

Sokratesz' for CSM5!

Good day!

In the past six months I have been active as a CSM member and have tried my very best to assist players in bringing their ideas and proposals to the attention of CCP. Additionally, I have been active in assisting CCP with direct feedback on their own ideas and concepts from a player's point of view.

In my opinion CSM 4 has been very successful in representing the players and contributing to the development of EVE, as well as in making the CSM process more transparent to the players. Apart from all that you probably already know about the CSM, it will become active as a stakeholder group starting next term, which means it will gain a direct hand in allocating development resources. Simply put, the CSM will become an integral part of CCP's development cycle in terms of monitoring, recommending and spending development time on projects that it deems worthy.



I am a proponent of an EVE in which competitive player interaction stands centrally at every level, be it by directly shooting one another or one's assets, market, or construction competition. I also want to provide a counter to those whose goals for the CSM and ideas for EVE's future go directly against the philosophy with which CCP has developed EVE.

EVE is unique among MMO's because it does not offer one an amusement park full of attractions. Instead, players are given a set of tools and an environment that each can arrange to his own liking in order to create an enjoyable gaming experience for himself. Help me make sure that EVE stays unique in all these aspects!

Tim Heusschen (Sokratesz)

Links to my accomplishments and other relevant information:

<http://www.eveonline.com/ingameboard.asp?a=topic&threadID=1304991>