



EveMag

Special Issue

Council Of Stellar Management Candidates

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Editorial

Welcome to this very special issue of EveMag, entirely dedicated to the brand new Council Of Stellar Management and its candidates. Believing that knowledge is very important for voters so that they can make an informed decision, EveMag has contacted as many of the currently known candidates¹ as possible and throughout this special issue you will read interviews of candidates which have agreed to respond to our questions.

As the owner of EveMag, I would like to apologize to any candidates that weren't contacted or weren't able to send their responses before the release of this special issue.

For comparison reasons, all the candidates responded to the same questions

We hope you enjoy this very special issue

¹ As listed [here](#) and [here](#)



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About the Council Of Stellar Management

The idea of the Council of Stellar Management(CSM), a player representative body , initially originated in 2001, during the design stages of the game. In 2003, the first attempt at the Council of Stellar Management was launched, which by the own admission of CCP failed for reasons of organization, including the fact that the nature of that first CSM was text chat based.

Following the closing of the original Council of Stellar Management, CCP went back to the boards and taking into account the mistakes of the first version, began to think of a new Council of Stellar Management. That new Council of Stellar Management, in which Eve players would be able to participate by voting for their representatives, was finally released and announced by CCP in November 2007 during the Fanfest.

In announcing the launch of the Council of Stellar Management, CCP also released some very important dates to the process of selecting representatives:

- March 18, 2008: Call for candidates
- April 1, 2008: Candidate entries ends
- May 5, 2008: The two-week voting process begins with all candidates that have been verified and approved
- May 19, 2008: Voting ends
- May 21, 2008: Council members announced
- May 24, 2008: The first CSM meeting online
- May 31, 2008: CSM delegates sign Non-Disclosure Agreement

- June 19, 2008: Council members travel to Iceland. Preliminary meeting between the CSM and the CCP Council on first day.
- June 20, 2008: The first CSM and CCP Council meeting
- June 21, 2008: The second meeting
- June 22, 2008: Third meeting, if needed
- June 23, 2008: The council members depart for home

The purpose of the CSM, as explained by CCP in their Council of Stellar Management summary² is to represent the Eve society's interests to CCP

² Access the CCP summary [here](#)

Candidates Interviews

Candidate 1- Bane Glorious

1. Please introduce your eve character.

Bane Glorious is an Amarr Khanid Male created shortly after the original Power of Two promotion in quarter 1 2006, and my 'third' character. It's complicated, but to keep it short, I originally created an Amarr Male character of the same name but was unhappy with the starting stats before much time had passed (maximum starting perception of 7, what the hell?) so I didn't stick with it. The character was banned for almost a year and only recently unbanned last November, originally banned for what I would classify as "being too funny for EVE-O".

This character has 32 million skillpoints and can fly Minmatar and Amarr Battleships, Heavy Assault Ships, Recon Ships, Logistics ships, and Command Ships, as well as a handful of Gallente ships. Between two characters, I fly all four race's ships. I have also been a member of Goonfleet for a little over two years.

2. Please introduce your "true" self(real life).

I am a 22 year old soon-to-be college graduate with a Bachelor of Science in Biology. I would rather not go much deeper into my private life out of intense fear of crazy internet stalkers finding where I live and knocking over my mailbox with a baseball bat.

3. Why are you interested in serving in the Council of Stellar Management?

Throughout the last year or so, I've tried to give feedback and come up with ideas for for EVE which I have posted on the EVE-O forums. Some threads have gone well (such as this one found [here](#)), other threads have not. Many times people have undermined my efforts by making disruptive replies in my threads for reasons build upon false pretenses such as "you're a goon", often dismissing my feedback with no factual or logical evidence at all.

What I want the most out of this whole CSM deal is to foster a more mature game balance community on the EVE-Online forums. As a man of science, that means producing reliable, verifiable data, not unsubstantiated whines or rants. I have been diligently working to build minor diplomatic bridges between different alliances just to help nurture a more grown-up community, not one where people will trash your thread just because you're at war with them.

4. What qualifications do you have to serve in the Council of Stellar Management?

I have published some ideas that have been implemented into the game, such as the link above, and I have always remained keenly conscious of general game balance issues. I have bug reported numerous deleterious game defects which have reduced lag and made the game better for everyone, such as the memory leak bug in Dreadnoughts' Siege Mode, fixed in Revelations 2.1, and an exploit that cost many people their ships illegitimately, fixed in Trinity 1.1.

I have had experience in many different sort of careers and among big and small entities, with

large-scale fleet combat, small gang ganking/piracy, mining, exploration, some POS industry related activities, and I have flown with both completely new and veteran players. My high security space experience is probably my weakest field, but that doesn't mean I can't sympathize with them.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players away. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

I would agree with those who say that the mandatory skill training time imposed by the learning skills is unnecessary and likely chases away players that otherwise would be an excellent addition to the game community. New players want to get in and enjoy the game now, not wait for weeks until you can fly a ship even half-competently.

It could just be a passing feeling, but I've been under the impression recently that tech 1 cruisers have sort of fallen by the wayside and aren't very useful these days in the practical sense. It's not necessarily that they're underpowered so much that there could be little things that prevent them from being more viable in PvP. Cheaply available and useful ships with low skillpoint requirements would be just what EVE would need to attract more players, so I think it would be nice to find little ways to make them better. Hopefully, with more tech 1 cruisers around, we could engender more low-

pressure, low-cost, but genuinely entertaining PvP for more people to enjoy, both new and experienced.

I also would like it if the gap between tech 1 and tech 2 modules was narrowed a little bit. CCP have already made tech 1 modules suffer less damage from overheating, which is a good move, but sometimes I think that isn't really enough. (and also, change the skill requirement for Thermodynamics from Energy Management V to something that a player with less than 20 million skillpoints is going to train, possibly multiple different skills)

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players' confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

One of the biggest dangers to corruption at CCP is just the simple human vulnerability to group think. I'm not sure what CCP can do (or what they're not doing already) to stop that besides their own internal affairs department running on all cylinders.

As for restoring the community's trust, the best thing CCP could do would be to simply be as productive as possible and make the game better. I am pretty sure EVE players want more than nothing else for CCP to make their game work better as soon as possible.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

I don't know if my word means anything to the people out there, but I talked to a friend of

mine who speaks Chinese and a person he knows says that many ISK farmers are leaving EVE Online to go try to make money in other games. Not even kidding. This could be the result of just people ganking them in general, alliances not tolerating the harboring of farmer corps, and possibly even the Jihadswarm.

As for measures I would take to make ISK farming less viable, I would be in favor of revisiting some particular log-off mechanics that make it easy for macro-ratters to evade normal players. Not a huge change, just maybe giving someone entering system a little more time to probe out someone who logs off whenever somebody enters local. Any change would have to take into account people who were ratting and not logging off, of course, since there's no need to punish people who just have to stop playing EVE for a moment.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

As my campaign slogan says, I want to preserve EVE Online as a living ecosystem. No activity in EVE occurs completely within a vacuum, and what affects high sec players will ultimately affect everyone else and vice-versa.

As an analogy, consider the endangered Gray wolf and Yellowstone National Park. They were essentially completely removed from the park in the 20's, which caused Elk populations to soar. With an extreme excess of Elk, the vegetation around Yellowstone suffered, and coyotes that took the place of the wolves made the populations of smaller mammals decline. It wasn't until the Gray Wolf was artificially reintroduced that Yellowstone began to regain its natural splendor.

In the context of EVE, this is a game that we all play for fun. It would be completely counterproductive to enact a change that would create a net loss of fun for all, in the utilitarian sense.

However, if I may criticize the question, I would say that the 0.0 section of EVE should be subdivided into conquerable 0.0 and NPC-sovereign 0.0, as there are distinctions between the two.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

Well, server lag has always been at the forefront of issues, but as a CSM representative, I don't know what I could do to help alleviate that besides going to the devs and saying "please fix now ;_;"

Asking someone "what's the biggest issue" is sort of like asking someone what their favorite musician is; people have favorite musicians for different occasions or moods, and it's unfair to make somebody choose one out of many that can be equally problematic would leave many issues neglected.

I will say, however, that as a CSM representative, I would bring to attention issues with making POS warfare both less boring and more accessible to smaller, poorer, newer alliances. Many people have spent a lot of time coming up with ways to make POS warfare less boring, but few have pressed the issue of making people want to go out and try it more, making it more feasible for smaller groups to get started, and making currently unprofitable space more viable. Some of this would involve new features, but it could also require some simple in-game applications that would make POS management more manageable for people who don't know how to use Microsoft Excel or develop their own in-game and out of game apps. There are too many barriers to entry that keep a lot of people from going out and enjoying a major part of the game.

Candidate 2 Ankhesentapemkah

1. Please introduce your eve character.

Ankhesentapemkah is a Gallente Intaki, and like most Intakis, she is fiercely independant and values freedom and self-sufficiency above most other things. While she is mostly on her own, she experiences strong empathy towards others, and has a burning desire to do good and help others. Ankhesentapemkah suffers from wanderlust, never staying in one place for long, but exploring instead and appearing where needed. She does not like any authority to tell her what to do, and therefore is not part of any corporation or alliance. While working many organisations in the past, she has become a Sisters of Eve agent, bringing help and hope where needed.

2. Please introduce your "true" self(real life).

My name is Eva Jobse, I'm 24 years old, and I live in the Netherlands.

I'm currently studying Game Design and Development, and have been programming, designing and modding games as hobby for many years now.

Games and gaming are my passion, and I started gaming at a very young age. My favorite games besides Eve are Ultima Online and Dwarf Fortress, as I enjoy complex and open games. I'm currently working on three games, a casual puzzle game, an action platform game, and a point and click adventure.

3. Why are you interested in serving in the Council of Stellar Management?

Ankhesentapemkah appears where needed, and I felt there was a need for a truly independent candidate who is not part of any large corporation. There are so many players out there that play on their own, with their small group of friends, or in a relatively small corporation, and I think that it is important that there is someone to look after their interests too. It is an exciting challenge to work towards improving the gameplay experience for as many players as possible.

4. What qualifications do you have to serve in the Council of Stellar Management?

Currently, I'm in the third year of Game Design and Development study, thus I have a lot of game theory and some experience to fall back on. I have been administrator and moderator on several forums, so I have prior experience with online communities. But what is most relevant, is that I used to be an administrator and programmer for an Ultima Online freeserver. Since I was not satisfied by the default ruleset of the game, I rewrote parts of the rules, particularly those regarding combat, magic, crafting and resources. I added systems of my own, so players could create and govern their own towns and had complex quests and challenges. While Eve obviously is a much larger game, I already had a

taste of how changes in the game mechanics affect the players directly, and what their reactions could be.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players away. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

I think it would be a very bad idea to change the game specifically to attract more new players. It would likely alienate the existing playerbase. Instead, they should focus on improving the gameplay experience for the current playerbase. If the current players think the game is awesome, then word of mouth will bring in new players. Eve is not too difficult. I know this as I brought in some new players in the past, and they all were entirely self-sufficient within a week or two. Yes, Eve might be too difficult for people with an IQ below 100. But people in that category would likely be put off by other aspects of the game, and thus would never be able to be a long-time customer anyway.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take in order to restore the community's trust?

Trust is hard to gain and easy to lose. I'm

affraid that there isn't much they can do at this point, besides ensuring that it will never happen again. They could possibly make their employees sign a contract, that if they get caught in corruption, they have to pay a hefty fine. Under such a contract, I think staff would be very unlikely to consider misusing their powers. However, it is difficult to judge CCP on this issue, after all, who knows what efforts they have already undertaken behind the scenes?

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

As I have played multiple online games, I'd say the game that has recently tackled this issue quite well is Guild Wars. It was being plagued by bots and goldspammers. A while ago, they have added a quick-report feature to the game, where players could just target the player and report him to the staff with a few mouse clicks, without having to type any text to explain, and there would be staff immediately reviewing the case and possibly banning the player. You could just stand there and /report /report /report till all the bots were gone. With basically the entire playerbase as eyes and ears, IP bans for repeated offenders, and a 24h trading limit on new characters, the bots have become almost extinct now in Guild

Wars.

We have a decent petition feature in Eve, I think we should encourage players to use it, and ensure that CCP has enough staff to quickly review each case. It puzzles me that so many players whine and reply in the chat how annoyed they are, if there is someone spamming there. Usually they are removed in less than a minute if you report them. The report feature is your friend, be a good citizen and use it! As CSM, I would like to have access to the petition statistics, to see if the players need encouragement, if the petition feature should be easier to use, or if there are staff issues.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

I think that no action should be undertaken to drive people out of high-security space. Playing in high-sec is a valid play style, and players should not be forced to expose themselves to unnecessary risk just to please a few players that want easy pickings. The current crime in high-security space is what bothers me, though, especially because there hardly is any consequence for the perpetrators. Players should be able to preemptively defend themselves against criminals in high-security space, it is ridiculous that

Concord protects known criminals at stargates, while they obviously are gathering there to destroy passing ships. I think it is time to take a good look at insurance, killrights, bounties and security standing mechanics, and proper systems to enable players to actively hunt down criminals and keep responsibility for security in the hands of the players. That said, there are players that are willing to take risk, if they can reap fitting rewards. For this reason, I think that the rewards of low-security space and 0.0 should be increased, low-sec in particular. There should be a larger multiplier to mission rewards, bigger rats in low-sec, and improvements should be made to ore as well, because as it stands now, it is often better to mine scordite/omber in high-sec than mining low-sec ores such as jaspet.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

The most important issue was already addressed with the previous question. :)

However, what I really like to see is a more dynamic universe. It is annoying to get the same mission three times in a row, and it is unrealistic that complexes just respawn in the same fashion as they were before you cleared them out. Players should have a larger impact on their environment, and challenges should be unpredictable and varied. I think Factions are a perfect framework to

build upon. Players and whole corporations could join the Faction they choose, and perform tasks for it. This would bring player interaction to a new level, and provide challenging new content for all types of players. Combat orientated players can team up and destroy military targets in enemy territory, or defend Faction space from enemy incursions. Players could steal sensitive data and attempt to smuggle it back to their Faction. Miners and industrialists would be asked to produce specific items. Based on their successes, the game could change, opening up new challenges and changing the universe. There would be something unique in every solar system - and if you're not careful, the enemy might ensure that it won't be there tomorrow!

But of course it would not matter much how I personally would want the issue changed, as the role of a CSM is to gather how the players think about the issue, and how they would react to a potential fix. I most definately think I am up to that task!

Candidate 3 Lavista Vista

1. Please introduce your eve character.

My [website](#) contains these informations :)

2. Please introduce your "true" self(real life).

Student, interested in computer science, social science, physics and psychology.

3. Why are you interested in serving in the Council of Stellar Management?

Im interested in serving because i think i can make a difference.

4. What qualifications do you have to serve in the Council of Stellar Management?

2+ years worth of eve experience. Thats about it.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

More complexity. Lets face it, eve isnt very complex.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would

you advise for CCP to take in order to restore the community's trust?

CCP cant do anything than just moving on. It will be forgotten eventually.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Spammers have already been fixed, the rest you cant do anything about. If its not farmers, its just "real" players selling their isk on ebay.

8. Eve is divided into 3 parts: high sec, low sec and 0.0 .As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0 .Could you please elaborate on your position regarding Empire and low sec/0.0 .What would you like to say to Empire pilots to reassure them?

You should be able to live in empire, but its risk vs reward. You should get more reward from missioning in low-sec. You cant push people into low/0.0-sec, but you should encourage them.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

The economy seems to be extremely unstable as it is. We are seeing heavy fluctuation on many important markets and game mechanics is killing the industry side of eve.

Candidate 4 Ben Derindar

1. Please introduce your eve character.

Ben Derindar is my main, a character I originally began in May 2004. I named him as an anagram of my real life name - I liked "Ben" as something simple for people of any language to be able to pronounce, and "Derindar" was just completely made up from the letters I had left. He has almost 61 million skill points at the time of writing, but those SP are spread across three different races. Since 2005 I have also run a second account, developing two other characters that complement Ben in other ways - one is a covert ops/freighter pilot, another runs L4 agent missions in Empire. From the beginning I wanted to play a "good guy" in Eve, not necessarily because I would in any game, but because I thought it would be more interesting in this particular environment where much is made of the ability to instead be a complete scumbag. I wouldn't call myself a roleplayer in the traditional sense, but I do have in-character principles that Ben tries to uphold. For example, I have never engaged in low-sec piracy on Ben; in fact, the only time I have ever done this is once with a trial account character that I decided not to continue with.

As time has passed, I see myself as having developed into a kind of all-rounder. I have PvPed on and off since August 2004, and I have mined and NPCed across all security levels since my subscription began. Certainly there are aspects of the game I haven't yet tried

(and in a game the size of Eve, who can really say they've done it all, anyway?), but I would hope I've done enough not to be simply pigeon-holed as a "PvPer" or "carebear".

2. Please introduce your "true" self(real life).

My real name is Brendan Reid; I am a 29 year old from New Zealand currently working in web development. I studied in the field in 2003 and 2004, and tutored from 2004 to 2006. Prior to that, I was a radio announcer for three different stations over the course of 8 years, and I still record the odd spot from time to time.

3. Why are you interested in serving in the Council of Stellar Management?

At first I actually wasn't - like a lot of people, I was convinced it wouldn't make much of a difference. It wasn't until the day CCP announced they were accepting candidates that I decided I'd run after all. I figured that for all the assumptions any of us could make about it not being worthwhile, none of us would really know for sure unless we gave it a try. So here I am, giving it a try!

4. What qualifications do you have to serve in the Council of Stellar Management?

I consider myself to be qualified for this type of role on the basis of my RL history as a communicator from my days in radio and in teaching. This has undoubtedly reflected on my Eve experience as well; I still like to help new players in my alt's NPC corp channel from time to time, and my eve-o forum posting record shows that over 10% of all my posts have been in the New Citizens Q&A section. As a representative, in 2005 I submitted an

entry into the drive to find Eve's new "map-maker" following Quarath's retirement. I was quite prepared to remain in an NPC corp at the time had I won, but in the end I was voted second by the players. Over the years I have also served in director-level positions in two different alliances (not in AXE though, there I am merely the butt of everybody's sheep jokes).

Finally, while I may or may not earn the trust of the players in the CSM's role, I can say that I have earned the trust of CCP in another role in the past. In December 2006 I applied successfully for a moderator's position within ISD, but RL intervened before anything was signed: on literally the same day that I received the NDA, I was also offered the web development job I currently hold. With the expectation of reduced free time on my hands, I decided to turn the ISD offer down.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

Eve is CCP's baby; it's really up to them on how popular they want to make it at this point. How much more can they do to fight the already-existing lag? Would they be prepared to concede to the calls for sharding if they felt it was the only option to further increase their revenue?

I think for now they're going about it the right way, drawing the attention of the media by doing things like employing an economist, or establishing the CSM itself. The answer for the future though may be different, so I hope they never stop asking.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

They're already taking a good one I think, with the CSM itself. A lot of people won't believe that until the results of the first term come to light, though. But as the saying goes: you can't please everybody all the time, the best anyone can hope for is to please most people, most of the time.

One thing that might help could be for CCP to list how many of their staff take part in different activities in the game with their regular characters. Certainly no names of any individuals or groups, but how many are miners, how many are low-sec pirates, for example? We might be surprised to learn that - like the rest of the playerbase - not everyone at CCP is into the 0.0 alliance game like it was revealed one staff member was. Such a list could also help with another common argument that "CCP doesn't understand/care about (insert specific playstyle here)" if indeed they are revealed to be playing their own game in different ways.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

I was asked this very question on my open Q&A forum thread ([here](#)), so I'll paste my answer below:

The first question I would ask CCP is how seriously they themselves take this whole issue. Every player they ban is lost income for the company, but on the other hand every player that gets away with it is lost confidence in the company from the rest of us, which at some point will inevitably translate into accounts being cancelled out of frustration, with the same end result for CCP.

One point I do believe is that CCP aren't forthcoming enough with information on actions they *have* taken against such people in the past. They don't need to reveal their methods, but just numbers such as "we've banned X players this month" on a regular basis would surely go a long way to restoring confidence in CCP on this issue. Without this information it's easy for us to assume that CCP aren't doing anything, when in fact they just aren't doing enough - a subtle but important difference.

Dealing with the isk farmers without impacting on the rest of us is the real crux of the issue though. For example, CCP could restrict lop-sided contracts but then scamming would suffer. Maybe they could require that players must belong to player corps in order to fly certain shiptypes, but then genuine solo players

could suffer.

CCP have generally been reluctant to impose such sweeping changes to game mechanics in the past unless they've felt they've had no other choice, such as when bookmarks were replaced with warp-to-zero to combat lag. The time for more drastic changes to combat isk farmers is near (if not now), but each step in this direction still needs to be very carefully considered for possible side-effects.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

These days I spend just as much time in Empire making isk on my alt as I do on Ben - if not more - so I would happily identify myself as one of them. And yes, I do lurk on forums far more than I post; communication is just as much about listening to the thoughts of others as it is about posting your own, especially if one is to represent said others.

CCP's past efforts to encourage high-sec pilots into low-sec have clearly not worked. For example, a few weeks ago I was moving a cyno alt (somewhere in low-sec Genesis I think it was), and I noticed when I had docked that there were no less than 4 L4 Q20 agents at this one station, yet local was completely empty. The earlier addition of zydrine traces to low-sec ore didn't appear to do much either. And meanwhile, newer hazards such as capital

ships and heavy interdictors are becoming commonplace.

My impression is that the rewards of low-sec are about right, but that the risk is just too great, almost the same as in 0.0. No wonder that many people - including myself - skip it altogether in favour of, well, anywhere else. On this issue I would consider pressing for anti-piracy in low-sec to be made more viable through a review of security status and/or bounty mechanics perhaps, just enough to empower some to take up arms against the bad guys without being punished themselves for it.

As for the rest, if you want to stay in high-sec, who is anyone else to argue? Your subscription is just as valuable to CCP as everybody else's, but just remember that not even high-sec is completely safe, nor was it ever designed to be.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I've also answered this on my Q&A thread. Answer as follows:

Right now my single greatest wish for Eve's future is that CCP learn to recognise the difference between genuine game imbalance issues and people ignorantly (or worse, selfishly) whining for the game to be adapted to suit themselves rather than the other way around.

Much is said in this day and age about how seriously a game such as Eve should be taken. Well, the fact that I see not-so-well-hidden personal agendas driving many a thread on eve-o these days indicates to me that a lot of people out there are taking Eve far more seriously than they would care to admit. I think it's OK to take a game seriously enough to want to win, and I think it's OK to lobby to have the rules changed, but not to the unhealthy extent to which I see it today.

Final comment:

There's a lot of concern out there about the CSM being filled with high profile 0.0 alliance members and forum celebrities; I am neither. There's also concern about CSM representatives pushing their own agenda; the best way to deal with this is to spread your votes amongst those with different viewpoints so that we end up with a good mix of people, and the other reps can prevent it from happening.

As for me, I'm at the stage of my Eve career now where my time consists of little more than hanging with friends and occasionally shooting my enemies. I can make my own way without needing to push my own agenda, and so as a prospective CSM member I would be happy to simply push your ideas instead, and be proud to have had the chance to do so.

Thank you to Ikki and EveMag for this opportunity.

Candidate 5 Omber Zombie

1. Please introduce your eve character.

Hi, I'm Omber Zombie, most people call me Oz as it's easier. I've been around eve since a couple of weeks after it launched (I had a different character name in beta). I'm Gallente, Industry/Miner/Prospectors path, current Security rating of 4.98 and I tend to live in Everyshore.

I can usually be found flying a Dominix (Madame Spank) or a Guardian-Vexor (Oooh Shiney) and tend to spend my time lately market trading and mission running in empire. I take the occasional road trip to pve in 0.0

2. Please introduce your "true" self (real life).

In RL my name is Jeremy (most people call me J), I'm 29 and run a jazz club in Melbourne, Australia. I have a double degree in Computer Science/Software Engineering and a Diploma IV in Network Systems Administration. As you can tell, I don't really use my qualifications much in my daily job :) I like pretty much all styles of music, but tend to not listen to much Rap or Death Metal. I'm not a huge fan of Dixieland and Country either. I'm also the manager of a indie band called The Conglomerate My favourite movie is ET: The Extra Terrestrial, I was a big fan of Babylon 5, and am slowly getting converted into the new series of Battlestar Galactica. My favourite book is Through the Looking Glass (Alice in Wonderland), and the last book I read was the last book of the Baroque Cycle by Neal

Stephenson (The System of the World)

3. Why are you interested in serving in the Council of Stellar Management?

I'm always interested in helping Eve evolve into something greater, it's one of those games that everyone pretty much sums up as "It's great, but it has so much potential to be better" - I want to help it someway down that path. If it means allowing the devs to concentrate on what they do best while the CSM filters out the better community ideas from the general spam, I think that will go a long way. I think I'm capable of doing that, I want to do that, here's my chance.

A lot of people are already calling the CSM toothless or a waste of time, I can see where they are coming from, but I'm also optimistic about what the CSM can become, and that's why I want to be part of the first CSM - to help mould it into something worthwhile (and possibly give it some sharp teeth)

4. What qualifications do you have to serve in the Council of Stellar Management?

I've never worked for a gaming company before, but I have been a part of eve's volunteer department. I was a member of Aurora (events) for a short time and unfortunately I decided it wasn't for me as timezone issues forced me to miss out on too many events. As mentioned above, I have also been playing eve since beta and watched it evolve into the game it currently is, so while my insight into the game progress isn't unique, it is starting to get rare as most of the old-timers leave the game. I think I can bring both that sense of history and an understanding of the game's path to the CSM.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

I think CCP and the community are doing quite well in attracting new players to the game, I think the issue here is more keeping those players playing the game. I think Eve being complex is a good thing, people get bored of simple and need challenging. I think making eve less complex would actually hurt the game rather than help it. Keeping players on the other hand does require a bit of effort. ISD STAR do great work welcoming people to the game, but I think getting players involved in the community through asking for corporations to volunteer to adopt new players would help a lot. There doesn't need to be a huge reward for that, but some reward (like free office rentals for adoption corps) would help newer players adapt to the game faster. Eve's best resource is it's players, they should be utilised to help keep new players in the game. Another thing CCP could do is finally implement the wiki that they have been promising for a long time. The sooner people can get access to up to date information about the game, the better off everyone will be.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Unfortunately trust is a one time thing. Once broken, it can never truly be gained back. That said, I think CCP bringing in an Internal Affairs department has helped restore some of the confidence in them. Time is the only thing that will help that trust get repaired, as long as no more incidents occur, I think CCP will be fine.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Well, as I'm not a dev, very little. Obviously CCP are taking isk farmers/sellers seriously, the introduction of GTC for isk has helped devalue isk for people to sell and the planned introduction of all asteroid belts being non-static should help stop the farming aspect.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

There is no real divide other than in the players minds. All 3 areas are necessary to everyday eve life as they are intertwined politically, economically, logistically and 'physically'. Trying to give one of the areas

more 'balance' while ignoring the other 2 is quite simply, impossible. Changing anything in eve effects everywhere so people really shouldn't be worried about the CSM balancing things out to a specific living space. Hell, I doubt CCP would allow the CSM to make game breaking changes anyway.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

Lag is obviously the most important issue, but as I'm not a dev, I can't fix that. Helping balance out the ships/modules based on community input would be my biggest issue. Players can provide far more testing than the devs and QA ever can in the game. Players try things that devs never even considered as options. Using that player experience, the CSM can bring those balance issues to the devs and finally sort out this constant nerf/boost time wasting and allow the devs to start concentrating on implementing some of the things they have on the drawing boards like factional warfare and planetary habitation.

Candidate 6 Gritt Pebbledasher

1. Please introduce your eve character.

My eve Character is Gritt Pebbledasher. My principle alt (well, 2nd account Char, really) is Phlux. Gritt is my main and has the most pilot skills, pretty much geared towards drone warfare and carrier warfare and 70m SPs. Phlux is about 35m SPs and does all the invention and building stuff – the indy alt to Gritt's shootier persona.

In the beginning I was a n00b. I started out as an empire dwelling carebear along with a couple of guys who I joined the game with from our Battlefield 1942 clan. A couple are still playing Eve! Anyway, I drifted into a mate's corporation to help out with a war which was my first proper taste of PVP. I loved it. Shortly after that my new corp migrated out to 0.0 in time to be a founding corp of FIX alliance as the venerable CFS crumbled all around us.

I spent a lot of time in FIX, making both friends and enemies, rising to the level of JCOS (an alliance administrator, a director, if you will) only to depart at the end of a long and bloody war to form PURE in the North. We formed this new alliance with the avowed determination to avoid the mistakes of the past so along with the infighting and cross-time zone schisms, we jettisoned electoral democracy and participative debate. This seemingly draconian, dictatorial position perversely acted to make PURE very free. People were free to have fun, not having to worry about working out what to do and they were deprived of the opportunity to argue for their own self-interest leading to fewer fights, schisms and factionalism. It transpires that

'Benevolent Dictatorship' is the sweetest form of government after all.

I've not been hands-on in the day to day running of PURE preferring instead to focus on single issues of importance although I was the first External Relations minister...

Today I'm involved in co-ordinating invention efforts, preoccupied with the macro-economic issue of controlling our supply of money with a view to advantageously skewing the balance-of-trade and generally helping out when and where I can. I don't PVP as much as I'd like for a variety of reasons (got married, got an annoyingly self-obsessed border collie puppy who needs attention /all the bloody time/ and I have to endure occasional sensory imperfections which would make me dangerous to fly with!) but I do my bit.

2. Please introduce your "true" self (real life)

My name is Shaun Pilkington, I'm 34 years old and live in Newhaven, East Sussex. I'm married to a wonderful woman, have a distinctly less wonderful dog and was diagnosed with relapsing-remitting Multiple Sclerosis last year. I work as a freelance LAMP web developer from my home-office which allows for a sneaky bit of Eve on the side! I have some real life political experience, have served my time on moribund committees and am interested in politics, economics and philosophy. Oh, and I have a Law degree but don't let that put you off!

I graduated from the University of Essex in 1995 with a 2:1 Honours degree in Law after which I went to law school, didn't like it and founded a company instead. This firm saw me travel all over Europe to trade events, giving me first hand experience of dealing with the diverse peoples of Europe and North America.

But times change and supply problems forced it to close. At this point I waved a magic wand and transformed myself into a web developer, teaching myself PHP, MySQL as well as HTML and CSS. It was around this time, four-five years ago, that I started playing Eve.

3. Why are you interested in serving in the Council of Stellar Management?

In the wake of the BoB-Dev scandal, its clear that both the playerbase and CCP require a forum in which they can come together and discuss important issues in Eve. The new CSM is supposed to be that forum and it has fantastic potential to address some of the underlying problems facing the Eve community: principally, the issue of transparency and doing away with S3kr3t kn0wl3dg3 on things as mundane as who filed a petition to get a node reset (and which GM has done it) that housed a system my character is in? What systems are laggier and, for that matter, how much is known about lag and why isn't that information disseminated. I feel that these are the big issues facing Eve and are of more importance than lobbying for a better ship for something or other and I believe that I am capable of ensuring that these issues are discussed.

I'm very aware that this is the first of the new CSMs and so those elected will have a huge

responsibility to the Eve community; they (we, I hope!) must be bold and radical and push at the boundaries of what the CSM /for/ because not doing so will just make it harder for those who follow.

4. What qualifications do you have to serve in the Council of Stellar Management?

I have experience of running political campaigns and holding committee roles while at University. This isn't a qualification in itself but is instead evidence that I know how these sorts of organisation works and I am confident that I can effect change in them. I think that will be a useful quality on the CSM.

My time in eve has brought me in touch with all sorts of Eve experiences, playstyles and problems, from the small (why doesn't insurance cover anything like the cost of T2 ships?) through to the existentially large (how do you manage a cross-timezone entity that crosses cultures in a way to become a coherent entity?). I've spoken about some of these latter issues with people who work at Linden labs and some guys doing post-grad degrees in these areas and am genuinely interested in the strange leadership skills we're growing in our players!

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps (if any), you would recommend to CCP in order to grow the player base and attract more new players?

I am not convinced that its necessarily in the interests of the CSM to be recklessly advocating an expansion of the player base. I mean, aside from the fact that there are population issues bound up with server load and lag that need resolving anyway, the simplest ways of increasing the commercial appeal of Eve are inimical to the majority of Eve players. Namely, making it a lot simpler and less deep.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Transparency. Transparency. Transparency.

Being open and honest about things, from the node reboot example given above through to telling people what's known about lag and logins to stop 'secret' knowledge being disseminated to a chosen few. Making these things public diminishes the scope for illicit advantage and the suspicion that its going on. After all, we all want to be able to trust CCP, don't we?

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Unless you want to spend a long time fruitlessly policing the interweb and shouting at ebay and co, you aren't going to stop it. I'm assuming CCP have defences in place to pick off macroers and I know that many player alliances actively hunt and kill farmers but beyond that there's not much you can practically do without trying to police uni-directional fund transfers.

Conversely, I'd risk severe unpopularity by asking: what studies have been done about sanctioning isk reselling? I mean what do we think would happen? Would it be so terrible? It may turn out that its every bit as grim as people think but I would suggest that this is an issue that the CCP economist should, perhaps, be looking at.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

Yes, I'm a 0.0 pilot. That said a lot of what I'm campaigning for is applicable to all Eve pilots; fairness, openness, improved server support to high-population systems, improved

corporation and alliance tools... these issues affect everyone and I hope that I'm not favouring any one group when I say that!

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I think there are three. The first relates to the relationship between CCP and the players in the wake of last year's scandals. The CSM is a great step, or it should be, towards repairing that lost of trust and my mooted drive for transparency would build on that, further banishing the spectre of player-CCP collusion.

The second is in the game itself. Tech 3 is surely round the corner and that sort of new technology always produces huge amounts of disruption both to the players as they struggle to come to terms with it and to CCP due to the unanticipated issues the introduction of new stuff brings. The invention system is great and blows apart the eminently riggable T2 BPO lottery but the introduction of new things to the game always runs the risk of balance issues. The fix here, I guess, is to ensure that any new stuff is exhaustively tested on SiSi – CCP needs to find a way to incentivise getting bodies on to that server for testing when the time comes.

The third problem is commercial; MMOs competing with Eve are on the horizon and will almost certainly attempt to grab disenchanting players. The solution here is to ensure that the CSM is effective and responsive in translating player gripes into positive solutions by CCP. Where appropriate

Candidate 7 Dymetrie

1. Please introduce your eve character.

Dymetrie is currently the head of an empire alliance made up of a collection of corporations who have worked together for quite some time and at the start of the year decided to form their own alliance. Dymetrie began, as we all do, a mere rookie from the OcUK corporation who took advice from more experienced pilots in everything. It wasn't long before he was vice-CEO of OcUK and then CEO. OcUK is, and always has been, a training corporation for new players. Dymetrie was CEO for a year, a prosperous year, before starting a new corporation with a fellow member to explore some new space and begin delving into manufacturing. Now he is CEO of the splinter corporation, The Pariahs, a 2 man corp which specialises in production, R&D and enjoying the game; as well as being Alliance leader for Oc-PS and assisting with helping to guide fellow players, new and veteran alike.

2. Please introduce your "true" self(real life)

Richard is a 20something male living and working in London, England.

3. Why are you interested in serving in the Council of Stellar Management?

I have invested almost four years in EVE and find it to be one of the best games I have played. Whilst I may not log in every day then when I do there is always

something to keep me engrossed and amused. The very fact that it can be an incredibly social game or something you play on your own makes it unique. It's entirely possible to log in for an hour and get some stuff done, or to log in for an entire day, it's your choice. Add to this the fact that no matter who you are or how you play then it's likely that you'll end up chatting to other members of your corporation or alliance it's entirely possible to spend a long time just sat docked in a station (or, for example, a gate camp) chatting away with your fellow players. Whilst this game is already superb the opportunity to be able to assist in making it even better, for new and veteran players alike, is something that should not be passed up.

4. What qualifications do you have to serve in the Council of Stellar Management?

During my MMO gaming career (all 2 of them) I have been in charge of groups. Whilst playing Planetside (you know, when it was good, before SOE killed it) I was in charge of an outfit, which was how I met my current corporation members. When I began playing EVE then it seemed right to team up with the people I already knew and it turned out to work on both sides as I became CEO of the corporation when a large chunk of the membership moved to 0.0 space. Outside of games then I have studied politics and sociology to a degree level, as such I have a good understanding of sociological and political motivation and hopefully how best to interpret and represent it.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps (if any), you would recommend to CCP in order to grow the player base and attract more new players?

The current orientation for new players is much improved on what was available when I began my career, however it is still somewhat lacking. Complete the introductory missions and, whilst you've been given a decent idea of the game, you are still left floundering. Throwing skillpoints or ISK at the problem will definitely not work and the help channels, while good, do not necessarily give the guidance needed. However, there are certainly decent training corporations out there who have veteran players that could certainly assist new players more readily and on a more personal level. Encouraging these corporations to take on new members and giving them somewhere more easily accessible to promote themselves would go a long way to making the initial inception to EVE less daunting. Most training corporations have their own forums with guides on what to train along with useful advice, knowing this would help new players as well. As EVE is such a social game, involving the entire community to help attract new players means that everyone will have a more enjoyable experience. Whatever your path in EVE, a significant proportion of the community wants to be able to help whether it is for the satisfaction of improving the experience of someone

else, to gather recruits for their corporation/Alliance, or simply to be able to make friends.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Scandal is something which can occur and debilitate any government and CCP, by default, falls under the classification of government. I would expect CCP to act as any honest (ROFL!) government would to combat scandal. I feel that the CMS should not be an agent used by CCP as an anti-scandal tool. As such then I would, through being as honest and transparent as I could be, encourage fellow CSM members to offer the truth of such things to the EVE community so that they could make up their own minds.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

In any MMO where in-game currency/items can be turned into real-life currency then 'farmers' are an inherent risk. Whilst they do not always directly impact upon the general playerbase they are certainly an annoyance. My advice would be a high level campaign from CCP to highlight these players and encourage the community, as a whole, to try and help combat this situation. Obviously then offering rewards for 'dobbing in' suspect players/accounts would be a bad move, but by reporting 'farmers' then a player will obviously benefit himself/herself as what he/she earns will ultimately be worth more.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

The beauty of EVE is that it can be played in so many ways. The differences between Empire, Low sec and 0.0 have created one of the best ways of defining different levels. There are so many ways to play EVE that it has become one of the most truly encompassing games in the world. Everything happens on one server, every player has the opportunity to do what they want, where they want, with the people they want and how they want. Whilst it is true that I play a 4 year old character with over 55mill SP that has never been to 0.0 I have certainly supported both low and no security operations through my friends and corp mates during my career. Many of the players who started their career with OcUK and, more recently, Oc-PS have gone on to move to low/no security space to suit their gaming style. I have remained in contact with many of these players and some have even returned to the alliance after enjoying their time in their chosen career. I feel that I must stress my history so that I can prove that whilst I am mainly a representative for Empire players I am also affected by low security and 0.0 space and have a history there as well. As such I will do my best to represent as many EVE players as I

can and will be open to discussion, questions and ideas from everyone and will, hopefully, be able to respond with a balanced and informative answer as well as being able to be able to offer a balanced and informed representation for anyone.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

In my opinion the greatest issue at the moment (ignoring bugs as they're inherent with any PC game due to the vast difference in computers) is not just attracting/keeping new players, but retaining current players. Those who play in low/no security systems currently have it better as there is less repetition. Sure you may end up camping/fighting in the same systems but you can never be sure what is going to jump through that gate, invade your space, give you a challenge. For the majority of players in Empire space mining, missioning, trading can become repetitive. I would hope that I could encourage CCP to introduce new things in Empire Space to relieve the repetition there as well as introduce new things in low/no security space to give more of an incentive to move to those areas.

Candidate 8 MongWen

1. Please introduce your eve character.

In game I go by the name "MongWen" and I am the current executor of United Corporations Against Macros [UCAM], and I operate in high sec by hunting down farmers and macros in order to make a dent in their profits.

2. Please introduce your "true" self (real life).

My Real Life name is Karl Fredrik Pedersen and I am currently 24 years old, and I'm from Norway, I am currently working with computer support and systems admin. And I share the Eve dev's love of beer.

3. Why are you interested in serving in the Council of Stellar Management?

I see it as an opportunity to voice the opinion from the view off the people that hunt farmers in game, on all issues/ideas that are brought in front of the CSM there should be someone that looks at the in ways it can end up as a way for working against farmers, rather for the ways it can work for them.

4. What qualifications do you have to serve in the Council of Stellar Management?

The few qualifications I may have is that I am honest, and will not shear light to look good in a bad situation, id rather stand by my words, and though I have no experience with gaming companies I feel

that that is not important to have experience form the gaming industry, and its more important to have experience form a gamer to represent the views of a gamer.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps (if any), you would recommend to CCP in order to grow the player base and attract more new players?

Eve is complex in many ways just take the learning curve, even the old players don't know every game mechanic that is currently in game, which makes it so diverse and different than any other MMO.

Though the bugs lag and various other issues with the game detract from the experience of the game these days. Recruiting new players right now without any filtering of existing macros and farmers will only add to the problems in the game that exist now.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen player's confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Now that is a hard dilemma, on one side you have the Players that demand info and action from CCP, and on the other side you will have CCP that wants to conduct its own internal investigation before giving out to much info.

And whining on the forums will not help much on the matter since I think it is in CCP's best interest to calm down the community as much as possible, and CCP should try and calm

down the community while they are doing their work rather than after the work is done, and of course don't give out too much info about how/who/why it was done.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

The best way can be to create a special GM team that only handles the Real Money Trade (RMT) related petitions, and have it focus on finding the big and small isk farming rings in EVE and ban them. Since they will no doubt come back with new accounts CCP will make money off them every time they come back and get banned again.

And the same team can write a quarterly dev blog which states amount of ISK removed from game, number of isk farmer/sellers that has been banned. And the dev blog must not contain any names or anything else related to the accounts or chars that have been banned.

And the current system that they just say that they will look into it has will change in a sense, and give more credibility to CCP for doing the right thing against RMT.

And I will more than likely favour steps that gives the players the ways to spot them and shoot them, but then again that may just be tied to the way I currently go about in game.

8. Eve is divided into 3 parts: high sec, low sec and 0.0 .As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0 .Could you please elaborate on your position regarding Empire and low sec/0.0 .What would you like to say to Empire Pilots to reassure them

Seeing that I mainly live in high sec I will more than likely favour things that can help out high sec more than anything, but I have been in low sec and 0.0, but I have sadly little experience for that area off EVE.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I am problem going to get flamed for this, But as I see it from the view as a empire based alliance that uses the war dec system in order to kill/halt ISK farmers from gaining a profit in game can be hard, when the current system favours the victim.

Take for instance if "Corp A" want to declare war on "Corp B", the process starts with a 24 hours of voting for "Corp A" followed by 24 hours of warm up period before you can shoot "Corp A" can legally shoot "Corp B" (that's 48 hours for the), now "Corp B" has the option of removing roles and leaving within the warm up time or straight after the timer is gone, leaving "Corp A" with nothing to do.

To see targets that jumps in 2 seconds, and the fact that it takes 48 hours for you to wait is just wrong

Candidate 9 D'ceet

1. Please introduce your eve character.

My EVE Online character is D'ceet, and I'm part of the Shadows of the Dead corporation. i enjoy PVP, flying t2 ships, and salvaging, mainly salvaging.

2. Please introduce your "true" self(real life).

My name is Zach, and i live in Richmond, VA

3. Why are you interested in serving in the Council of Stellar Management?

I feel like i can really help the community of EVE Online because it needs a unbiased person in one of the seats.

4. What qualifications do you have to serve in the Council of Stellar Management?

I've helped beta test many games, including Dawn of War:Dark Crusade, Warhammer Online and a myriad of indie games(my friend is making games on Flash)

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way.

Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

One of the things that would help make EVE a little bit more easier to comprehend for new players in my opinion, remove the learning skills, thus saving people a few weeks of doing nothing but learning skills and they can actually get into the fray.

6. In the recent past, there has been a few scandals involving CCP employees and CCP hasseen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

If CCP were to simply subsidize to the communities will, then the game would have its reputation diminished further, so i would advise things increasing Node strength, which needs to be done for those who participate in The New Eden War. many node crashes occur when the fray gets the toughest and most bitter, which no one likes.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Having NPC rats spawn would help remove the isk farmers, just a little. but harsher penalties for buyers would help put them out of business. I've talked to people who have

bought isk (and will remain nameless for confidentiality) and have only had the said isk removed and a slap on the wrist.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

I see no issue with this the low sec/0.0 "issue" I've flown many times through both, and I live in 0.0, using a scout increased your survivability in low-sec ten-fold. it doesn't have to be a covert ops, shuttles are just as effective at seeing if the gate is clear. and perhaps adding more guns/stations would help make the community a little more adamant about going into the low sec/0.0 regions.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

lag. lag lag lag is the key issue of EVE Online. whether it be in Jita, or a fleet battle, I believe that increasing server/node strength would help make the game better. I'm sure every pilot in 0.0/jita at one point or another was able to walk away from the computer for 5 minutes waiting to enter warp/dock/modules to activate. making the nodes stronger and able to sustain more than 200 people shooting at each

other/400 people flying around, if reinforcing these nodes would help make the game more playable, I believe it would draw in more players and the old players would return.

Candidate 10 Goumindong

1. Please introduce your eve character.

Goumindong is an amarr command ship/skirmish gang module specialized grunt operating mainly 0.0 sovereignty warfare. Rattig is the primary source of income and has been excepting a short stint running missions at the outset of playing eve.

2. Please introduce your "true" self(real life).

My name is Dale Moses, that is about all you will get at this point

3. Why are you interested in serving in the Council of Stellar Management?

I believe that i am well suited to informing the developers as to what is important in designing their game. Simply put, I want the game to be the best its possible to be.

4. What qualifications do you have to serve in the Council of Stellar Management?

I am not sure what qualifies one to be on the CSM, so its going to be hard to answer this question. I'm well enough versed in political science, game theory, and economics, and have played a year and a half. Does that qualify?

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way.

Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

The problem that CCP has is not generating new players, the problem is retaining them for long periods of time. The two main factors involved in this are, in my opinion, the inability for newer members to find corporations well suited to their needs, and the stiff vertical progression seen in skill points. The second is easy to fix, you can remove learning skills in one of a few various ways. The second is more difficult since no interface will tell you how well you will get along with the inhabitants of any corporation. I am unsure whether or not the recent corporation recruitment UIs went in, but that would be the best first step to finding players homes which they enjoy as they learn about eve.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

There are no reasonable steps that CCP can take to ensure to the community that nothing is going on. The only way that they could ensure that would be by releasing the names of the characters that developers play, but that would open up those developers to unwarranted attention while they play the game. This then is unacceptable, and any measure taken must be taken internally.

It may be possible for the developers to release this information to the CSM of this nature, but even with an NDA, the likelihood of this information leaking and causing undue harm to the people who make the game is likely too high. Internally, every developers character should be monitored to ensure that they are not in a leadership position or advisory capacity to organizations. This will hamper the ability of the developers to play the game, but the consequences of allowing such play is larger than the damage caused to the developers by not.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

CCP has taken great steps to halt RMT in eve, and there isn't much that the CSM can do to change this. The tools exist to block sellers and buyers though they could be made more robust[where there are blocked tags, there are no allowed tags], but beyond those tools, and mechanics that make production easier or harder for non-friendly entities of the owning space, there is nothing but player participation via reporting and via not allowing isk farmers to live in your space. Low-sec and empire aren't as simple, but in the end, its aggressive action on the part of the playerbase that will slow RMT.

8. Eve is divided into 3 parts: high sec, low sec and 0.0 .As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0 .Could you please elaborate on your position regarding Empire and low sec/0.0 .What would you like to say to Empire pilots to reassure them.

There is very little difference between balancing the game between 0.0, low-sec, and empire, and nearly all participants in 0.0 have experience in all the different types of gameplay available. If via alts which exist entirely in empire, alts to get away from a long list of blues, or simply the necessity to go to empire to sell or purchase goods. People who are afraid of any "side" of the game being balanced towards are not likely looking at the big picture. There is no movement on the part of those in low-sec or null sec to do damage to those in empire, empire is just another part of the game to them.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

This is a hard one. I think there are three really important issues. Usability, siege mechanics and small force integration, and future proofing. The U.I. is a "simple fix" that you can overlay onto nearly any game mechanic, and needs to be more robust, informative and needs to be able to convey more information faster than it does. Siege mechanics and small force integration are long term fixes that base more around changing the way the game is played on a basic level. And future proofing is just something that CCP needs to learn how to do.

Candidate 11 Peri Stark

1. Please introduce your eve character.

My name is Peri Stark. I am the CEO of Blue Labs corporation which is currently a member of the Pandemic Legion alliance.

2. Please introduce your "true" self(real life).

My name is Marshall Wyatt. I live in the United states and I work in Computer Operations for a manufacturing company.

3. Why are you interested in serving in the Council of Stellar Management?

I love the universe of Eve-Online and would like to contribute to its success.

4. What qualifications do you have to serve in the Council of Stellar Management?

I have been playing Eve since early 2005. While I have played many solo games Eve and Freelancer were are the only games I have played online. I have taken part in almost every aspect of play. My corporation is mainly a mining and manufacturing group. I have mined and built ships. I have lived in empire, low sec and 0.0. I have spent time in both large and small alliances including some time role playing. I have run pos towers with reaction chains including fueling logistics. One of the things I like most about this game is the ability to create as well as destroy. My corp and I have also started to explore the world of PVP more.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

CCP has always tried to get new players as demonstrated by their priority of new content over fixing existing problems. While they have made many changes to the game in the last year to make it more user friendly to the new player I think that the difficulty of the game is what keeps many of us interested for so long. What I would like to see is more of a balance from CCP between efforts to attract new players and fixes and improvements to keep the existing ones.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

CCP has made an effort to give their employees a more public face in the community. They are also trying to make the players feel like they are more involved in the decision making as demonstrated by this board. We also have to realize that they are only human like us and we all have our faults.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

They need to make changes to mining and ridding that would make them harder to macro while making them more interesting to the

players. That being said I am not sure that I agree with their recently announced changes which I feel would cut profitability for the pilots and corps that have made mining their main form of game play. | them.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

Empire is a much needed part of the game. It is my hope that making low sec and 0.0 more attractive to players will make empire safer for the people that want to live and operate there. My biggest concerns for empire at this time are the transport ganks and the ore theft/flaging system which I feel is not working the way it was intended and needs to be looked at.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I think the most important issue is the future of the game. CCP has to keep a balance between old and new players. If they "dumb" the game down or give new players too much of a boost when starting out they will lose the older players. I think the answer is to educate new players instead of making it easier for

Candidate 12 Max Torps

1. Please introduce your eve character.

My name is Max Torps. I started playing Eve Online in 2006. After roughly a month of playing it got a bit boring and lonely not being in a player run corp so I started to look around for a likely corporation to join. There was a Great War on at the time and the Eve forums were awash with stories about it. It looked exciting but as a new player I realized I couldn't join one of the elite corporations just yet. Some time later, I saw many adverts posted for Research Associates (RESA) which was a feeder corporation for AWECO, part of Ascendant

Frontier. After time I then became the Lead Recruitment Officer for Progenitor Corporation and was also asked to be Joint Chief, which I declined.

Then the Dev accusations started and I left the game as it just put me off playing. I was then later persuaded to play again several months later.

I applied and soon joined eXceed Inc as a standard member. At that time, eXceed was in the Invictus Alliance which was resident in the Drone regions. eXceed had previously been a member of ASCN (Ascendant Frontier) so this settled well with me as I wanted to remain on the coalition side of the fence and that's where I am now.

2. Please introduce your "true" self(real life).

I'm 42 years old, male, married, live in Derby and work in Technical Support for the National Health Service. I have ran game servers and community forums for Starfleet Command, ran a guild in Everquest1 and 2 called Dawnwatchers over several years, I've ran a licensed internet radio station called CyberSpaceUK serving gamers and have also reopened StarfleetComms.com as an Eve Online blog/community site. I've visited the PVP pre-Tourney meet in Fulham last year and also attended FanFest 2007.

3. Why are you interested in serving in the Council of Stellar Management?

Because I like to get involved in the community aspect of games ever since the days of Starfleet Command 2 where I ran community forums and game servers. It's what I enjoy and I've always looked after my reputation by being fair and impartial.

4. What qualifications do you have to serve in the Council of Stellar Management?

You don't need qualifications to apply for this role. You need to be popular and that's about it- something I need to test! lol. However! If I were to say what qualities were required I'd say that the ability to be objective and reason would apply. Pretty much all I have done is summed up above with the exception of running a guild called Dawnwatchers that ran through Everquest 1 into EverQuest 2. So patience played a large part. I also worked in a volunteer

program for a game company but cannot say more than that due to NDA. I will say however that it helped me understand the wider range of issues affecting players of that game.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players away. Would you please explain what steps (if any), you would recommend to CCP in order to grow the player base and attract more new players?

I think that CCP have already started to identify the issues and are making steps in the right direction however if successful I would actively seek ideas from the player base regarding this. My personal opinion is that aggro, gang, pirate and anti-pirate mechanics and low sec should make more sense.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

The CSM is one area that I think is not only the initial first step toward restoring trust but an integral part of it. The CSM is not the same as was promised after the T20 issue and if the CSM is not the right vehicle for this then one needs to be identified. The absolute worst thing that CCP can do is launch the CSM and not listen to it. I think that would be disastrous. So I would say that the CSM needs to be

transparent and it needs to be seen to be listened to.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

I would seek players opinions, discuss with other members of the CSM and present agreed options to CCP. That is the role of the CSM. A large proportion of the player base want them banned yet there is no supply without demand. Continued removal of illegal isk as well as identifying and banning isk sellers is happening. Perhaps an additional approach regarding those farmers in action may be in order.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

Everyone is entitled to vote. Those that are voting for a pvp orientated candidate that states clearly that's what he/she is will get what they vote for.

I claim to be objective and fair with a good dose of reason. That is what you will get if you vote for me.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

The most important issue to the game I see at present is the lag and

disconnects. CCP, despite claiming there is no lag, know it exists and are already working on it. I do think that from a software engineering point of view that change and release management need to be tightened up, perhaps using ITIL methodology to improve patch experience for users. Gameplay wise, I think that we need new blood to stay I do not think the game should be dumbed down at all, that would be horrifying. What I would like to see though is a more logical approach to ganking options and low sec take place. We also need to retain the old timers so for longevity I think that we need to know what further iterations are planned for POS warfare are and also highlight workable alternatives that do not destroy current accomplishments. That's a tough call.

Candidate 13 Jade Constantine

1. Please introduce your eve character.

My Eve character is named Jade Constantine; she's a post-humanist revolutionary and anarcho-capitalist freespacer, a blockade-runner turned guerrilla-leader and sworn enemy of the four empires and the capsule-pilot tyrannies of closed territorial 0.0 on the deep-space frontier. Jade is CEO of Jericho Fraction and Executor of the Star Fraction Alliance and has been politically active in the Eve Star Cluster for five years now with a consistent agenda confronting base-human-territorial impulse and reactive distrust amongst the new immortals of the capsular caste.

Jade is a scourge of the greedy and xenophobic landholders in 0.0 space, going where she chooses and encouraging all new capsule-pilots to do the same and arm themselves well against the totalitarian regimes that would make them tithe-slaves and creeping sycophants in the name of safety and a tiny trickle-down slice of the resource cake. Jade's Personal Motto: "The question is not who is going to let me, it is who is going to stop me"

2. Please introduce your "true" self(real life).

My real name is Andrew Cruse; I'm 39 years old, a self-employed communications and business writing professional from the south of England. I've had a varied education mingling sensible qualifications with the esoteric (I've got a Master's Degree in Arthurian Literature) and in the course of earlier adventures in the realm of venture capital startups I've appeared on television in the guise of an expert on

Internet censorship and consulted for the Gartner Group at international conferences.

Though Eve was the first massively multiplayer online game I ever played, I do have a long history with social gaming and game communities, having been involved with societies in Oxford and Bangor and spending most of my adult life playing games in all shapes and sizes within my extended group of friends.

3. Why are you interested in serving in the Council of Stellar Management?

To be frank, Eve today is under threat from pressures and forces that threaten to destroy its essential nature and dumb-it-down to a far less ambitious and courageous format. Its come to the time where somebody has to stand up and say something to arrest the decline of the glorious single-server open-ended spaceship game I signed up for five years ago. This CSM campaign is about to saving the “soul” of Eve online and do to that, its necessary to fight the encroaching spread of overtly soft-core mechanics in 0.0 empire building that have the effect of strangling dynamism and reducing the attraction and accessibility of PVP combat for everyone on the server.

Let’s remember that CCP (the business) were immensely brave in pushing Eve to market with a massive degree of player freedom and a truly brutal PVP mechanic that would be unthinkable in every other MMORPG on the market. Eve stands alone in its single-server environment

and death-consequence and its continuous history and five years on still has no serious competitor in the world.

But as the game has become more popular and mainstream there has been a creep towards making things easier for space controlling powers, soft-core options for territorial empires (passive npc defence systems), space-control machinery, anti-capital ship modules, sovereignty-derived immunity and invulnerable outposts etc etc. And the collective impact of these changes has been to remove threat from what should be the most dangerous and challenging area of the game’s content, the conquest and continuing dominion of 0.0 space. The strong became stronger, castles became bigger and less vulnerable, space became many times easier to defend. The dynamism that made the game magic got strangled and replaced with boring grind. And let’s be clear on this. Making it easier for sitting territorial powers to claim and dominate 0.0 space without true competitive effort has impact on everyone. This is a single-server still, if a new character wants to go out to X region and make a name the player is going to face the same POS, system-scanners, jump-bridges, cyno-jammers and capital-ship hot-drop risk that established 0.0 warfare entities face.

For the last couple of years CCP developers have continually added weapons and techniques to the arsenal of space-holders to the current consequence that the defensive power is the undoubted king of warfare in Eve. It’s virtually impossible to take territory from an established power in the current state of the game and the technologies and modules that make this happen impact everyone, established veteran or new player alike.

This needs to be addressed and not just in terms of nerfing ships or fiddling around with the hit points on the cyno-jammer module. It needs a genuine and honest assessment of where Eve is going as a player-driven sandbox environment and what the consequence of stasis and stalemate in 0.0 is going to be, in six months, in twelve? If we want to keep this game alive we have to appreciate that new players need to have an opportunity to make a name for themselves, to carve out territory and accomplishment and notoriety of their own.

This isn't about giving a free lunch or favours to the new guys, it's about facing up to the fact that we've given too many advantages to sitting territory-claiming powers and we need more dynamism in the conflict system to keep things open and competitive.

In an empire war a pair of 1 month old characters can work together to shoot down Jade in her 72million skillpoint combat clone piloting a CNR with faction fit. All it takes is a bit of ingenuity and cunning and pairing a blackbird with the right jammers with a gank-fitted basic battle cruiser with a couple of energy neutralizers and some average damage. That is Eve, that's excitement, that's hardcore and that's why it attracts new players and it's a situation that would be utterly unheard of in any other MMORPG.

In a 0.0 war those 1 month old characters are irrelevant. Even if they have 100 friends' they are irrelevant. Established players don't even have to "turn up" to

fight these guys, they can leave it to automatic deployed defences to do ALL the fighting. These new players are going to be irrelevant until they can afford 150 tech2 fitted battleships to assault the cyno jammer and then drop a wing of dreadnaughts on a POS to complete the attack. Question is: are they going to bother?

And that's the comparison in a nutshell. One example is Eve, another is closer to whatever generic MMORPG setting you care to name where established players are never threatened by new players and gerontocracy is the name of the game. And given that half of Eve's space is the battleground of 0.0 and that's where a majority of game development and new content is introduced, that's a problem that needs dealing with.

4. What qualifications do you have to serve in the Council of Stellar Management?

What I think I can bring to the CSM role is maturity, passion and vision. I have seen the whole story of Eve online thus far and have a great sense of where the "soul" of the game can be found. The great draw is the single-server unified history, the sense that a player can become famous and influence the whole game, it's a real heady-brew for the ambitious and the talented and I'd like to ensure that this remains the case for the new generation of players coming to the game today. I'd hate to see Eve turn into a pure numbers game where individuality and individual accomplishment mean nothing next to the block votes and blob fleets of thousands of faceless drones. Eve for me is about opportunity and possibility in a beautiful sandbox environment where anything is possible. I'm pledging to do my best to preserve and enhance this on the CSM.

As a player, I've seen literally thousands of fellow players come and go during my history in Eve; I've founded alliances, destroyed alliances, and discussed every element of the game with some of the brightest minds in the history of the server. I've fought the wars, experienced the mechanics, evolved with game challenges and am very aware of the current situation of the game.

Beyond Eve I've been involved with large multiplayer games for twenty-odd years now, society-roleplay games, live-action, board games and play by mail conquest, there's isn't a significant PC RTS/wargame title in the last fifteen years I haven't played! I think it is important to have a wider scope of experience certainly, sometimes we can get too fixated on eve micro balance issues and not realise that the solutions to our problems can be found in mechanics prototyped in other games and settings. Always pays to keep an open mind.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

Accept that complexity is as much a draw as a disincentive. Some people want complexity in their games is the simple truth. CCP shouldn't dumb-down Eve to try to compete with simpler games – that's a road to nowhere really. Doesn't matter how friendly you make the AURA tutorial and new player experience – Eve

is never going to replace the basic munchkin joy of playing a default Diablo clone MMORPG and thumping eight snappoodles with your magic baseball bat to take the eight snapoodleshells back to the vendor to exchange for 100XP and a sorcerers' party hat. Don't even try!

Seriously, Eve attracts players that want to play Eve. They come for multiplayer Elite. They come for the seductive danger of the full on PVP single server environment. They are drawn by the mythology of past conflicts and scandals and happenstance and they stay if they find the adult themes and brutal difficulty level something to their taste. If you've got a defined product and established market niche you don't need to mess that up by confusing your brand and trying a misplaced campaign to appeal to the wrong demographic.

CCP today have a hit on their hands. Eve is popular; it's profitable it's funded their future development of new titles and next generation MMORPG concepts. If anything the danger is in slipping from that magic formula into a sim-city-in-space clone for nullsec warfare: that's the thing that needs addressing, not perceptions of complexity that are actually a huge selling point.

Remember what made Eve great. Maintain and enhance player interactivity in the single server environment. Improve dynamism and consequence – make Eve even more of the dramatic beautiful space opera simulator it was born to be.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Prompt disciplinary action for employees that are involved in serious breach of trust issues. Sorry to be blunt but T20 should have been sacked. The players that love this game don't need a huge elaborate anti-corruption investigation committee that becomes a bloated and alienating entity in and of itself – what was needed was a good call at the right time and put the whole business to bed with decisive finality.

Right now I'd actually say CCP shouldn't keep wasting too much time on this issue at all. What's done is done, and its time for everyone to get over it. While past corruption was sad and tawdry it wasn't entirely unexpected: any hobby with a volunteer element is going to be prone to some level of corruption, and with CCP making the change from volunteer-supported marginally profitable start-up, to full-scale professional organisation, there were always going to be some growing pangs and problems.

The wise thing to do is resolve to handle these things more decisively in the future and ensure that GM's and employees are properly on notice that this sort of thing is a matter of grievous misconduct and they will lose their jobs for it.

Meanwhile get back to supporting and

improving this we all love and make it even better. The single worst outcome this corruption scandal can possibly have is if it destroys any aspect of continuing player interaction with events, news, dev-feedback, and general cross fertilisation of creative talent. And I tell you, we the players are at least as responsible for ensuring that doesn't happen as the developers are. Just because one GM abused trust and some volunteers misused their positions doesn't make all of them dirty and the sooner the player base stops screaming "corruption" at the merest hint of something they don't like the sound of the better.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Encourage existing CCP efforts to crack down on macro-farmers/haulers/miners etc with existing and new tools. It's an ongoing problem and it's a complex one, and its important that GM's get to look at these issues in depth with a great deal of background knowledge.

Of course its very easy to say "ban them all!" but in reality this issue takes up a lot of time and focus and remember, for every increase in the number of bans for isk-buying/selling/macro'ing whatever, you are going to see some innocent players banned too by mistake and they are going to need time and sympathy for their cases to be heard properly. And I tell you, I don't think seeing a dozen rotten-isk sellers banned from the game will ever make the price of seeing one innocent/accidental player-ban from the game worthwhile or justified.

I love this damn game myself and couldn't imagine getting banned if one day if I ended up buying a ship from an isk-seller or something. Horrible really, hence I would strongly advise at all points that GM's must be absolutely scrupulous in handling these investigations and must have the highest standards of proof that EULA breach has occurred (intent as well as circumstance) before taking action in these cases. As a single practical point though. Let's have a "report" evemail option so we can automatically bring ISK-selling evemails to the GM attention without going through a formal petition form. That would probably speed things up.

8. Eve is divided into 3 parts: high sec, low sec and 0.0 .As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0 .Could you please elaborate on your position regarding Empire and low sec/0.0 .What would you like to say to Empire pilots to reassure them?

Well firstly, I don't believe Eve is divided into 3 parts as you say. I think it's all connected and cross-dependent. Let's face it, if a 0.0 corporation takes umbrage with an Empire space corporation it can send a war party to empire, issue a wardec and immediately involve itself in the target's business. Low-sec is a target destination for missions, there are resources there, and it's a short-cut risk/reward choice for many players. So I think it's not a helpful way of looking at the situation to divide

Eve into 3 "mini-servers" that don't interact. In my opinion Empire should never be completely safe and no player should be insulated from consequence and the wider impact of actions elsewhere on the server. However, where you do have a valid concern is that the CSM may well be dominated by 0.0 territorial alliance players, who will want to ensure that the grand majority of Developer time will be spent on further improving POS technology, and delivering end-game content that is of interest purely to people playing the empire building POS deployment game in 0.0. If this happens then its going to be bad for the game, since rather than adopting a more balanced approach of bringing interesting and involving new content for the entire server, we're going to see one limited play-style promoted above all else and the sandbox turning into just a series of hoops that everyone has to jump through to compete.

And I can't in all honesty reassure empire pilots that this won't happen, since the voting rules for the CSM will allow 0.0 territorial alliances to use a block vote to ensure their own candidates get onto the council and hence dominate and direct the agenda there. Only defence against this is to fight voter apathy and ensure that as many players as possible do register a vote, and do choose to avoid voting for "big alliance" names for the sake of familiarity only. Read the manifestos, inform yourselves on the issues, choose a candidate you trust to bring balance and broad diversity to the CSM be a counter to the fixed interest groups in 0.0 sending their nominees to represent only the territorial play style and territorial interests at council.

But with regard to my own campaign, I've published policy priorities on the campaign blog and it breaks down to this:

A) With confronting the current stasis and lack of dynamism in 0.0 warfare

B) With improving accessibility of conflict and consequence in empire warfare.

Specific to empire space players I want to introduce transferable kill rights to allow victims of criminal aggression to pass on their "revenge" to professions as part of the bounty-hunting career.

I want to make wars more meaningful, with objectives and time-limits and automatic surrender options explored. I want to improve the mercenary profession and make it much easier to build a reputation in this sphere, and allow any corporation to contract out military protection in a binding agreement of value to both parties. I'm very interested in seeing Faction Warfare delivered properly as an enjoyable game option for all sorts of players, empire, lowsec, Roleplay community and general PVP fans alike.

What I won't ever support is a "weakening" of Empire space to force the players there into lowsec or 0.0 as some kind of misguided attempt to provide more cannon-fodder for the entities holding space out there. I'm a strong believer that incentive for risk is the main thing, make it enjoyable to take the plunge into 0.0 space and people will give it a go of their own choice and preference.

Back in the beginning of the game Jericho Fraction ran trade goods from 0.0 Venal to lowsec Aridia because of profit and opportunity. It made sense for us because it was doable and the risk wasn't so terrible we'd bankrupt ourselves running pirate blockades. In the state of the game right now that kind of thing wouldn't be viable. Trade run profits were reduced a long time ago, and gate-camping technology has improved immensely with rapid-lock Rapiers and heavy interditors ensuring that no trade ship could run the gauntlet on a popular route.

To encourage empire dwellers to try their luck and find fortune in 0.0 there needs to be a realistic chance of success. Its all about the odds and risk/reward equation and should never be about press-ganging unwilling players into getting heinously ganked by pirates and territorial's who have made gate-camping to an artform. I'd want people to take realistic chances on profit and adventure in lowsec and 0.0 when they feel up to the challenge. But of course if they attract consequence and war-decs and hostile attention in the course of their business then Empire space should never be a shield against parties willing to bring aggression back to their door.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I'm going to say dynamism in 0.0 warfare. This is because it is an interconnected single server and a static logjam in nullsec affects everything from the price of tech2 goods, to numbers of capital ships, to practise of bored PVP ganks, to reputation of corporations and alliances, to opportunities for new players to

make a name for themselves and flourish in the environment of Eve online.

We need to get warfare moving again in 0.0 to involve the alliances out there in something other than sitting behind POS shields raking in moon-mining profits and stockpiling supercapital ships that they are most likely never going to use outside of ganking people with officer smartbombs on low-sec trade routes. Warfare is an important endgame conflict option for many people and the rise and fall of the player led empires out there forms much of the history of the game. When things stop happening and stasis rules there is no history, no drama, no heroic tales and villainous betrayals and nothing of the beautiful interactive space-opera that keeps this game fresh and attractive for each new generation of players. We really need to address this as an urgent priority.

1. Address the Cyno-Jammer issue.
2. Remove the “indestructible” flag from outposts
3. Introduce diverse goals for a variety of gang/fleet sizes
4. Make 0.0 PVP fun again

Impact on Empire is good and immediate, excitement in 0.0 leads to opportunity and dynamism and a chance for newer players to get involved in risk and profit and influencing the development of the player political landscape again.

Basically let's reclaim the “soul” of Eve and get back to playing the dark and deadly saga of immortal pilots duelling for profits and prestige in the dangerous skies of the wild frontier.

Candidate 14 Dierdra Vaal

1. Please introduce your eve character.

Dierdra Vaal is a Caldari Achura female. Yes, the one with straight brown hair. She has 17 million skillpoints, and is currently training for the final level of Tactical Shield Manipulation. Dierdra Vaal has been with Eve University for most of her capsuleer life, working her way up from a student to a teacher and recruitment officer to finally a director of the corporation. As director of recruitment, Dierdra has overseen the recruitment department of one of the biggest corporations in EVE for over 6 months, while very regularly teaching classes on Electronic Warfare, Fleet Movement and Exploration (among others). Dierdra is running for a seat on the CSM on behalf of Eve University.

2. Please introduce your "true" self.

My name is Valentijn Geirnaert, I'm 23 years old and a computer science major in the Netherlands, at the Hague University. I minor in game design, which is one of my passions. I'm currently doing an internship in a city near The Hague, where I am part of a small team developing an educational multiplayer game.

3. Why are you interested in serving the CSM?

First, I like to help people. I've been with Eve University so long because of this, and I feel that through the CSM I could help more players in New Eden. I am

also interested in the opportunity because it will allow the players more info into the game design decisions CCP makes, and that closely matches my own interests.

4. What qualifications do you have to serve the CSM?

I am good at explaining a certain subject of discussion, seeing that subject from other perspectives, and coming to a satisfactory compromise. I also have a tendency to play 'devils advocate' when there seems to be no critical views of a certain subject. While this may not always be appreciated, it does ensure that every subject is viewed critically.

As I mentioned before, I am doing a game design minor at university. Through my current internship, my university courses and work on Unreal Tournament mods, I have gained game design experience. I believe this experience greatly helps me determine the impact a certain design decision will have on the game. Even seemingly harmless changes can have unexpectedly large consequences. I have been playing EVE since 2006 and I know a lot about the game, even though I may not have been in the game as long as some others. I am also very fast learner, and would put the time and effort in to learn about subjects in Eve I know less about if they come up for discussion - to make sure I can form an informed opinion.

Lastly, I think I am good at understanding arguments made by others, and speak on their behalf. This is very important because I expect most arguments will come from regular players in Eve (through the CSM forum), rather than from the Representatives. It is important that the CSM is the voice of the many - the player population - and not the voice of the few - the representatives and their

personal opinions, towards CCP.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

This is an important topic for me, as I do intend to make sure attention is paid to issues newer players encounter - whom I believe are often underrepresented in the regular communication channels towards CCP. I also have a lot of experience with this through my work in Eve University where new players are obviously a big part of corp life.

A few things that make it difficult and complex for players are the facts that it is not always clear for a new player how they can get started making isk. Isk is what makes New Eden go round, but for new players it is unclear how to get it. Jetcan mining and missioning are fairly straightforward for experienced players, but for new players the idea of jetcan mining is completely new, and it is often confusing and needlessly complex for new players to find a proper mission agent. Another issue is the overwhelming choice of modules, ships and skills. The many choices make it much more difficult for new players to know which modules, ships or skills they should train for. These are just a few examples ofcourse.

I believe the agent finding problem can be solved by supplying a proper user interface that greatly facilitates finding a

usable mission agent. The mining issue is a bit more complex, as it requires more resources on behalf of the player than a new character starts out with (either friends with a hauler, or a hauler of their own). Still, I believe clear but short guides can be made to explain the jetcan mining system, allowing budding industrialists to start contributing to New Eden.

Making sense of the mass of skills, modules and ships can be facilitated by implementing "Suggestions" within the interface. A frigate may have a suggested ship setup for missioning, mining and pvp for example. Modules like weapons may suggest additional skills that are not required, but improve the performance of that item. The importance of learning skills and general support skills should be explained to new pilots. These suggestions should always come with a clear explanation of why this particular suggestion was made. While this seems to steer new players into cookie-cutter fittings and play styles, this is almost always in the best interest of the new pilots. They just want to get started with something that works. By the time they know how to fit their frigates, they will have become familiar enough with the interface, skills and modules that they can make the next choices on their own.

These are ofcourse just suggestions.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

I personally think the CSM can be a good tool for this. If CCP will allow the CSM to see how the game is run by the GM's and developers, the policies that are in place to ensure Fair

Play and allow the CSMs to ask specific questions about the procedures, the CSM and the Eve populace can determine for themselves if what CCP does to ensure fair play is sufficient.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Unfortunately, I cannot say I have a clear solution to this problem. As long as players are willing to pay real world currency for ingame currency, there will be people who will provide this service. I also think that the current system where players can buy Game Time Cards for isk is a good system that essentially allows players to pay their Eve subscription with ingame currency. While I am not in favour of isk farmers who sell isk for real money rather than game time cards, I believe the current policies are sufficient.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

I believe that 0.0, low sec and empire all have their own roles within Eve, and the game would not be nearly as enjoyable if this was changed significantly. 0.0

provides a very interesting environment with gameplay no other MMO offers. However, most pilots in Eve reside in empire space. Without our high sec players, we would not nearly have the industry and economy New Eden has today. Industry that is required to provide players with ships and modules. Not to mention that the different environments (0.0, low sec, high sec) allow for different playing styles, therefore appealing to a larger group of people. It is important that we remember we are playing Eve Online. Not 0.0 Online or Marketteering Online - the diversity and freedom of choice is what makes Eve interesting.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

This question is not the right question to ask. Every player would answer this question differently, based on his views and play style. One player might want to institute no-pvp zones to do his missions, another might want to turn all low sec into 0.0. But the CSM is here for all players, not for a few individuals and their wishes. I do not think certain issues are more important than others, and the representatives in the cSM should be able to discuss all issues, without feeling some issues are less important than others.

So the most important question the CSM has to answer is: How can we help make Eve Online a better game?

Candidate 15 Leandro Salazar

1. Please introduce your eve character.

Leandro Salazar entered the EVE-World in August 2005, after I was nagged for about a year by some online buddies to join EVE. After roughly 2-3 weeks of highsec dabbling, I went to Khanid lowsec, which to this very day I consider my home, even if I hardly spend any time there anymore. This is also where I fell in love with first passions: Missioning and turning pirates into corpses. And once I got accustomed to all the items in EVE, I developed my other passions, namely ship pimping and collecting rare items. Yes, I consider Entity a deity and loathe Tyrrax Thork ;)

Over the years I have been in three 0.0 alliances, though the first two were extremely carebearish and thus perished spectacularly fast when put under pressure. But most of my time has been spent in highsec and lowsec down south. And of course forum whoring, which I started with early on too.

2. Please introduce your "true" self(real life).

In real life, I am a 33 year old engineer working in the automobile industry in Munich, Germany. I waste most of my free time in front of the computer, playing games like EVE, Civilization, Football Manager or Hearts of Iron. If I don't do that, I play squash and volleyball, assemble plastic model kits of WW2 ships (I am quite the WW2 hardware nerd tbh), read SciFi/Fantasy or adventure books, and occasionally watch

a good movie or show on TV (My faves are Braveheart and Babylon 5 I guess).

On vacations, I prefer either mountains or oceans. Looking forward to have both someday soon in Norway or Scotland.

3. Why are you interested in serving in the Council of Stellar Management?

Because I love EVE and feel that I have the competence to keep or even improve what makes the game so great. Which is basically the ability to do whatever you want. I have a fairly broad scope and am something of a balance-whore, and as such I feel obliged to at least try to get on the council, as I am afraid that a lot of people with very narrow minds or personal agendas are going to try and sit in there as well. Too much influence in any direction can easily ruin the game for a lot of people, and someone dedicated to moderation must try to prevent that.

4. What qualifications do you have to serve in the Council of Stellar Management?

I consider myself pretty well versed in the universe of EVE. Definitely an expert on ships & modules as well as missions (fairly obvious from my forum stats), but also very knowledgeable in the ways of trade, politics and game mechanics in general. Of course there are aspects of the game I am relatively clueless about too (e.g. the whole T2 parts business), but learning comes easy to me if the need arises. And being a number-cruncher also helps in a game as heavily dependent on numbers as EVE. And last but not least, I possess a lot of common sense, something that definitely is in short supply more often than not at least on the EVE-O forums.

Before EVE, I have only played smallish online games, but one of them at some point took a 180 degree turn in development, which completely destroyed any fun in it for me, and I guess that experience also coaxed me into trying to get on the council, to prevent EVE from doing such a thing too.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players away. Would you please explain what steps (if any), you would recommend to CCP in order to grow the player base and attract more new players?

I do not think the councils responsibility is to get CCP new players, but to keep the game good or actually make it better for the players already there. To me, the complexity of EVE is the very thing that kept me here for so long in the first place, so sacrificing any of that to get Joe Diddy to play EVE instead of WOW would actually be something I would fight AGAINST on the council.

What I would recommend to boost player numbers would be things like 'The power of two', or heaven forbid a boxed version for sale in stores.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

Personally, while I agree that the devs absolutely MUST play the game they

create (another one of my previous games went poop because its devs did not), they should NOT immerse themselves in big groups like BOB. I realize that likely stems from the very early days when EVE was probably like a small family, but at some point of growth those ties need to be severed, at least in the game. So imho CCP forbidding any ingame contact between their employees accounts and big alliances (and actually enforcing that) would be a good start.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

They should apply the banhammer more readily against the countless glaringly obvious farmers that always go about their business unmolested even after many reports. And the reporting system for isk sale spammers needs to be improved (i.e. make it a one-click action). Other than that though I am afraid there is not all that much that can be done without totally nerfing trial accounts.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

As should be clear by now, I am an empire pilot at heart, even if right now I spend most of my time in 0.0. And I strive for a well balanced game for the solo empire dweller as well as the 0.0 fleet fighter. And I consider the

current balance in this regard more or less fine, so I would be largely advocating the status quo, even though a few changes do need to be made (for example to lowsec and the bad truesec 0.0 systems, and possibly seeding a few more highsec combat L4 agents). And if there is a choice, always go with boost over nerf.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

Right now, the most important issue I see is the ever-increasing suicide ganking. More and more people are discovering how lucrative it is, and highsec is becoming downright dangerous. Certainly it should not be safe, just safer, but neither should it be a place where you constantly have to look over our back, especially as casual player. When people can gank a T2 Battleship with the best and most expensive tanking gear available with just a handful of cheaply fitted T1 Battleships, losing next to nothing and gaining billions, something is wrong imho. And the fix for that issue would simply be the imho only logical voiding of any insurance payout when your ship is killed by concord after having attacked another player

Candidate 16 Shatana Fulfairs

1. Please introduce your eve character.

I am Shatana Fulfairs a senior director of CLS/ LOCE (Celestial Horizons/Valainloce) a small alliance based out of low security areas at this time but have been in past living working member in 0.0 and empire based corps/alliances.

As for what I do Well when I started in the eve world I had no idea how the stats would affect what skills I learnt better etc so I started off with a perception of 3 and even today with implants I only managed a very poor 15 without implants so pvp based skills are a little out of reach so I persuade with mining and manufacturing to start with and have gone on as time does toward Science and trade skills not I am heavily into mining and producing many number of ships and fittings for my corp.

I also have a character I made for pure pvp as I felt I was not taking in the full game so I got myself a while ago one of the dual deals for a second account. This was a good thing as now I can experience the other side of the game that so many people enjoy so I am non biased towards pvp'ers or industrialists alike, But do admit I am more fond of creating the ships and modules for those to use in pvp.

2. Please introduce your "true" self(real life).

My Naame is Leanna Fulford i am 33 year old woman lving in the uk i am a homemaker at this time but going to college again in september to study something close to my heart
Ive been into online games now for about 5 years coming to eve about 4 years ago.

I have ALOT of hobbies and many to many to put here a few happen to be Online Gaming, Fantasy Roleplay, Gameworkshop and alot of reading.

3. Why are you interested in serving in the Council of Stellar Management?

My Reasons for this is clear to me I believe in fair discussion and I am always ready to listen to opinion's that may be complete opposite to my own, it all needs a fair and impartial ear to listen to it. Within this I would like to represent more of the commerce and industry side of the game as this seems an area that CCP have fewer resources to apply to it and my belief is if there was more time and effort placed here it would improve the gaming experience for many of those players.

4. What qualifications do you have to serve in the Council of Stellar Management?

In my opinion i am very diplomatic and will listen to all sides of an arguement and then either agree with others or like to also place my own point in to the discussion. In real life ive not been in any real life situations like this apart from helping out freinds and family through good and bad times and we all know how tough life can be sometimes . As to qulifications for the Council i feel after 4 years in this game ive seen and done alot from living in the quiet empire mining safe asteroid belts to living in 0.0 with fighting big fleet battles to pos management ive seen alot in time from the rise and fall of some alliances of note

to the samml individual who has battled the odds and won it over and to have been involved with all this and what i have learnt from it i think will stand me in good stead for helping others to see the other sides of the game from apurly female perspective.

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

Eve needs to get itself promoted more to a wider player base more advetising for it would be a good thing as ive only ever seen eve online adds on the internet and a couple of magazines in the world i think these could prove and fill out another player base for them. The incentives ccp use like the Wingman project is a good way but that just really appeals to frinds of already established playerbase whats needed is to bring in fresh blood. so making a new push through a viarity of advertising would prove a nice place to start

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

CCP always need to look to keep house clean and by letting the player see outright that if a wrongdoing was found and the person responsible was cought then the player base needs to be assured and seen to be able to see actions have been undertaken to not allow it to happen again, so the best options for them is once they have investigated rumors

accusations they lay it out for the wider player base and show what was proven or disproven

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

This is a big problem in empire regions those player who run macro's to make this ship mine for hours etc etc but beyond finding more ways of tracking the isk farmer accounts and banning ip's there isn't much a non programmer like myself can put here

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them?

I am a good supporter and voice for the minor factions within the game as well for the major factions. The game and the people are obviously my priority, but I will say I am here for the game and the people I've met through this game. I love this game as it has a wide scope and far reaching game play. I have played this game from many sides; from industrialist as well as pvp. In my time I have belonged both to minor corporations and major alliances based in both empire and 0.0.

High sec space where a lot of people live

and work like the agent runners and builders and whole variety of them those in 0.0 etc only constitute about 11% of the player base so I believe the high sec areas is where the game needs its most development at this time

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

My feeling is the biggest issue facing CCP and that upsets the gameplay for all is the lag not just in high sec mission running and commerce portal hubs but also in large fleet battles in 0.0 I would love to find way to help CCP clear this one up for us all as would make our game play run a lot more smoothly for us all

Candidate 17 Juwi Kotch

1. Please introduce your eve character.

Juwi Kotch was created in Summer 2005, and actually a move over from my character Juwi Kotch in Ultima Online. Juwi is an odd industrialist and scientist. While he does not mine at all, he tries to be able to produce as much as possible, and run some good research agents. He is strictly Gallente, and has bought the Battleship skill only with 42 mil Skillpoints, not before he could properly fly all T1 and T2 ships smaller than a battleship, plus Transports and Freighters (again only Gallente) of course.

He just recently started to train Mining Barges, because he is aiming for flying the Rorqual, where being able to fly this uncomfortable ships unfortunately is prerequisite. Even worse, the mining. Juwi Kotch is allergic against the radiation of all mining lasers, including those used by Mining Drones, and thus having to learn mining for the Rorqual was a true torture. With his 8.5 mil SP in Drones, he has not one skillpoint wasted on mining drones, not even bought the skill. Just like missiles, the missile launcher skill group is not even listed on his training record.

2. Please introduce your "true" self(real life).

I'm a 49 year old management consultant in Germany, specialised on Business Continuity Management and Crisis Management. I have a military history as a German Air Force Officer being

assigned for 4 years to a NATO unit, and have studied political science, philosophy, and history at a German university after my time in the armed forces.

I live in a very rural area in Northern Germany, together with my wife for 17 years, and have to travel a lot across Europe and sometimes beyond for my clients.

3. Why are you interested in serving in the Council of Stellar Management?

As you can read in my campaign document, I see the future of man in EVE. Or at least part of the beginnings. I truly believe that virtual worlds will be a major part of our future, and that the more complex and sociable virtual worlds are the predecessors of what will come.

I want to shape this future a bit, especially since I see that some things are askew. In virtual worlds the age old fight between The Evil and The Good has found a new battleground, and it looks like that what has been established as rules and restrictions is very much in favour of evil behaviour. I try to work against this, and I believe that a construct like the CSM might have some powers to actually achieve something in correcting this disbalance.

4. What qualifications do you have to serve in the Council of Stellar Management?

I have experience as a player of MMOGs only, but that for 10 years now. I started in Ultima Online in autumn 1998, and moved over to EVE in Summer 2005, after UO has deteriorated to much into a WoW clone. You see, I'm generally in for the long haul... By the way, I don't play any single player computer

games at all, I don't even have one installed on my computers.

I have founded the Virtual Life Vanguard Corporation in Spring 2006 with just me, and have build it up to a corporation with it's own Outpost in 0.0, and close to 150 pilots from nearly 100 people from all across the world. After I have seen that the structures, ideas, and systems I have created for my corporation worked as intended, I stepped back as the CEO and remained as the spiritus rector with a honorable director position and powers. I still own all the shares ;).

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

I actually don't know if we should do that, and I don't think that this should be the role or a role of the CSM. It is exactly this complexity what makes EVE standing out in the MMOG market, and although this is not for everyone, it fills a niche, a niche I would like to see filled. So if there should be any activity to grow the player base, then it would be with more and better advertising of what EVE has to offer, but not with adapting it to the mainstream tastes.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

That is a PR task. I'm a professional in Crisis Management and what has happened was a typical reputation crisis. CCP has acted perfectly as a demonstration of how not to act. In a corporation the size of CCP you can avoid such activities among your employees. Knowing this, you simply should take steps to be prepared when such happens and to be caught off guard like it had happened. When you are prepared, you have prethought your reaction, and probably taken professional advise how to deal with such, and can avoid or at least mitigate such a reputational mess.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

I believe that CCP is not interested in getting rid of those farmers, buyers, and sellers. They all represent paying customers, one way or the other. And I must say, personally don't care that much. Again, as a Business Continuity professional, I have tool at hand which is called Business Impact Analysis and Risk Analysis. With those two methods you can calculate the costs and likelihood of actually confronting those costs. With this you can calculate what those farmers, buyers, and sellers cost CCP in revenue and profits. You then can budget for an effort to mitigate that abuse of our universe.

8. Eve is divided into 3 parts: high sec, low sec and 0.0 .As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0 .Could you please elaborate on your position regarding Empire and low sec/0.0 .What would you like to say to Empire pilots to reassure them?

My corporation's headquarter is in Usi, in high sec. We have an outpost in 3-J, a system in Oasa. I believe that the variety of the EVE universe is one of its merits, and I don't intend to change that. High Sec, low sec, and 0.0, all have its place in our universe, and all need to be kept. There might be some requests to shift some details in favor of the one or other, and I would look into it closely, but sceptically. I have changing the present balance of high, low, and zero sec not on my agenda.

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

I have three totally different things on my agenda:

-> The Bad Guys. You can be bad in EVE without any real punishment. Empire protects you. I want to change that. I would like to propose a bounty hunter profession, which allow to legally kill murderers in Empire, for those, who cannot do that themselves. Which are exactly those, who are the preferred targets of the Bad Guys.

-> Ambulation. I want it. I would like it promoted, set up higher on the agenda, and sped up. And I would like more information about it. What leads me to my 3rd point.

-> Information. I think that CCP does not inform its players enough about what is happening, about what is planned, about what they are doing for us. I'm sure they are doing a lot of things for us, but I frequently see lengthy threads on eve-online without any Dev response at all, and the number of Dev blogs is continously diminishing. They are surely busy, too busy to write on boards of Blogs. So why not install an internal correspondent, who doing nothing else but interviewing the Devs on subjects rising on the boards? And publishing the results. Just as an idea...

Candidate 18 Hardin

1. Please introduce your eve character.

I am Hardin, a reasonably well known member of the Curatores Veritatis Alliance (CVA) - which is a roleplay alliance based in Providence and committed to extending the Amarr Empire into 0.0. Obviously as an Amarrian loyalist I believe in the supremacy of the Amarr race, slavery and lots of other evil things which are of course fully justified by my Amarrian religion :P

In terms of what I primarily do in EVE that really depends on which of my three characters I am playing.

Hardin - my original makes his ISK these days by creating alliances for people and also by collecting datacores from his team of agents. I started Hardin on day 1 of EVE and being a complete noob decided that uber Charisma was clearly the way to go - which is why Hardin now has 28 Charisma. This in turn led Hardin down the path of running agent missions and a later focus on 'leadership skills'.

In terms of ships Hardin tends

to fly his Damnation the most, dishing out nice bonuses to the rest of the gang. For the first year or so Hardin was based in Empire as part of PIE Corporation earning ISK via mining and mission running.

At the moment Hardin tends to be based out of the 'Deliverance Reclaimed' Outpost in 9UY when not travelling around Empire in his speed executioner creating alliances for people. Hardin is seen by many as the public face of the CVA and classified as the 'chin with the spin' by some of our more vocal opponents...

Hardin operates probably the best known and respected alliance creation service. The numerous references and comments from happy customers (<http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=492021&page=1#1>) are testimony to my honesty and ability to get things done.

Siobhan - is my more PvP oriented account and I probably spend more time active with Siobhan than Hardin. Siobhan makes isk normally through NPCing in Providence although in general she is subsidised by Hardin's alliance creation income. Siobhan generally flies Amarrian battleships as her ship of choice but is also qualified for Dreads and Carriers. Siobhan is normally based in Providence or

combating pirates in low-sec Amarrian space.

Gaint Killer - is my final character which I created primarily to try out a different race as Hardin and Siobhan are both Amarrian. Gaint is focused on EW and is currently training Recon V. Gaint has no industrial skills whatsoever and is subsidised by Hardin and Siobhan.

In brief, I have experienced both the 0.0 and Empire elements of this game. I have been involved in both the 'small gang' and 'big blob' elements of PvP. I have been taken part in both attacking and defending POSes. I have spent months mining, I have spent months mission whoring, I have spent months NPCing and I have spent even more months PvPing. All of this gives me a broad overview of game mechanics and how EVE operates (although I have to admit I wouldn't know one end of a BPC from the other :P)

2. Please introduce your "true" self(real life).

I am a Director of a small public relations business based in Wimbledon, UK.

I am now based in South

London although I have also spent two years living in Drogheda in Ireland and seven years living in St. Julians in Malta.

I am 34 years old and outside of EVE my main interest is other games i.e Hearts of Iron II, Total War Series, Civilisation Series, Football Manager plus various FPSs - my favourite being Team Fortress II - at which I am spectacularly crap...

I enjoy travelling and am fortunate to get to do a lot of it through work. My favourite cities are Amsterdam, Copenhagen, Barcelona, Madrid, Krakow, Prague and New York. I also had a great time in Helsinki once ;-)

I enjoy going to the movies and have wide and varied taste - and while I do admit to having a fondness for the big budget action spectaculars such as Gladiator, Cloverfield, 300, Sin City etc. I also like the more thoughtful stuff like Amelie, American Beauty and the Shawshank Redemotion. Last movie I went to see was 'Son of Rambow' which was brilliant as it brought back all my memories of being in school in the 80's (jeez I am an old fart!)

Music is another big passion and I try to get to live events whenever I can. I have just succeeded in obtaining a ticket to Glastonbury 2008 (<http://glastonburyfest.org/>?)

[page_id=16](#)) and am really looking forward to it despite being 10 years older than the average attendee and not being particularly great at camping :-)

In terms of my education I did succeed in graduating with a BA in Social Policy from Royal Holloway, University of London - not quite sure what relevance that has to EVE or to my present career but hopefully there is a huge RHUL contingent playing EVE who will vote for me now :p I really enjoyed my time there particularly as my course was completely unstressful and there were lots of pretty buildings like this one: <http://www.victorianweb.org/art/architecture/holloway/1.jpg> around.

I love scifi/fantasy literature to the point of geekhood as my groaning bookshelves will testify. I also enjoy a good night out with mates, as my groaning wallet will testify!

3. Why are you interested in serving in the Council of Stellar Management?

I am running because I love this game and I want to see it get better. The issues that led

to the creation of the Council of Stellar Management did damage the credibility of EVE and CCP and I had several friends who quit in disgust. While that episode is in the past now, I want to ensure that such events never occur again and believe that we, as players, should seize this opportunity to actively scrutinise CCP's operations.

4. What qualifications do you have to serve in the Council of Stellar Management?

I have absolutely no 'gaming' qualifications or gaming 'work experience'. What I do have is bucket loads of gaming experience. My interest and involvement in gaming started back in the good old days of the original Atari Console and those funny pub based Space Invader arcade games. This progressed onto my beloved C64 (Spectrum still sucks :P), my Amiga (Atari ST still sucks :P) and then finally onto PC after I first saw Wolfenstein and Ultima Underworld... I have dabbled in console gaming but am always drawn back to the timesink that is EVE and as a result my XBox, XBOX 360 and PSP are all gathering dust in various corners of my home! In terms of MMO's my first real experience came in the shape of various online MUDS which I discovered when I started Uni. This progressed onto a text based

browser game called Planetarion - and if people think EVE is sometimes hardcore then they have clearly never played Planetarion! I eventually migrated on to EVE but have also spent time playing Everquest, LOTRO and most seriously WoW for about six months. My experience playing these games and interacting with those communities has given me a good understanding of game mechanics and what works and doesn't work!

On a separate note I have been involved in 'rl' politics (although not for the past five years). As part of this I was elected as a local Councillor representing residents in the area in which I lived. As a local Councillor I have experienced 'committee work' and the difficulties in conveying the views of my constituents to an entrenched 'bureacracy'. I believe this experience will come in handy on the CSM!

5. Throughout Eve's existence, the common word used to describe Eve has been complex and that has sometimes pushed potential new players way. Would you please explain what steps(if any), you would recommend to CCP in order to grow the player base and attract more new players?

One of the most significant problems of older games with established communities is that they can become too cliquey and 'difficult' for newer players. One game where this problems was at its most extreme was Planetarion and was in fact (in my opinion) the game went into decline. CCP has already done a lot of work making EVE more accessible to new players and I would like to see that work continue. Various players have at times created great guides and resources for new players (I actually wrote the original skill guide back in 2003) and I think it would be helpful if CCP could somehow standardise some of these into a formal new player guide.

6. In the recent past, there has been a few scandals involving CCP employees and CCP has seen players confidence diminish. What steps would you advise for CCP to take, in order to restore the community's trust?

I am a great believer in transparency and openness. As a PR person 'irl' I always advise my clients that honesty is the best approach. Some people believe that PR is some Machiavellian artform designed to baffle and confuse however in my experience trying to manipulate, lie and cover things up will ALWAYS come back to bite you in the arse! So my advice for CCP is to be open and honest about what their objectives are. If, for example, they want to change a particular element of the game to make it more appealing to newbies they should just say that - no matter how many old players it may temporarily piss off - because in the long run maintaining your integrity will win you more customers than you will lose.

7. One of the major issues in Eve is isk farmers/buyers/sellers. As a member of the CSM, what steps would you take to try and resolve this major issue?

Well the resolution of this issue lies firmly in CCP hands. As a CSM member, and particularly as a member of an alliance whose low-sec area has frequently been over run by macroers, I will be a strong advocate of more effort being put into banning those behind these activities. Certainly I am aware of the frustration of reporting blatant macro activity and then nothing happening having experienced that myself.

8. Eve is divided into 3 parts: high sec, low sec and 0.0. As you have probably read on the official forums, many high sec pilots are worried that the CSM members will work on balancing the game toward low sec and 0.0. Could you please elaborate on your position regarding Empire and low sec/0.0. What would you like to say to Empire pilots to reassure them.

I am fairly open minded on this subject and to be honest don't have any strong views or bias on this matter having lived in both Empire, low-sec and 0.0. As such I will listen to proposals on this subject and support those which I think are in the best interests of the game long term. I am sorry if that is not

very reassuring!

9. In your opinion, what is the most important issue facing Eve Online? How do you propose to fix or try to fix that issue?

Lag is quite clearly the most important issue. However I, as a CSM representative, cannot do very much about it particularly as I believe CCP already put most of their effort into improving things. As a 'vet' I can remember when we organised an RP event in Amarr in 2003 and 100 people showed up. The system crashed, all the surrounding systems crashed and the game was simply unplayable. Last week I was involved in another event in Amarr and there was 400 people in local and the game was still functioning reasonably well. Then on the same night we had a fight in 49- in IAC space. About 150 MC/KIA jumped into the system with a slightly larger number of defenders in place on the gate. It could have been a really epic fight. Instead we spent about 90 mins playing EVE Slideshow where a seemingly random group of people on each side could actually lock and shoot. A very frustrating experience!

So while I recognise that CCP have made major progress over

the past few years we as players will continue to push the boundaries and therefore CCP need to ensure that they continue to focus their efforts on this area and as a CSM representative I will do my best to ensure that they do not lose sight of this.

In terms of something more tangible I am also very interested in changes to POS warfare/Sovereignty. I am slightly concerned that some of the candidates seem to be pushing an agenda on this issue with no real recognition of game balance - nor recognition of the efforts that existing sov holders put into obtaining and then maintaining sov.

I agree that changes are necessary and believe that CCP should be looking at this area however I will try and ensure that everyone's voice is heard and that CCP is not forced into making drastic changes without first hearing ALL opinions.

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