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*By CCP Dropbear*

As it turns out, there were some issues with the EVE Radio archives of my presentation, so I've decided to write up what is basically a text version of it. I'll likely add a whole lot of extra content that I forgot to cover during the presentation, so there should be value in this even if you were an EVE Vegas attendee.

### 1 & 2: Introduction

I started off the presentation by pointing out that I always try to make a point of being accessible. If there's something you ever have a question about, if you want to give feedback on an event, or if there's anything else you need, there are many ways to get in touch with us.

- You can find us on Twitter (CCP\_Dropbear and CCP\_Headfirst).
- You can frequently find me on the [EVE Fiction](#) forums for OOC<sup>1</sup> communication, and I regularly read the [Intergalactic Summit](#) for IC<sup>2</sup> threads relating to events .

Although I didn't go into it in much detail in the presentation at Vegas, there is further advice at the end of this document on what to do when you've got in touch with us, and how best to approach live event ideas & feedback.

### 3: Brief History

I've worked for CCP since October, 2008 – almost three years now. I work as a Content Developer in Atlanta. I'm not a programmer, so I don't fix lag. I'm terrible at math, so you don't want me anywhere near the code. I'm not a Game Designer either, so I don't balance ships, or create game mechanics like 0.0 Warfare. Content Developers do *some* design work, such as designing content systems (Incursions, f.ex), or individual pieces of content (an Incursion site).

The sort of thing I do as a Content Developer is write item descriptions, NPC descriptions, content designs, mission content and designs, exploration content and designs. Recently, I worked on the NPE (New Player Experience – the tutorials and missions that teach players the game in their first hours and days), and got to help write the AURA voiceover script.

Basically, we wear a lot of different hats in our jobs, like a lot of CCPers.

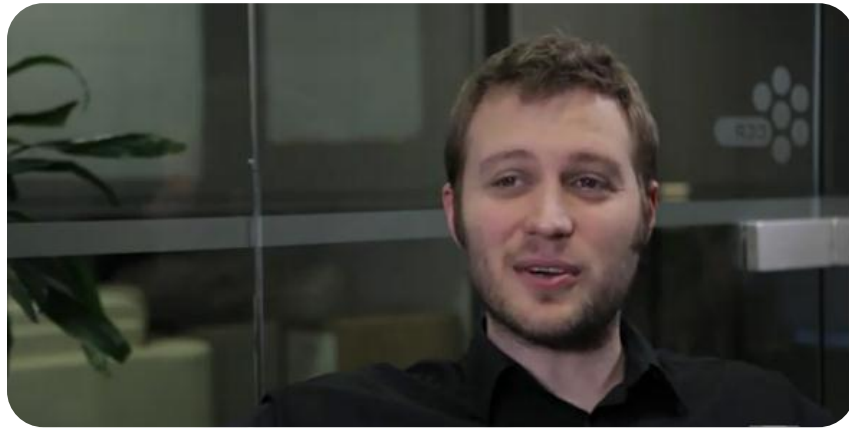
I also work on live events. If you didn't catch that by this point, slap yourself.

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<sup>1</sup> **Out of Character:** Meaning you would use EVE Fiction to discuss the running of live events or make suggestions.

<sup>2</sup> **In-Character:** Meaning you would possibly use Intergalactic Summit to involve yourself in an event, as your character, within the setting.

## 4: Meet CCP Headfirst

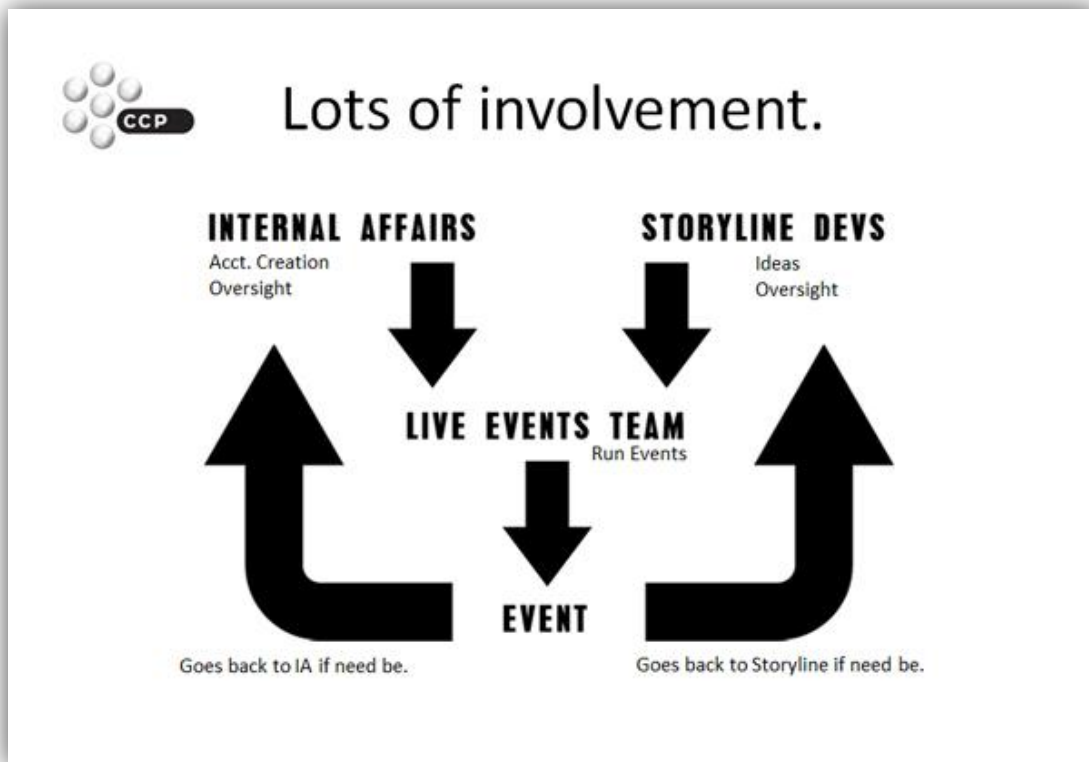


Because I spend so much time posting on the forums, people often get the impression that the Live Events are run by just me. This couldn't be further from the truth. This is CCP Headfirst (Nathan Knaack). He's the other half of our Deadly Duo.

Headfirst is aptly named. He's a real driver of innovation inside CCP, and not afraid to question the established order of things – just the sort of free-thinking mind you want working on something as fluid as events.

Like me, Headfirst works as a Content Developer in Atlanta. We tend not to like him because he's more beautiful than the rest of us.

## 5: It's not just us two, though. There is lots of involvement.



It's not just me and Headfirst who, as a whole, make events happen either. There are lots of other developers who do their part to make events a reality.

To begin with, and this is something I sadly forgot to say during the presentation, the higher-ups of CCP such as Torfifrans (Torfi) and Zulu (Arnar) were the ones to "green light" our ideas. Their trust in us has been absolute, and despite many failings at our end they've taken a "let's move on" approach.

Really, without the support of these guys, events wouldn't have happened.

When it comes to day-to-day stuff, there are other departments that get involved as well.

**Internal Affairs** plays a critical role in the creation of new accounts for events, clearing up questions about grey areas, advising us on how to handle petitions relating to events, and making sure we don't inadvertently (or intentionally) do something questionable. IA advises us on future events, but also keeps an eye on events that we've run, so they're involved at both ends of the process.

**Storyline Developers** help advise us on the storyline aspects of live events. They may provide ideas for future events, or oversight on ones that have already been run.

Who are the storyline developers?

- CCP Molock, the Content department's fearless leader / herder of cats.
- CCP TonyG, author of *The Empyrean Age* and many other pieces of EVE fiction.
- CCP Abraxas, author of *The Burning Life* and prolific chronicle writer.
- CCP Greyscale, one of our game designers, chron writer, storyline contributor.
- CCP Ginger, volunteer manager, chron writer, storyline contributor.
- CCP Jasonitas, CCP Big Dumb Object, CCP Delegate Zero, CCP MaidenSteel – all members of the ATL Content team, who also throw in advice and comments.

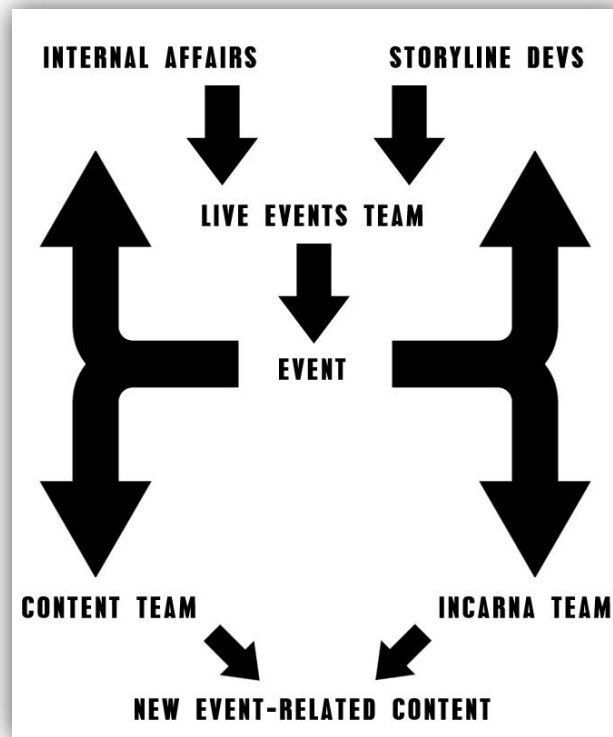
All of us (and more people still) represent the “Storyline Department”.

Now, the storyline department is not an official one within CCP. That is to say it's not a dedicated scrum team; it doesn't have any charters, department heads, and so on. It's a rather nebulous division that draws from many other disciplines. In the above list, you have people from Eve Content, Marketing, Game Design, Volunteer Management, Dust 514 Content and more.

The reason I say this is so you guys understand that, since we are not a completely official team, we are often operating with *limited resources and time*. A lot of storyline projects are completed wholly or partially in developer's personal time, and live events are certainly not an exception to that rule.

Additionally, it means there will be disruptions to our events other “normal” work comes in. Expect a bit of ebb and flow to events as time is freed up to work on events, or we become busy with other feature work.

## 6: In a wonderful future...

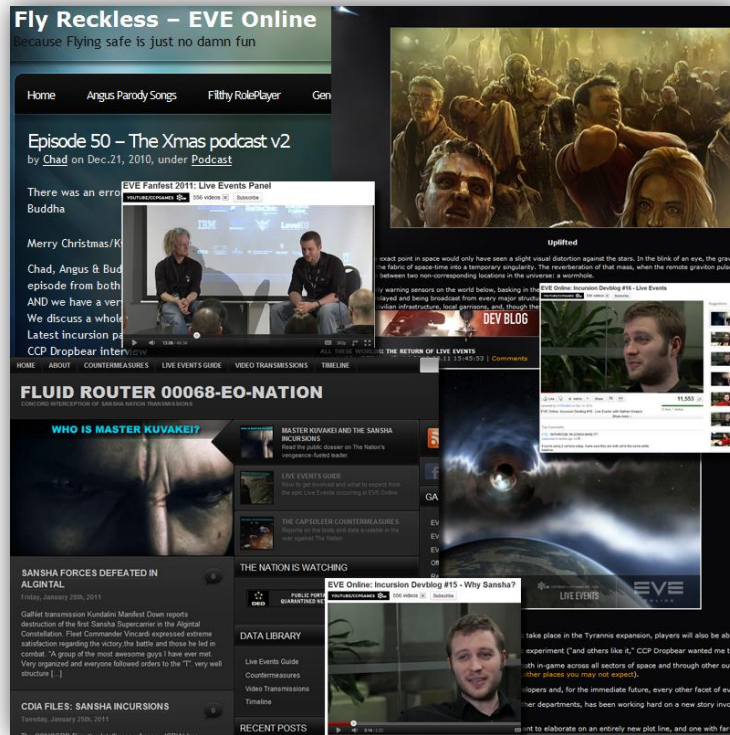


Ideally, things would work like this. As you can see, it's slightly different to the previous diagram.

Instead of things stopping at the event, perhaps events could feed onwards into other departments. Maybe an event could be forwarded to the Content team, who then make some event-related content, or the Incarna teams, who then make some event-related content for Incarna.

I'll get into this in more detail later, but keep it in mind – the idea is to have events influence other projects inside CCP (particularly Content, since as Content Devs, we are most easily able to influence that area).

## 7: That's the focus: New Stuff & the Future



That sort of thing is really the topic for this presentation. New stuff we're doing now and what we would *like* to see happen in the future with it. I emphasize *like* because, with many of the things I'm about to discuss, they're just ideas – ideas I hope will serve as inspirations for your own.

The reason I'm focusing on what we're doing right now and what we're hoping to do in the future, is because I didn't want to spend my limited time talking about things that have already been covered, and we've covered a whole lot in the past.

Anyone who is interested in live events but not that familiar with them should check out CCP Headfirst's Dev Blog: [Only the Beginning](#).

In that blog, Headfirst links to a whole bunch of different information resources that people can check out to get a better idea on live events.

I particularly recommend [the panel he and I did together at last year's fanfest](#). It will give you a good insight into the level of influence players can have on events, and just how free-form our approach to running them is. Beyond that, there are short stories (chronicles), dev blogs, an entire website we made, an interview with Fly Reckless radio, and other video interviews.

## 8: Live Events Recap

Obviously, a whole lot of people at the Vegas presentation weren't familiar with live events at all, or only peripherally aware of them, so I took some time to cover four fundamental questions about events, in order to get everyone on roughly the same page:

1. What is a Live Event?
2. Why does CCP do them?
3. What events ran in the past?
4. What's happening now (and in the future?) with live events?

## 9: What is a live event?

This is the definition I provided for the presentation.

Live Events are a part of EVE's **storyline**.

They represent moments when EVE's backstory **comes to life** in a way that players can see in-game, and interact with.

Keep in mind what was said earlier about the storyline being a "loose" division. Live events are a part of EVE the game's storyline, and they're a part of CCP's storyline division. It's a nice, catch-all definition.

Next, is the idea of the storyline *coming to life*. There are many ways that we can do this. We can write a short story, a news article, but they're not in-game or interactive. We can do even bigger things, though, that are. We can release whole expansions that push the storyline forward, such as Empyrean Age, Apocrypha or Incursion – each of which pushed various storyline aspects ahead in an in-game, interactive way.

Live events are really, then, just another part of that whole. Where they excel, however, is in terms of interactivity. An entire system, like the Incursions mechanic, even at its most sophisticated, is going to be limited in terms of the interactivity it can offer – relative to that of a human.

In this respect, live events are about pushing *similar* things as many other projects are (be they short stories, or entire expansions) but their main strength is in the potential for interactivity.



## 10: Actors



While most of you reading this already know about actors, I took time during the presentation to explain the basic ideas behind them.

Actors are CCP-controlled characters that are used as part of live events. They have purple text, to help identify them. We sometimes use “white text” actors to help in various ways as well, when we don’t want to behave too obviously.

Actors can belong to NPC corporations (Such as CONCORD or Sansha’s Nation), which helps to identify them as well (in case they don’t speak) and also helps them represent their corporation or faction “officially”.

Lastly, they have some pretty crazy abilities. We can move around systems rapidly, spawn NPCs or structures, create ships and items out of thin air...etc. We have a lot of power, and it’s all vital to be able to run events as best we can. Again, I have to show some thanks for the trust that Zulu et al. have placed in us to be able to run these events, and committing IA resources to helping oversee them.

Especially since we’ve achieved some pretty epic fails, like accidentally spawning planets in our cargo holds.

## 11 & 12: Why do we run events?

The goals of live events are listed on [the Evelopedia page](#), which offers a overview of events and how they run.

1. To provide fun, rewarding, and meaningful experiences.

Note that I specify fun *and* rewarding here. There are many things in Eve that may not be fun, but are pursued nonetheless.

[Ecliptic Rift's blog post](#), which I'm going to be lazy and steal from, summed it up this way:

*CCP's goals here include fun, rewarding, and meaningful experiences – but the distribution of that may vary. As an example, some gameplay may be very meaningful (onlining SBUs) or rewarding (grinding standings) without necessarily being fun. And other stuff might be fun and meaningful for some players even without a game reward. Of course, stuff works best when it has a reasonable balance between the three.*

2. To help evolve the storyline of EVE and create a "living, breathing universe".

The point being that we can't single-handedly evolve the storyline, but events can help push things along, and make world of EVE feel alive.

3. To promote EVE's storyline and empower players to have a degree of influence over it.

Earlier, I covered how events are great at creating interactive storylines. This means there needs to be some kind of influence players can have over that storyline. Although we of course can't hand the reigns entirely over to players, we can certainly empower them in a number of meaningful ways. In doing so, we also want to promote EVE's storyline to a larger audience.

4. To catalyze emergent gameplay in all its glorious form

Events are not some kind of "anti-sandbox" thing. They seek to encourage sandbox (or emergent) behavior as much as possible. Player conflict, in particular, is encouraged. Events are not a "tea party in space". They try to be as *real* as any other aspect of EVE.

## 13: Also because...

There are a number of other great benefits to running events. They aren't the primary reason why we run them, but certainly help add some value to the whole process.

- **We get some insane “bang for buck”.**
  - 1 developer running an event can involve 300 ... 600 ... 1,600 people.
  - 0 can even crash a fuggin' node! There have been events that emerged entirely out of player speculation and misinformation (emergent behavior ftw). There were many events like this, where player content and actions took center stage. [At one point, 900 people crashed a node in an event that we never knew was happening!](#)
  - Basically, we're milking the butterfly effect for as much content as we can get.
- **We can experiment with new ideas**
  - Like what happens when you gate-camp Jita with Sansha NPCs (freighters die).
- **We can learn new things about EVE and its players via events**
  - What works, what doesn't. Often we are surprised by what players latch on to and find a good event.
  - To gauge the levels of passion and dedication to events. We are often blown away by the level of input players have, the amount of content they create, the depth and sophistication of discussions they have regarding events – it's all quite cool. In fact, this time around, we want to try integrating that further in one of the three events we're running.
- **We get to play EVE, with players, out in the open.**
  - Events are almost an inadvertent “proof of concept” of the idea that Devs can play openly on same server with players, with special abilities, without drama llama. Obviously it won't work in many situations, but at least here, with this, it's working so far.

Except when we accidentally spawn planets in our cargo hold.

## 14: Previous events.

Last time around, we did the Sansha. We were launching events again after a long time – a lot of people were concerned about developers on TQ with various powers, etc, simply due to the potential for perceptions of bias, etc.

Because of this, we went slow and easy, and with a simple idea: the Sansha are invading.

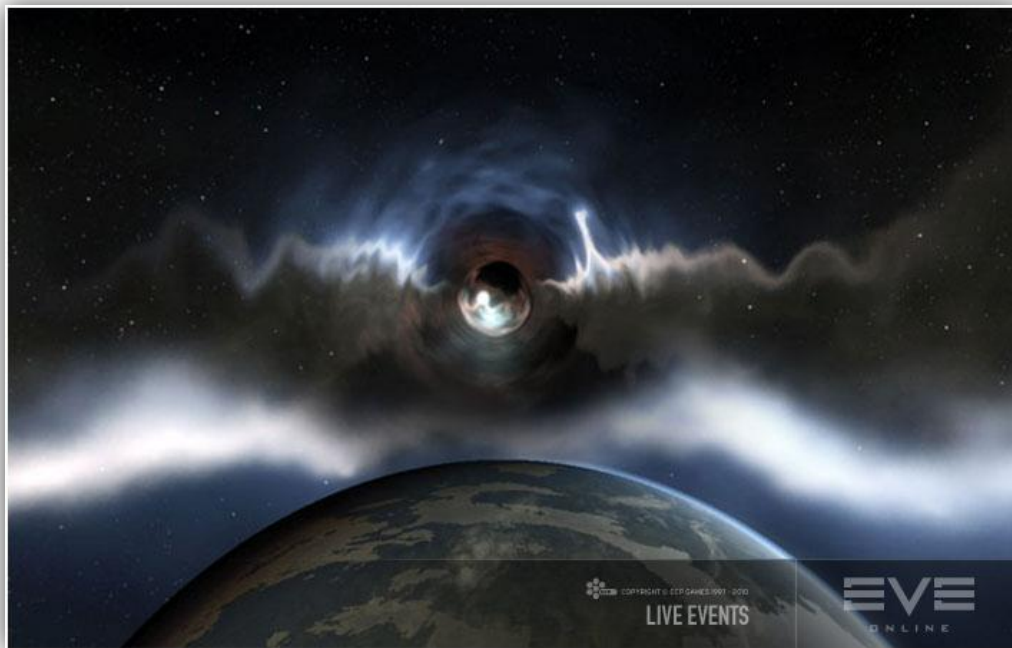
It was a basic “proof of concept” idea for live events. You can consider it, perhaps, like the pilot episode of a show.

We ran the events in-house, and continue to do so. This is different to how we used to run them (with volunteer staff) but helps us increase accountability. Since we’re more accountable, we’re also afforded greater levels of trust. That means better event tools and support, and ultimately, better events.

Additionally, we can run things through a rapid pipeline, acting on player input and changing the storyline in a very short time period. Previously with volunteer events, getting clearance was a slower process due to the inevitable gaps of communication that come when volunteers are working remotely in different timezones, and so on.

**Tl;dr** – Sansha was a prototype or pilot for live events; a proof of concept. We stuck with something simple that we could make work quickly, and build out from easily. Although it may limit resources, we doing events in-house is a no-brainer.

## 15 & 16: Events were basically this...



So, events were about the [Sansha](#). In case you never saw one, or haven't ever heard of them, the basics of the events were the picture above, and the picture below:

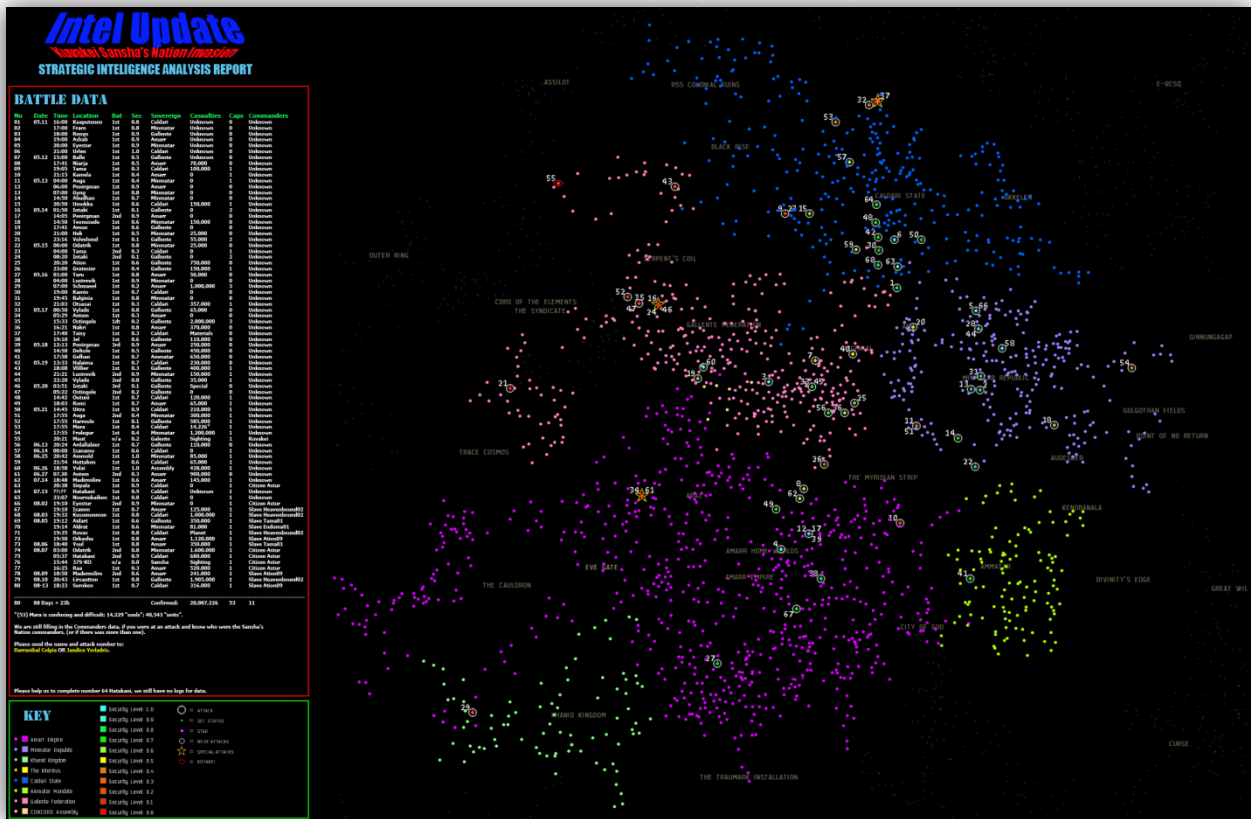


## 17 & 18: And other stuff...

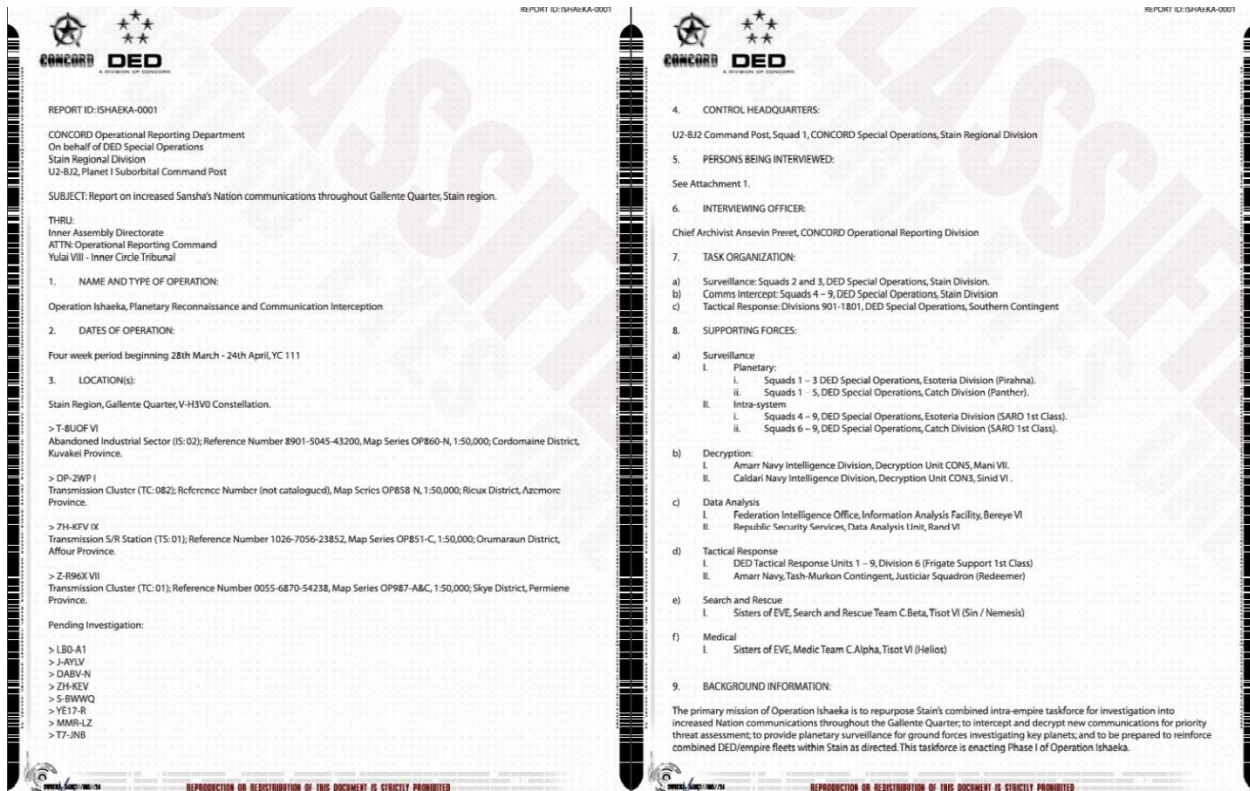
So the Sansha would pour out of a wormhole through to a temperate planet, abducting planetside civilians, and slaughtering unlucky or overzealous capsuleers in the process.

While it was basically just a giant brawl fest, we did experiment with some other more involved forms of storytelling, *and so did the players*.

There was one guy, for example, Darranibal Colpia. He made a map so *good* that we just stopped doing our own documentation on planet abduction counts and so on. We just used his regularly updated, beautifully detailed map.



[Sansha Nation Strategic Intelligence Analysis](#)



We also did some things at our end, such as the [ISHAEKA reports](#).

All of it helped inform what our plans are now, and also, what some of my *hopes* are now, for live events.

With so much fantastic, creative content, it's probably not hard to see how one idea going into the future is to really embrace the idea of *players as content creators* and work it into some events we do in a big way

Anyways, to return to the previous events, they were very narrow in a certain sense.

We fit a whole lot of breadth and depth of content into them collectively, but ultimately they were all about defending a planet from attack. It might be by destabilizing a wormhole, or by establishing PI structures on a planet to protect citizens...but ultimately it all served the same purpose. Stop the invasion, save the civilians.

## 19: We can do more.

Last time around, about a year and a half ago when we first re-launched live events, we were doing a proof of concept. This time around we want to push beyond that and try some really new things.

We're going to expand out *slowly*. I really can't emphasize that enough; it'll take time.

We have the support of dozens of people, but in many ways, there's still only two of us doing this, and it often takes time. This is because it involves you guys so heavily; we don't know what's fully possible until you show us, and then we start planning and re-planning furiously. There's an ebb and flow to it all.



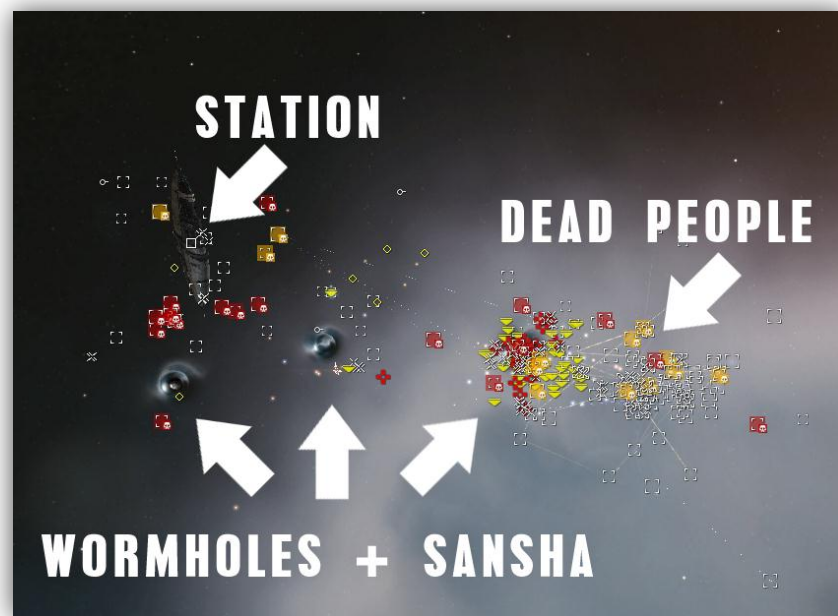
## 20-22: What we're doing this time around (Sansha + FW)

So, this time around, as you would have heard about if you read Headfirst's latest blog, we are doing three different events.

Headfirst is leading the charge in two of them:

**Sansha Evolved:** The Nation is evolving tactics. They've abducted enough civilians and cloned them to serve as crew inside the new, frighteningly advanced ships now invading systems. They're going to support these attacks, and worse, unleash even more fearsome campaigns of terror upon the capsuleers.

**Faction Warfare:** Headfirst is also eager to experiment with Militia-based actors, and seeing how well they can help catalyze some conflicts in the Faction Warfare areas.



As you can see from this picture of a recent Sansha event, sometimes events will find you, not the other way around.

## 23-25: What we're doing this time around (Sleepers)



As you might have heard, we're also doing another third type of event, which I'll be heading up.

We started "laying tracks" for this on July 7<sup>th</sup>, although technically that's just a semi-official start date for the live event part of it. In reality, the Sleeper storyline has been unfolding for a long, long time.

It's about more than just Sleepers, however. We're folding the Talocan, wormholes, Rogue Drones, the other ancient races, and other areas that are related all into one big bundle of riddles and mysteries that we'll try to collectively unravel.

To give a brief timeline of events, this is what's happened so far:

- Hilen Tukoss, a Caldari scientist, has fled the Caldari State to the Minmatar Republic border. This actually happened as an event. The screenshot of the actor you saw earlier was him in a fleet of players, crossing the border through lowsec in a freighter full of research material and staff. You can read about it here: [News Archives](#)
- Tukoss establishes something called the Arek'Jaalan project. It begins as a channel and a mailing list, designed for sharing and collecting information about the areas of research relating to the Sleepers. It's effectively an inter-corporate research organization, and much of the sorts of things you'd expect to see in a similar one in real life are popping up as the event progresses along. There's conflict, bureaucracy, lots of "sky is falling" moments, lots of distractions, and somehow despite all this, a whole lot of excellent ideas, questions, and science being done.

## 25-26: Arek'Jaalan? Wtf mate?

The best way I found to sum it up was when I created a forum banner to use for official Arek'Jaalan announcements.



*Research. Document. Educate.*

1. We'll **research** what's known and unknown about all of these areas. Compile information and collect as much knowledge as possible.
  - We'll do it properly too. This means there's a lot of different skillsets needed, and a fair bit of genuine work involved. (See earlier comments on "Fun" & "Rewarding". A lot of this work will be about doing something rewarding – accomplishing something great.)
  - Expedition, Acquisitions, etc.
2. We'll **document** the research.
  - Evelopedia plays a huge role here. We use the Evelopedia to document our research, or if it's needed to be hosted elsewhere (a video, for example) we simply use Evelopedia as a resource to help point people towards it, as we fold it into the general "archiving" we're doing of everything.

I didn't go into it in great detail in presentation, but here are some notes on the role of the Evelopedia from some internal documentation. Yup, you can take a peek:

- Allows large numbers of contributors, to give input both big and small.
- Builds knowledge of how to use EVElopedia (useful ahead of Immersion Project launch).
- Serves as a great equalizer: everyone has equal voice, and there are no limits on participants.
- Allows contributors to Sleeper events to be tracked easily and in an unarguable, public fashion.
- Minimizes the time spent managing the event; gives me the option to say "no private mails/theories: write it up."
- Allows players to better self-organize and meet/involve each other more easily.
- Improves documentation of events without adding to our time by making the documentation *part* of the event. This will become more pronounced over time as contributors slowly join to help out.

Lastly, we get to educate. This is the most important part to me. I realize the criticality early on, of having to gather and filter all this information, and then document it. This, however, is ultimately where I'd like to sink the majority of CCP's resources when it comes to Sleeper live events.

3. We'll **educate** the larger playerbase about this cool shit we discover.
  - Players can spam local advertising the project, advertise or even deliver seminars in local, make videos, forum posts, etc. There's lots players can do to publicise their information, the archiving and theorizing and research they've all done.
  - But CCP can use its own marketing and content resources too. And it's at this point, more than any other, I think our assistance can be of the most value. That last sentence is probably the most important thing in understanding these events. Ideally, we want to help raise player content on a pedestal and push it out from the relatively small community of dozens and hundreds that created it, into an audience of maybe thousands, possibly even larger numbers. That could be really cool, so that's where you can expect the most "help" from us and our actors, when it comes to the Sleeper events.

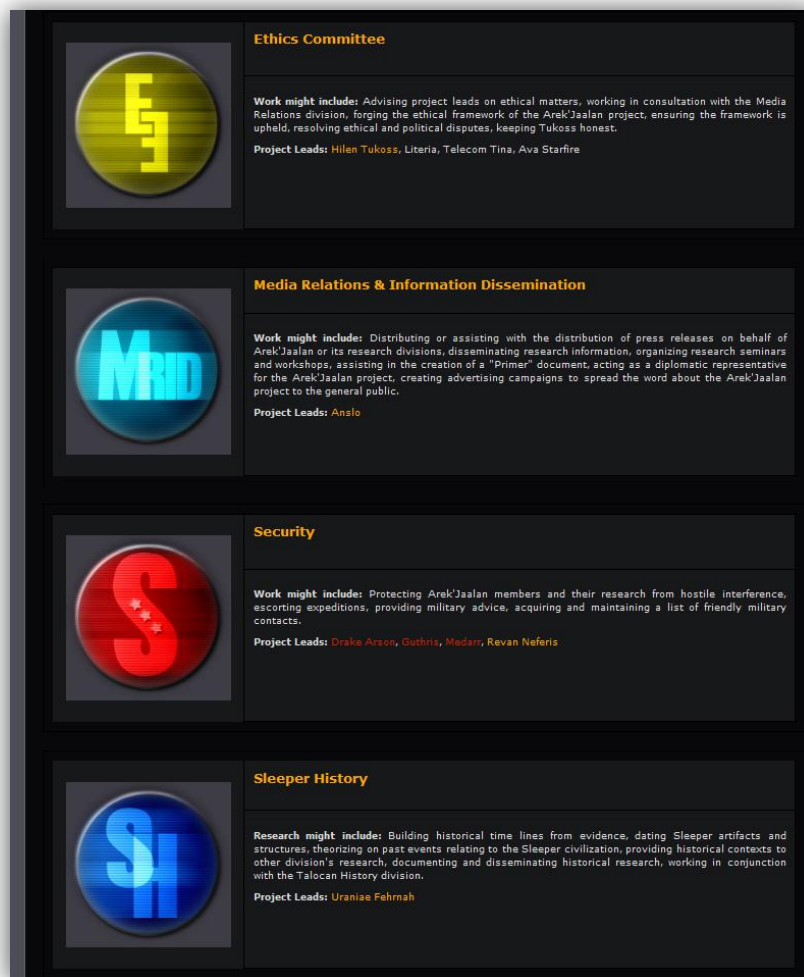
**It's all very player-driven and will surely evolve.**

This structure, even though it forms a foundation, might change itself over time, based on player input.

## 27-28: To that end...

You might be asking yourself, how in the hell are we going to organize and achieve all of that. It's pretty ambitious. Well, we're already off to a pretty good start. Within the first week, the first few days even, players began to talk organization, and sorted themselves into various divisions. It was interesting how many different ideas there were about what might be needed in this project. If I'd been left to come up with that, I'd have probably created something many felt was too restrictive. Through this "guided self-organization" we managed to create a whole bunch of different departments, which collectively represent a huge number of different ways people can get involved, and find a use for their individual skills.

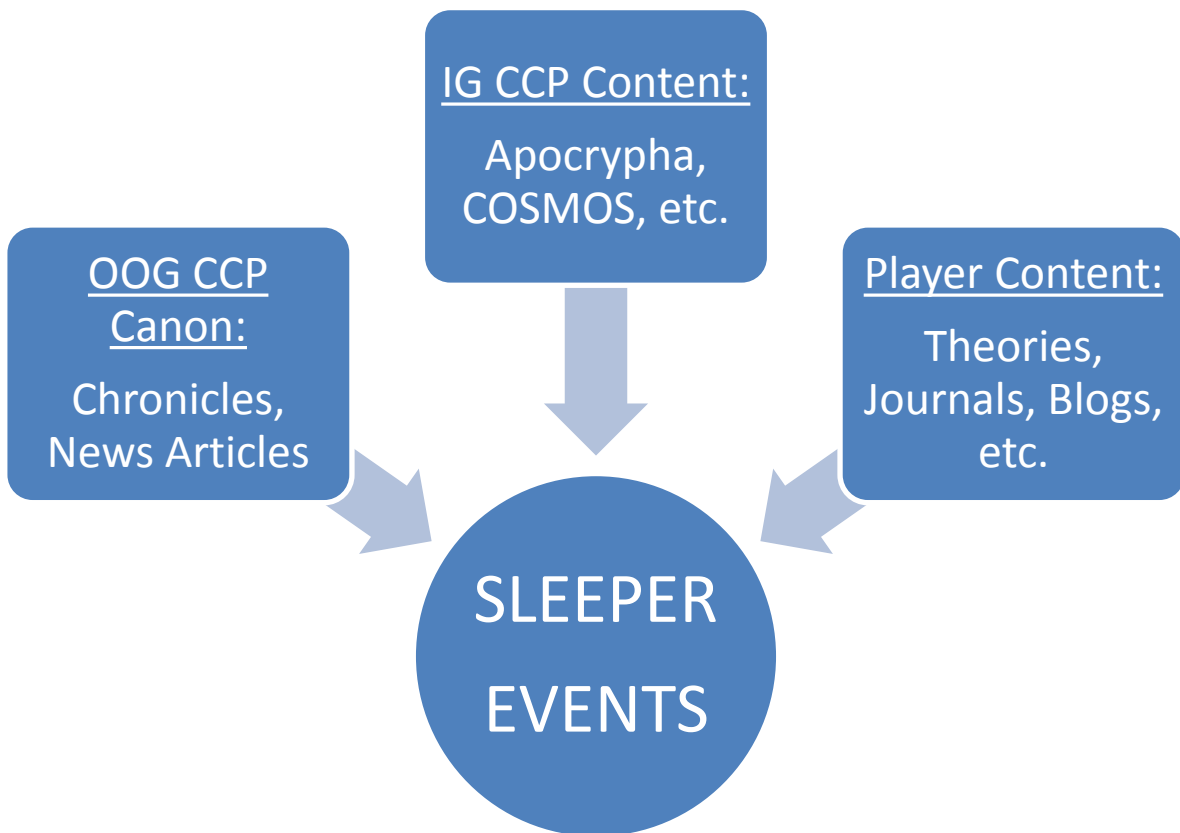
In the presentation, I showed a screenshot of just four divisions. You can see we have an Ethics Committee, a Media Relations Department, a Security team, and a Sleeper History division. It's already very diverse.



Not only that, but we've got archives of the mailing lists, a veritable treasure trove of player-created content already, that's been floating out there and accumulating over the years since Apocrypha released, and then there's player blogs, forum threads...the list goes on.

It's not so crazy an idea after all. If we didn't write a single new thing today, we'd still have enough already out there to keep us busy for months and months, just documenting and analyzing all that information out there. Really, the Arek'Jaalan project is just tapping into that stream, as well as all the wealth of previous content we've created, rather than wholesale creating new landscapes on its own.

In visual tl;dr format. I'm a total powerpoint noob, by the way.

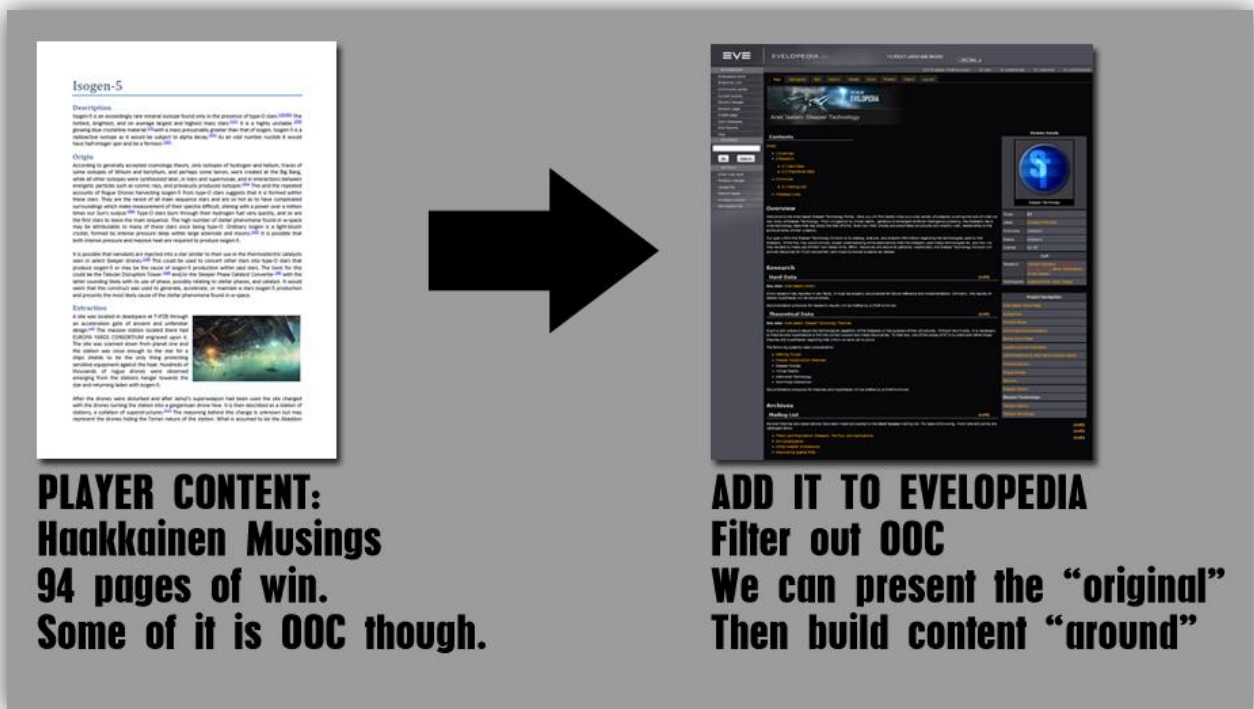


## 29-32: Imagine...

Now I'm going to go into the realm of the future imaginings, about where Sleeper live events could take us, and the general direction I'll be pushing them *for now*.

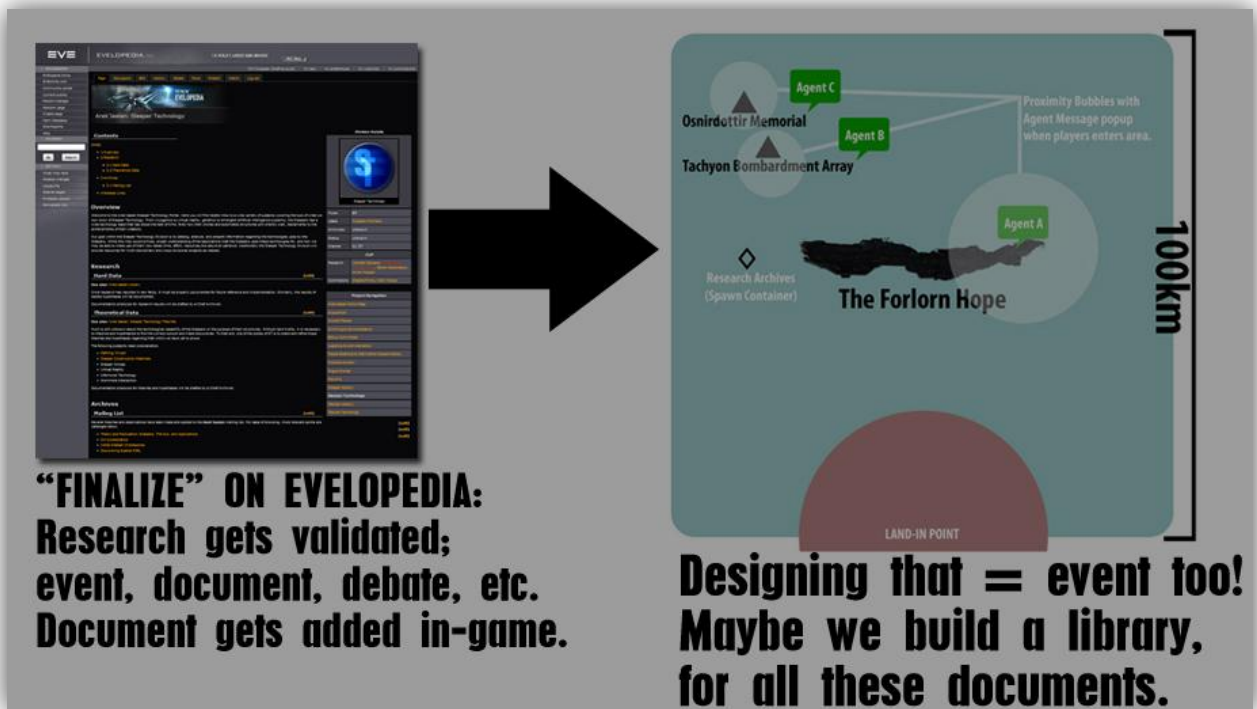
So, as I've been pointing out, there's a whole lot of awesome player content out there. Let's use a pre-existing thing for this example ("here's one we prepared earlier...").

**Step 1 – Research:** We begin with the Haakkainen Musings, a 94 page document made entirely of win. It's a cited, illustrated, well-written document that offers a comprehensive exploration of all things related to the Sleepers. It's a truly fascinating read, and one of the coolest storyline documents I've seen come out of EVE, from either side of the fence (players / CCP).



There's a problem with it though, awesome as it is. It's riddled with lots of out of character comments and evidence. Some of it can be imagined around and changed from hard OOC evidence into something closer to a suspected theory in-character, and so on, but then there are some overt references, including ones to an individual named CCP Dropbear, who keeps popping up every now and then as a source.

**Step 2 – Document:** We filter out the OOC content, and turn all that awesome stuff into a new document. We can still host the original, or link to it, or preserve it in whatever way suits. However, we can also use it as a foundation for other work and player-driven / created content. We can honor it, and build around / on top of it at the same time.



### Step 3 – Educate:

This is where things can get really interesting. Remember, this is just *a* vision, not *the* vision. It’s based around the fundamental concept of harnessing player creativity and using it to drive the game as much as we use developer creativity to drive things.

So, we have the musings converted into an in-character research document. Perhaps the original author did this, perhaps another person did. It’s all cited, we can see clearly in the evelopedia logs who contributed. At this point, we “wrap it up” and “finalize” it.

If there’s research involved – that is, question which need answers, then we do what we can to get them, or perhaps just release the document as a theoretical study, and so on. We (CCP) might validate research, or the research may hold on its own because it’s all so well presented. There are any number of ways we can help nudge projects along, but at the end of the day, it’s what we do with the final document that will really take our focus.

We take this document, and we integrate it into the game somehow. If it’s a research paper, maybe we add it to an in-game static site (the kind that always shows on the overview as a beacon, such as those in COSMOS constellations). That site could function like a library of player research papers; a giant space-bound structure littered with endlessly replenishing item dispensers, each of which spits out a different “book” item that links to (or perhaps even contains, somehow) a piece of player content, perhaps the Haakkainen musings, someday?



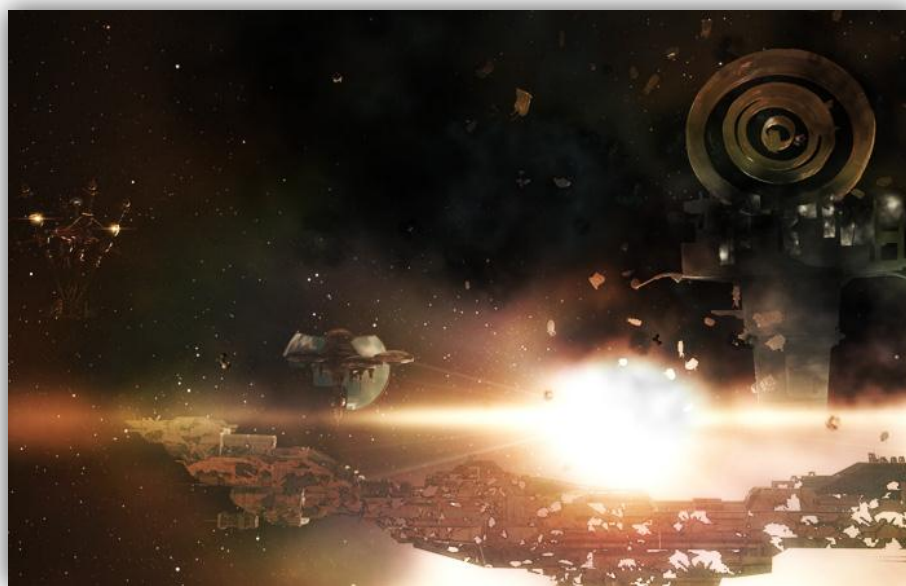
Maybe it's not a document, though. Maybe it's something else entirely, like an expedition. Even though we can serve up documentation about the expedition, maybe we want to erect a landmark to memorialize a discovery made there. On and on it goes. We're open to ideas here, but just keep in mind we're not working with endless resources. Think about working collectively. If we build on this library idea, for example, then a single site can service hundreds of submissions. Apply that idea to other things...

For example, we could have a "museum" of sorts. Inside it, there are "display case" containers. Things that contain items you can see and perform a "show info" function on, but cannot take. Interested visitors can peruse all sorts of exotic or difficult to acquire items in this way.

And players will have to build all of this! If we want to build that museum, and inside it, have one of every Sleeper-related item in the game, then we'll have to acquire it all. If we want to truly spread knowledge though, we'll need multiple museums dotted across the cluster – our work just multiplied by four or more times. We can make some really big projects out of this, in a similar way that organizations in EVE already undertake their own large scale collaborative projects.

## The Forlorn Hope

In the previous picture, you can see a Ragnarok titan laid out inside a site, and so on. That's actually stolen from a design document for a prototype version of this process we did earlier. It started off as a [.pdf document](#) released by a single player. We then took it and developed it a bit further ourselves, and then [put it on the Evelopedia](#). After that, we [created a static site](#) (soon to be placed in Yrmori!) that represents it, and pushes that content about Vitoc out there. This is content that has been developed collaboratively between players and CCP. That's the general idea. We've done it once in a slightly more arranged way and it worked quite well. Now we're going to apply the same fundamentals to live events.



## 32: This does not excite me :(

If...libraries documenting collections from other players, as part of a vast joint-research/education project, etc... doesn't tickle you?

That's cool.

Over time, as we expand outwards, we will try to find ways to have projects that build other tangible, practical, interesting things out of player input and creativity. Things that will draw interest in other ways.

Some examples I outlined at the presentation:

- Large-scale joint construction projects (players build outposts, maybe a live event organization could too, for example)
- Co-Designing a new ship (or an aspect of it) via events
- Unlocking new Incarna content, like unique CQ customizations, apparel, environments, etc via live events.



The point in outlining all of this, is to help illustrate the end goals, even if only by examples. Once people can see the end-product of their labor, they'll be more motivated to participate, I hope. Karl Marx said something like that, I think.

### 33: Ok, but where's the conflict?



Well, if you want to see something like this, you probably should hunt down some Sansha events instead. Sleeper events won't be focused on explosions (meaning they could happen, but won't be the primary thing).

In any case, there'll be plenty of conflict in the Sleeper events, but just of a different flavor. Also, I want to see how much *players* can provide the conflict, rather than CCP. This lets it evolve and arise organically, without us needing to manufacture it from on high. Granted, we can still (and will) throw curveballs ourselves, but the focus here, as through all of this event, is on player-driven events.

Ultimately, I'm taking a conservative approach for now and seeing how much opposition and conflict arises naturally. From there, we can consider our next options and what things to poke, if any.

Right now, the Sleeper events are somewhat chaotic, as various conflicts flare up around research, or about people within the project. This is the sort of thing I'm talking about. Of course, we want to come out of this with content that we can put in-game too, so we don't want to completely distract everyone from that. There's a lot of factors involved when considering the levels of conflict to introduce here.

I spoke at the presentation afterwards with a player who essentially asked "why aren't other factions all getting involved and competing? Why isn't there some factional conflict going on?"

For one, we are doing the FW events, so we hope to provide most of that stuff within that.

I also wanted to mention though that at least personally, my interest in EVE is not so rooted in factions per se. This event is more about ideas, concepts, themes, and individuals, *as well* as factional stuff. It's also treating things ***realistically***, and on a realistic time-scale.

What does that mean? It means that a low-profile research organization like Arek'Jalan, that so far has spent most of its time organizing divisions, scuffling with each other, and producing research documents and theories, is not exactly going to trigger a galactic war any time soon. Certainly, there have been some tensions, and we can't pretend that it's had no impact (because it has, and saying otherwise would make the whole thing feel unimportant). Still, it is a fledgling information gathering organization in reality, so it's treated like one with regards to the storyline.

If, over time, it became some monolithic organization that slowly corrupted itself, then it would be treated differently. Realism is the approach in these events, as much as practical.

## 34: One last thing...

This story has been unfolding for a long time. Various expansions and additions of content have built on it, piece by piece. That's how it will likely continue; a slow and steady construction. What changes now is that, at this point, we're blurring the lines between regular gameplay/"role play", as well as player content/CCP content. The story is only going to get richer in time, but make sure you give it that; time.

...and that's it. Thanks for reading. 😊