

[19:59] <@SabrinaPandora> \_0Okay folks, please give me a moment or two until our next panel, "Keeping warp speed: how to keep your writers engaged"- because I need a moment with my writers to keep them engaged as we speak!

[19:59] <@SabrinaPandora> \_0Smoke 'em if ya got 'em!

[20:00] <JohnBromin> \_4Dixon Hill+Silent Hill+Jurassic park?

[20:00] <CaptnRogers> eh for me its get back to failing database management class

[20:00] <CaptnRogers> i would buy that game

[20:00] <Vie> My Kerbal Space Program is calling, but I will still be here.

[20:00] <CaptnRogers> or watch the movie adapted from the game

[20:01] <CaptnRogers> ahh yes space program of the kerbals i know it well

[20:01] <CaptnRogers> always blow up before orbit or find a way to crash into the one thing i acutally got into orbit which is hard to do

[20:03] <Vie> Get yourself Mechjeb

[20:03] <CaptBenjaminWolf> \_15Got to run out for a bit, but I'll be back later.

[20:03] <ISCMYway> ::dashes through the beaded curtain and up the basement stairs::

[20:04] <CaptnRogers> lol

[20:04] <JohnBromin> \_4OH MY GOOD GOLLY

[20:04] <JohnBromin> \_4Jurassic Zombified Terminator: Vengeance

[20:04] <Vie> Miss Molly?

[20:05] <JohnBromin> \_4I'm really glad we can get these old vhs tapes.

[20:05] <Vie> Grand Theft Yoshi

[20:05] <CaptnRogers> are there other rooms this year or is this the only one

[20:05] <JohnBromin> \_4Sadly this is what we get.

[20:05] <JohnBromin> \_4One room.

[20:05] <JohnBromin> \_4Not saying it's bad content.

[20:05] <CaptnRogers> damn i mean.. uhh.. love you sabrina. lol

[20:05] <JohnBromin> \_4Just saying feels smaller.

[20:05] <CaptnRogers> it does

[20:05] <CaptnRogers> means they got lazy

[20:06] <@SabrinaPandora> \_0okay, all righty... so this panel is on keeping your ship running at top speed, keeping your writers engaged and keeping that output level high so that there is plenty to do for the writers and plenty to read for everyone.

[20:06] <JohnBromin> \_4Let's all get crunked!

[20:06] <JohnBromin> \_4Oh,

[20:06] <CaptnRogers> also means someone might have lost us some of the rooms

[20:06] <CaptnRogers> but thats neither here nor there..

[20:06] <CaptnRogers> and totally not my fault

[20:06] <CaptnRogers> i swear

[20:06] <@chas> it means we didn't get as many hosts :-)

[20:06] <@SabrinaPandora> \_0I got nothin. I just volunteered to fill some time s

all, so i am here

[20:06] <@SabrinaPandora> \_0Typos and all.

[20:06] <CaptnRogers> good then it isnt my fault. lol

[20:07] <Vie> I'd be willing to have a go at doing one for next time, possibly on writing convincing technobabble?

\_03[20:07] \* mib\_rm2s6i is now known as Falk

[20:07] <@SabrinaPandora> \_0So, let's see. First of course you need a crew- now a crew of four can outperform a crew of twenty if they are motivated... and that's a feat

[20:07] <CaptnRogers> i mean technically if someone told me about the maybe a week earlier i would have done something but yeah lets not harp on anything

[20:07] <@SabrinaPandora> \_0I will split this one with you and you can teach a half hour course on treknobabble!

[20:07] <CaptnRogers> grumble grumble

[20:08] <Wes> I think the best things you can do to keep writers engaged is to 1. Post frequently. 2. Post consistently. 3. Post interesting-to-read stuff that players can react to. 4. Have a storyline unfolding

[20:08] <Wes> frequently^

[20:08] <@SabrinaPandora> \_0Okay, yes Wes, but there is a bit to all of that.

[20:08] <Wes> I know, just putting it out there before I get sleepy. :) Don't mind me.

[20:09] <ISCMYway> Dump the non-posters, too. Sounds cruel, but non-posters are a bad element.

[20:09] <CaptnRogers> and most importantly stop letting your ship sit for a week with no posts. cause thats something i do

[20:09] <CaptnRogers> from time to time

[20:09] <@SabrinaPandora> \_0First, insure that the writer is invested in the character. if the writer does not care about the character, then they won't generate ideas, the character will be as uninteresting to write as they are to read. So work with them in character creation first to insure that they are not just a cookie cutter character.

[20:09] <JohnBromin> \_4(I'm still open to host something if we have a free time slot.)

[20:10] <@SabrinaPandora> \_0Give them something. Are they a spy for the admiralty that will lead to divided loyalties? Are they running from a dark past, perhaps as a criminal or a bad rep at their last posting?

[20:10] <Wes> What I do in my plot is I have posted expectations. For my RP, players should post every day or two. After two days, I have permission to NPC them to move the story. After a week of no posts, the character is subject to removal.

[20:10] <CaptnRogers> thats my captain character. a cookie cutter that could be replaced with any old jo blow.. or changling in my case

[20:10] <JohnBromin> \_4Well how to you make sure people can get interested in the first place? There isn't exactly a right way to go through these things./

[20:11] <CaptnRogers> promise explosions

[20:12] <@SabrinaPandora> \_0Like i said, work with them in character creation- and if you inherit a mess, then you end up having to invent something for them- whcih if the character is a cipher then you will not have much contraditction

[20:12] <Vie> You need to have charicters that spark off of eachother - be that positive, or negative. Interactions between them are the key.

[20:13] <Vie> You want to get people invested in their charicters, get those charicters interacting with others - its the only way they can really start to grow.

\_03[20:13] \* ComChase sets mode: +o FADMWheeler

[20:13] <@SabrinaPandora> \_0Second on my list is to make sure that the plots that you are putting out there are multi-faceted. it isn't just the monster of the week, but perhaps the monster is wreaking havoc in Engineering or screwing up the sensors- you can actually spread the love to a lot of departments

[20:14] <CaptnRogers> hey sabrina i am actually interested in this and would love the cliff notes later but i have to go. the campus is closing and i would rather not be locked in

[20:14] <Wes> See you Rogers

[20:14] <CaptnRogers> see ya later.

[20:17] <LtCmdrJanzen\_STF> Our club has a position called the Gamemaster that runs our sim. They give the direction and situations for the crew.

[20:18] <@SabrinaPandora> \_0So, moving on from that point, the next bit is to keep the players moving OOC. Do not hesitate to prod them, poke them, nudge them or even suggest ideas. A day without posts is a day where you should be knocking on virtual doors and inviting players to JPs

[20:19] <@SabrinaPandora> \_0As the leader of the band, it falls toyou to provide the motivation... and often that is very much a process of contacting the players and bringing them into an existing document to start working with you

[20:21] <JohnBromin> \_4Hmmmm.

[20:22] <@SabrinaPandora> \_0Now, one prohibition that i have found to creativity is the Nova document.

[20:22] <@SabrinaPandora> \_0There are some writers who will only do passes in nova, and that's fine... but it desperately slows down progress and makes the story more of a table tennis match

[20:23] <@SabrinaPandora> \_0Working in a live online document tends to be much more condusice to shared ideas and interactivity, as well as speeding the process along immensely. Your fleet may not agree with this method, but i have found it to work miracles

[20:24] <@SabrinaPandora> \_0So let's bring that idea back to the beginning to retouch on that, with a new player.

[20:24] <@SabrinaPandora> \_0When the player comes aboard, a sample post is generally required. Instruct them to save that for their first post.

[20:25] <@SabrinaPandora> \_0From there, put them through the chain of command. Meet the captain. meet the XO. Go to sickbay for a physical. meet their department head. Settle into their quarters.

[20:26] <@SabrinaPandora> \_0That's six popsts, four of them JPs that introduce the character to interaction with the command staff and giving them a feel for how the ship runs as well as how the command staff writes

[20:26] <@SabrinaPandora> \_0Thoughts?

[20:26] <@SabrinaPandora> \_0Input?

[20:26] <@SabrinaPandora> \_0Disagreements?

[20:26] <Sociopathhybrid> \_10chocolate?

[20:27] <@SabrinaPandora> \_0AIIII righty then.

[20:27] <JohnBromin> \_4Aaaaaaaaaaaaaaaaaaall right.

[20:27] <Vie> Sounds like a reasonable way of doing it to me so far.

[20:27] <JohnBromin> \_4There isn't really much to argue with man.

[20:28] <@SabrinaPandora> \_0beyond all of that, i tend to reccomend that you insure that the players have their own subplots, because those can be running in the background as character development, and in time they can come to the forefront to become the main plot for this week's episode

[20:30] <@SabrinaPandora> \_0Brother in the Vulcan looney bin? Awesome. parents working on an experimental technology that is worrisome at a distant outpost? Great. Artifical sight device inventor may come calling for those reports and potential bad news? Groovy

[20:30] <JohnBromin> \_4How would you say we go about having people with there own subplots?

[20:30] <@SabrinaPandora> \_0And this in turn lends itself to character development posts, which i like to call 'coffee talk'

[20:30] <@SabrinaPandora> \_0Well, let's examine that

[20:31] <@SabrinaPandora> \_0Once again, I like to take an active hand in character creation. but if it is too late for that no worries

[20:32] <@SabrinaPandora> \_0Just because we never heard of Jim Kirk's brother Sam before he was killed by flying flapjacks from space doesn't mean he isn't valid. Character background elements can be introduced at any time- just discuss it OOC witht he player and bounce the idea back and forth, and it tends to amp up the interest level for the player involved as well.

[20:34] <@SabrinaPandora> \_0Now back to those coffee talk posts.

[20:34] <CaptMattElphaba> what is that sharon you want to cut Matts hair

[20:35] <@SabrinaPandora> \_0One of the least utilized areas on the ship can be the officer or crew mess hall. The chow hall is a great place for characters to interact in an informal setting, and it gives the players a chance to discuss personal or professional business with one another, with a free flow of other characters or NPCs participating.

[20:36] <@SabrinaPandora> \_0It is not on the bridge, so no pressure of duty; it is not in quarters, so a public area that invites interaction; and the players are far more likely to start giving personal details about the characters and developing relationships with the other characters

[20:37] <@SabrinaPandora> \_0beyond all of that, listen tothe players. If they are getting irritated, if they are in over their heads, if they want a break- do not press

them on it. let them have their space- because if a player rage quits on you then you know you did it wrong, and you shoulda listened

[20:38] <@SabrinaPandora> \_0by the same token they might have ideas that you can work in as subplots or major plots that could be ver keen- so be sire to communicate with hem OOC often and with a calm and open voice.

[20:39] <@SabrinaPandora> \_0remember, YOU are the captain in and out of character, and you set the tone ofor the ship. if youare snarly and unapproachable so is the ship- if you are a pest then so is the ship- and if you are absentee then there IS no ship

[20:40] <@SabrinaPandora> \_0be calm, be reasonable, be firm and persistent, but know when to step back as well as when to step up.

\_06[20:41] \* JohnBromin \_4clap clap clap clap clap

[20:41] <@SabrinaPandora> \_0Athankew. So any questions?

[20:42] <JohnBromin> \_4I've not really got one, you did a pretty good job of getting your point across, and there's not all that much to question in it.

[20:43] <@SabrinaPandora> \_0All righty. Well, i have kind of run out of steam here... I covered most of my salient points and about all i have left are the what not to do points

[20:44] <@SabrinaPandora> \_0Which, come to think of it, i covered them as well

[20:44] <Vie> You did a rather good job of it if you don't mind me saying so.

[20:44] <@SabrinaPandora> \_0Okay well... coming up next is the USS Potemkin sim, which will be.. well, I honestly have no idea what that will be :)

[20:45] <@SabrinaPandora> \_0Well thank you, you are both very kind. I'm Sabrina pandora, captain of the USS Victory at Independence Fleet- feel free to come take a look, because i do have a darn pretty ship LOL

[20:45] <@SabrinaPandora> \_0<http://ships.independencfleet.com/Victory.php/main/index>

[20:46] <Vie> Cool, thank you.

[20:46] <@SabrinaPandora> \_0I am going to go take a peek at what my writers are doing, and oh, my last point, lest I should forget.

[20:48] <@SabrinaPandora> \_0Don't hesitate to support others around the fleet. It encourages good relations, and a steady writer who is an ensign on one ship who happens to be a captain on another is a great way to keep your writers supported on their own ships. And it keeps your skills sharp, of course. just do not overextend yourself- if you do, recognize it and cut back. but playingo

[20:49] <@SabrinaPandora> \_0...on other folks ships will help foster a sense of community that benefitseveryone

[20:51] <JohnBromin> \_4Couldn't agree more.

[20:52] <@SabrinaPandora> \_0And that's my time folks! Thanks for your patience and your attention, and stay tuned for the Potemkin!