her promoted.

[22][118][SARP] Kylindra 2/22/2020, 5:38:39 PM

I mean.. I have to admit, I don't get how the method super works, but I've played sims I've started out on as LCDR, so.

Mimi 2/22/2020, 5:38:40 PM

i've spent so long playing a Lt and department head

it's so different playing just an average ensign

[22][118][SARP] Kylindra 2/22/2020, 5:38:52 PM

The character growth is there regardless of initial rank

[SB118] German Galven 2/22/2020, 5:39:10 PM

I mean I know how to command a ship, but my characters aren't at that level yet.

[16th] NX-1701-G 2/22/2020, 5:39:24 PM(edited 2/22/2020, 5:39:40 PM)

Too be honest I focus more on the writing sample and bio, but thats me

Everyone is different

[16th] Kate, CO Langley Station 2/22/2020, 5:39:41 PM

When I create a character I just assume they will have there rank for a very long time. As in, I'm not expecting any promotion. I adapt my story in such a way that I don't need to. To prevent a harry kim situation.

Lia 2/22/2020, 5:39:45 PM

If you enjoy your character, and engage with the sim. Rank really shouldn't matter.

[16th] NX-1701-G 2/22/2020, 5:39:58 PM

Exactly!

Excellent point

[22][118][SARP] Kylindra 2/22/2020, 5:40:33 PM

Yep. The thing I was thinking about, relative to the question: what really matters if you involve the players in both the plot and direction

[16th] NX-1701-G 2/22/2020, 5:40:38 PM

One other way to engage though is to tell your players when they do something well

[22][118][SARP] Kylindra 2/22/2020, 5:40:51 PM

yep

[16th] NX-1701-G 2/22/2020, 5:40:55 PM(edited 2/22/2020, 5:41:00 PM)

Publically and/or privately

[SB118] German Galven 2/22/2020, 5:40:59 PM

And there's plenty of people who are shit at the higher ranks than people who are lower ranks so it really comes down to being a decent writer who can work well with others.

[22][118][SARP] Kylindra 2/22/2020, 5:41:17 PM

.. although, I think the other thing is that you have be seen to have your hand in.

Lia 2/22/2020, 5:41:24 PM

As I said, for two years I was a crewman on the Chirikov. It didn't bother me, because I learned what to do without getting underfoot.

[22][118][SARP] Kylindra 2/22/2020, 5:41:51 PM

If you just kinda only appear few hours a week, you're going to lose engagement quickly, because people will assume that's all they need to do, and on a faster sim that won't work.

[16th] NX-1701-G 2/22/2020, 5:42:29 PM

If you're a GM you have to be involved. It's that simple.

jeff 2/22/2020, 5:42:38 PM

Amen

[PF] Amethyst 2/22/2020, 5:42:39 PM

exactly!!

[16th] Kate, CO Langley Station 2/22/2020, 5:42:45 PM

Indeed

[SB118] German Galven 2/22/2020, 5:43:16 PM

And be open to all and everyone. Don't be an asshole that thinks people need to only cater to your beliefs.

[PF] Amethyst 2/22/2020, 5:43:21 PM

i've had a lot of CO's tell me that they don't know how to get their crew involved... so I go hang out in their discord server, and there's nothing.

[16th] NX-1701-G 2/22/2020, 5:43:43 PM

When I am working on any story I give my players freedom to post, but I'm also around to help with one of my characters as needed. If a player hits a wall I will help them

I also identify if they do something great

[PF] Amethyst 2/22/2020, 5:44:11 PM

One of the things I have found very helpful in an OOC capacity is using channels in discord.

[16th] NX-1701-G 2/22/2020, 5:44:39 PM

I just recommend not making things overly confusing

[PF] Amethyst 2/22/2020, 5:44:40 PM

My server has channels for each department that are role specific, so, for instance, the only person that can see the security channel is me, my XO, and security officers

So I can give mission specific goals there without the rest of the ship being across it.

ReminderBot 2/22/2020, 5:45:02 PM

15-Minute Warning

[16th] NX-1701-G 2/22/2020, 5:45:21 PM

Thats neat

[SB118] German Galven 2/22/2020, 5:45:26 PM

I like watching what others bring to the game as I'm setting up a scene. Then contribute when needed to see it develop into something I wasnt expecting in the beginning

Lia 2/22/2020, 5:45:51 PM

Elysium has that as well, its really a good system.

[16th] NX-1701-G 2/22/2020, 5:47:03 PM

I may steal it

Sheila Bailey [SB118] 2/22/2020, 5:47:09 PM

I like being part of writing with others

[PF] Amethyst 2/22/2020, 5:47:24 PM

It works well

and I find they can pin important notes to come back to if they need it

Lia 2/22/2020, 5:48:09 PM

Good ideas, bring a crew together. But a bad CO, can sink the whole damn thing.

jeff 2/22/2020, 5:48:21 PM

In the blink of an eye

[PF] Amethyst 2/22/2020, 5:48:24 PM

@Lia and i've seen that first hand

Lia 2/22/2020, 5:48:43 PM

Me to.

[PF] Amethyst 2/22/2020, 5:48:52 PM

which is why I am so vehement about CO involvement and engagement.

[16th] NX-1701-G 2/22/2020, 5:49:22 PM

Me too

[16th] Kate, CO Langley Station 2/22/2020, 5:49:25 PM

I also notice it on my sim. When I'm less avtive the whole activity on a sims drops.

[16th] NX-1701-G 2/22/2020, 5:49:35 PM

^ this

[22/OF] Kasterborous 2/22/2020, 5:49:38 PM

^^^

[PF] Amethyst 2/22/2020, 5:49:57 PM

I admit, I find it frustrating when CO's tell me that they're inactive and the crew aren't doing anything when I watch and what I see is that the CO is just absent.

[16th] Kate, CO Langley Station 2/22/2020, 5:50:20 PM(edited 2/22/2020, 5:50:38 PM)

Lead by example!

[PF] Amethyst 2/22/2020, 5:50:25 PM

As CO's it's up to us to keep the sim going.

[16th] NX-1701-G 2/22/2020, 5:50:51 PM

Quarks comment comes back around

[PF] Amethyst 2/22/2020, 5:50:51 PM

(I think @Kate 's glass of wine went to her head! 😛)

Lia 2/22/2020, 5:51:06 PM

A good XO can do a lot of good as well.

[16th] Kate, CO Langley Station 2/22/2020, 5:51:06 PM

Just having some disagreement with my keyboard.

[PF] Amethyst 2/22/2020, 5:51:12 PM

LOL

[16th] NX-1701-G 2/22/2020, 5:51:26 PM

Off topic I may order the Chateau Picard wine

jeff 2/22/2020, 5:51:31 PM

Yay for the XO!

[PF] Amethyst 2/22/2020, 5:51:44 PM

And yes, a good XO is definitely important!

[16th] Kate, CO Langley Station 2/22/2020, 5:51:48 PM

My sim would be nothing without my XO!

Lia 2/22/2020, 5:51:55 PM

Down @jeff

[16th] NX-1701-G 2/22/2020, 5:51:57 PM

Most definitely agreed

[PF] Amethyst 2/22/2020, 5:51:57 PM

Cherish your XO and tell them how wonderful they are!

[16th] NX-1701-G 2/22/2020, 5:52:12 PM

Which is why mine is getting promoted

jeff 2/22/2020, 5:52:13 PM

Yes, constantly 🤣

Saskbertan81 2/22/2020, 5:52:16 PM

But... But... mine scares me.

LOL jk

[PF] Amethyst 2/22/2020, 5:52:32 PM

My XO is amazeballs!

he even records personal bunny videos in Walmart for me! LOL

[STF] Simmyish 2/22/2020, 5:52:53 PM

I'm still learning the XO position on one of the ships in our club atm - still kinda new to it 😛

Lia 2/22/2020, 5:52:58 PM

😝 @jeff

jeff 2/22/2020, 5:53:07 PM

lol

[16th] NX-1701-G 2/22/2020, 5:53:08 PM

Actually your XO should scare you a bit.

[PF] AlexM 2/22/2020, 5:53:13 PM

Mine is also scary. Except that I secretly think his scariness is all an act. That he's really just a big loveable kitten.

@AlexM your XO is who I hired to dispose of my last XO. It's not an act. 😛

[16th] Kate, CO Langley Station 2/22/2020, 5:54:23 PM

My XO isn't scary, but he is a bit more strict then I am. 😂

[16th] NX-1701-G 2/22/2020, 5:54:33 PM

They are a Captain in training. I look at my game as something very important to me and when I pick an XO I need someone who I feel could lead if I'm ever hit by a bus - or my wife kills me for focusing more on this panel than her.

[16th] Kate, CO Langley Station 2/22/2020, 5:54:39 PM

I've been called softie a number of times.

ReminderBot 2/22/2020, 5:55:01 PM

5-Minute Warning

Saskbertan81 2/22/2020, 5:55:06 PM

Any softer, I'd be a mattress some days. Wait... phrasing...

[PF] Amethyst 2/22/2020, 5:55:24 PM

@Saskbertan81 you're Canadian. It's illegal for you to be mean.

jeff 2/22/2020, 5:55:27 PM

I have two excellent COs

Saskbertan81 2/22/2020, 5:55:33 PM

It really is. lol

[PF] Amethyst 2/22/2020, 5:56:00 PM

Okay, so...

we're 5 minutes out

[16th] NX-1701-G 2/22/2020, 5:56:12 PM

As Mr. Robot said its time to wind down

[PF] Amethyst 2/22/2020, 5:56:17 PM

We can go to overflow while the closing ceremony is happening

Thank you all for being part of this panel.

Lia 2/22/2020, 5:56:55 PM

ENCORE ENCORE, well it works at the Opera 😝

[16th] NX-1701-G 2/22/2020, 5:56:57 PM

I want to just say on behalf of myself and all involved I appreciate each of you being part of this.

Ben Garcia 2/22/2020, 5:57:09 PM

Brill stuff thank you 🙂

jeff 2/22/2020, 5:57:14 PM

Thank you for an excellent panel

Lia 2/22/2020, 5:57:35 PM

Yes I really enjoyed this last hour, shame it past so fast.

[PF] Capt. Franklin Johnson 2/22/2020, 5:57:40 PM

I did too!

[16th] NX-1701-G 2/22/2020, 5:57:44 PM(edited 2/22/2020, 5:57:58 PM)

This was one of the best, but this was a great group.

[PF] Amethyst 2/22/2020, 5:58:07 PM

we can carry on in #680468431975481419 🙂

[22/OF] Kasterborous 2/22/2020, 5:58:10 PM

it was great!

[PF] Amethyst 2/22/2020, 5:58:22 PM

but we are unfortunately going to be evicted from this room in about two minutes for closing ceremonies

[22/OF] Kasterborous 2/22/2020, 5:58:32 PM

well darn

Lia 2/22/2020, 5:58:33 PM

All transfer to overflow one.

[16th] NX-1701-G 2/22/2020, 5:58:49 PM

Unfortunately my wife really is giving me the evil eye so I may not be present. Have a great night and thanks!

[PF] Amethyst 2/22/2020, 5:58:57 PM

LOL

[BF] aio 2/22/2020, 5:59:02 PM

Not evicted, just gently pushed, at gunpoint.

[PF] Amethyst 2/22/2020, 5:59:03 PM

I have literally abandoned my kids ALL day

[16th] NX-1701-G 2/22/2020, 5:59:40 PM

If I die tonight she may've had something to do with it (and she watches crime shows like I watch Trek)

Lia 2/22/2020, 6:00:03 PM

No kids, no partner. So hey guess I'll hang around.

jeff 2/22/2020, 6:00:30 PM

I'm going to eat and take some pain meds

[BF] aio 2/22/2020, 6:00:37 PM

hands out drinks