CSM8 - January 2013 Summit Minutes

List of Sessions:

Note: The 7 CSM members physically attending this summit were Mynnna, Ripard Teg, Malcanis, Mangala Solaris, Progodlegend, Sala Cameron, and Chitsa Jason.

All other CSM members were remotely attending via Lync, with Ali Aras, James Arget, Mike Azariah, Sort Dragon, and Trebor Daehdoow at every session, and Korvin at many sessions.

Session length was less standardized this summit than in previous. The sessions are divided by topic rather than time spent, with subheads where appropriate. Thanks go to CCP Logibro for his work taking notes during sessions.

Session 1: Tournaments

CCP: Fozzie, Bro

CSM: Chitsa Jason, Mangala Solaris, Malcanis, Mynnna, Progodlegend (PGL), Ripard Teg, Sala Cameron; Ali Aras, Korvin, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

Bro opened the session by explaining his role as an eSports and tournament advocate for CCP. He also briefly reviewed the tournament plans CCP has for the coming year (NEO, AT12, et cetera). He then asked for general feedback on how tournaments are run as well as CSM thoughts on the NEO format versus the alliance tournament format (teams vs alliances, banning, prizes).

Ripard began by saying he was pleased how the CCP tournament runners and the SCL team have been collaborating, taking each other's ideas, and learning from them. But he was also quite concerned that there are two gaps opening for tournament players, a "player gap" -- players who had a lot of tournament experience and skill versus those who do not -- and a "money gap" between teams that had access to a lot of ISK and tournament prize ships and teams that do not. He pointed out that since there are typically only prizes for first and second place, really good tournament pilots were gravitating to really good teams instead of building new strong teams. That creates a gap between what he called "tier 1 teams" and "teams that get their butts kicked by tier 1 teams."

Malcanis agreed, drawing parallel to other sports. He suggested that perhaps there should be an entry level tournament where there is a maximum account age with a lower prize pool. Bro asked if people thought there would be demand from the community. CSM agreed there would be. CCP and CSM discussed a division-level breakdown of tournament teams in which particularly good, rich teams would be set against each other, while lower division teams competed to get into higher (and better-rewarded) divisions, picking up prizes along the way.

PGL noted that the tournaments take a lot of time, and not everyone will be able to spend multiple weeks to invest the time required to compete at a high level.

Chitsa recommended taking a look at player-run options for tournaments. Bro was glad that was brought up, because he was interested in looking into it. The SCL came up again, and Bro and Fozzie discussed the logistics involved in running the SCL and the amount of Fozzie's time it occupies. On that note, Ripard presented Fozzie with a custom-made hooded sweatshirt declaring him EVE's first "T2 developer" in thanks for all that he does with the CSM and the SCL staff.

Bro asked about the potential for player-run tournament tools, and discussed arenas that would allow for some level of player interaction in an emergent way but still support tournaments.

That done, there was a great deal of discussion about the tools that are used by CCP to run the

tournaments and CCP's reluctance to make those tools available to players generally. This lack of availability means that the SCL has no choice but to heavily rely on the goodwill of a dev or two to help run their tournaments. In particular, Ripard noted (and Fozzie agreed) that during each SCL, the tools have failed for some reason requiring the intervention of CCP Veritas or other CCP devs. Fozzie pointed out there was a great deal of potential for abuse in the tournament tools.

For this reason, Ripard noted that any tournament should stay on the test servers if it is player-organized.

There were some questions about isolating tournaments on Tranquility somehow. Malcanis said they should never occur in null to prevent meta-game situations, and that player-run tournaments could potentially be housed in high- and low-sec deadspace areas. PGL suggested having a tournament server/client used for that sole purpose. The CSM and CCP discussed tournaments with SP or account age limitations. Ripard mentioned that at EVE Vegas, the tournament was done using fixed ships and characters resulting in a tournament where player skills and tactics were the only things that mattered.

Fozzie replied that it was more of a philosophical question if player skill should ever be the only thing that matters in EVE.

Sort raised the idea of a "champions' league" where player-run tournaments are qualifiers for a larger CCP tournament, possibly with options for divisional play. Divisional tournaments were brought up again and discussed a bit more. Ripard cautioned that if divisional play was implemented, good tournament players might try to sneak characters into teams in each division -- "Garmon might be a pilot in a Division III team, an FC/target caller for a Division II team, and a theory-crafter for his Division I team."

Sort asked how many people have expressed interest in running tournaments. Bro stated that many people haven't contacted him specifically. CCP has considered doing tiered tournaments. CCP considered regionally-based tournaments, the inability to segregate players by locality would make it difficult. The same conclusion was reached for EVE location.

The CSM and CCP briefly discussed other tournaments which would be interesting to run and watch.

The current tournament tool still needs some work; hopefully it will get the resources it needs. However, Veritas has now been promoted, so he doesn't have the time to work on it. Ripard asked if there was enough demand to justify work on the tournament tool. Fozzie stated that in the past that this has not been the case. PGL disagreed, noting that the tournaments need the tool to work better in order to garner more interest (so it's a chicken and egg situation).

Bro concluded the session by stating that if EVE had the tournament tool to allow people to easily run more frequent tournaments with prizes available to all levels of players, there would

likely be a spike of interest in tournaments. James said that maybe there should be a best new team prize.

Bro said he would add a post to the forums for feedback from the CSM.
[Said post landed in the Assembly hall.]

Session 2: Localized Communities

CCP: Vesna Prishla, Phantom, Leeloo, Dolan

CSM: Chitsa Jason, Mangala Solaris, Malcanis, Mynnna, Progodlegend (PGL), Ripard Teg, Sala Cameron; Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

Vesna opened by explaining the current state of localization, specifically for Russian speakers. Chitsa asked how many Russian players use the Russian client, and Leeloo said it was about 72%. Vesna explained how every so often some Russians "boycott" the Russian client due to its state (via the official forums).

Phantom talked about the German translation process, with translators going to the community and asking if things seem right in context. Leeloo says the Russian teams do the same.

Ripard asked how much feedback they get, with Leeloo saying the 1.1 changes got 20 pages of feedback for Russian. Vesna said that about half the feedback is less than constructive, with the other half being positive or constructive. Phantom said that while negative feedback is useful, it's better to have constructive feedback, specifically why something is disliked.

Ripard asked if the community team does talk to the current localization teams, and CCP confirmed that there is some communication between them.

Ripard highlighted that SCL has a Russian stream, with about 12% of their viewers watching it. Leeloo responded that about 20% of the AT viewers watch the Russian stream.

Phantom discussed the new German version of the EULA. Reception is positive from the German community. The CSM asked about translation into other languages, and CCP responded that it's definitely something that they would like to do in the future.

Chitsa asked if there are any differences between the different EULAs; Phantom said there is not.

Mike brought up the topic of localized CSM minutes, and CSM representation by the different groups. Timing of localization was brought up, but Phantom talked about how much information there is to translate, and how CCP has lots of other content that still needs to be worked on.

Ripard pointed out how Russians have much better representation on the CSM than the German community, and there was some discussion about why this is the case. Ripard stressed that the German community will get CSM representation when the localization team does a better job of advertising the CSM election process to that community. A German CSM

representative would then be in a better position to help the localization team resulting in everyone winning. Dolan agreed, and said he would get some basic CSM information to Phantom as soon as he could for translation.

Mike asked if there was a requirement to speak English to be on the CSM. Dolan replied that there isn't a hard requirement for English, but you must be able to communicate with CCP, which covers this point. He pointed out there have been previous CSM members with low skills in English, but they have still been able to participate by having other translate for them, and were still being able to communicate effectively. Ripard pointed out that Russian CSM delegates in the past have been able to function in English and the successful future German/Japanese/et cetera CSM representatives would too.

Phantom pointed out one thing that doesn't help is that CCP only has an English and Japanese community portals, which means that there is a higher barrier for our German and Russian players. This means they don't have access to things like RSS feeds, and they have to go hunting on sites such as the forums. There are plans for German and Russian portals.

Dolan said that many CSM members have members in their alliances or corps that speak other languages, so they could ask those that speak other languages to them and have them translated.

Phantom asked for what the CSM would like to see them do. Chitsa would love to have a Localization Skype channel so they can throw around some ideas. Mangala brought up the topic of foreign language town halls, and talked about the possibility of a foreign language CSM process discussion. Ripard talked about how voter participation is much higher in English speaking counties than others. Dolan said that when CCP focuses on foreign speaking groups, they have high turnout. Sala said he fielded lots of questions in German at the last town hall. Malcanis suggested a foreign speaking town hall combined with the CSM election announcement and process details to help drive involvement. Adding text translations shouldn't require too much of a change to the current town halls structure where questions are taken from the in-game chat channel.

Ripard pointed out that in the last "reasonable things" event, submissions were submitted in languages other than English, then discarded as there was no one to translate them, and this is something that should be addressed in future reasonable things efforts.

Vesna asked for final words.

Mike said the very least CCP can do is to get CSM communications translated. Ripard advised that CCP, the CSM, and the community "get people from these communities in to champion this agenda."

Session 3: Ship Skins and A New In-Game Store

CCP: Xhagen, Guard, Delegate Zero, Fozzie, Legion, Ingo, Scumbag, Scarpia, Bettik, Masterplan, Lebowski, Karkur, Skrekkur, Sharq, Nobody, Explorer, Thomas

CSM: Chitsa Jason, Mangala Solaris, Malcanis, Mynnna, Progodlegend (PGL), Ripard Teg, Sala Cameron; Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

In-Game Store

Legion started with the store overview. First, he specified that the store would be moving up a level, to the "account" level and would be available at the character selection screen. Purchases would then be assigned to characters. The store would look more modern rather than like an Excel spreadsheet. Aurum wallets for characters would be removed, with the wallet balances transferred to the account level (all Aurum on all characters on that account would be moved up).

There was some discussion of how purchases would be received by individual characters. Ripard suggested using the existing redeeming system, something which is proven to work, rather than reinventing the wheel. Malcanis pointed out that wormhole players cannot redeem items as they cannot dock in WH space.

The backend would use the Virtual Goods Service (VGS) like DUST. The NeX store is a hassle to manage; VGS is much easier to use and doesn't require developer time, freeing time for other features. This will make it easier to change and add things. The plan is to sell existing items and services in the store. CSM asked whether the current multi-character training method will change, and CCP replied that this hasn't been decided yet. Malcanis asked about further changes, such as switching character gender. Legion said that more things are being considered, including changing gender, bloodline, race and maybe more. The CSM stressed that CCP should consult with them prior to implementing any potential new character services, and CCP agreed. Xhagen explained that there are some technical hurdles to implementing some of these, but the devs would explore what is possible.
CCP Legion then showed a wireframe layout of the new store, including splashes and offers. CCP would like to implement a recommendation engine that would give personalized recommendations for people.

As well as standard categories like "clothes", "ship skins", and "character services", there would also be sections like "new items", "popular items", and promotional items on sale. Trebor suggested "Pod Pilots that killed you recently also bought" as a category, which was met with lots of laughter and some agreement.

The team expressed desire for the store to offer the ability to deliver to a specific character and

there was again some discussion about using the redeeming system and perhaps adding refinements to that in the process. The team would like to eventually add an option to be able to directly gift it to another character.

Ripard brought up the topic of corp/alliance mandated items, for instance "if Rote Kapelle wanted everyone to wear orange and black, or Goons wanted everyone to wear yellow shirts." Legion said there is the idea of wish lists, and it could tie into that. Malcanis discussed the possibility of ship skins licensed on a corp or alliance level.

The team would eventually like a "My favorite items" section so you can add things to a wish list. Mike asked about removing the gender restrictions on items, and the answer was there might be some model issues. Game design has no opposition to it, and the main blocker is from art tech.

CCP would like to improve the item preview by showing it on your character instead of a generic model. CSM asked about the ability to show multiple items in the preview window, and CCP Legion said that's a future plan, but not expected to be in the initial release.

The CSM pointed out that the majority of people only see the face, so it might be good to focus on that. Ripard noted out the majority of the opposition to the initial NeX store was to the high cost of purchases, combined with the timing and external factors. While not opposed to the idea of expensive items, there is definitely a need to also have much cheaper items alongside them so that players have options.

The CSM discussed the plans for ship skin releases.

Mynnna asked that the line of female clothes be more interesting and varied, pointing out that the selection is even more awful than what's available for male avatars. Ripard asked for more color variants. Mynnna asked if it was possible to just allow for players to just select the color from the base model. Ripard and another CSM member mentioned it would be great if you could pick a base item in the store and it would then offer you the color selections for that item as options for the base item rather than list the colors as separate items. There was some discussion of the old racial character portrait items. Malcanis wants the old Minmatar mask, and Ripard wants the old Gallente headdress.

Character transfers will not be a part of this system, but there are thoughts about adding a proper character bazaar. Chitsa asked if there will be a team dedicated to the new store full time; there will be a group of developers who will handle its ongoing maintenance. Development teams will be assigned to it as needed when new services or features are being added.

Ripard pointed out that this strategy continues to set EVE apart as having three currencies: ISK, PLEX, and Aurum. Were there plans to reduce the number of currencies to two? There is no plan to sell game time through the new store. Game Design said that, long-term, they would like to collapse things to just two currencies. Several CSM members pointed out it would be quite

simple to sell game time through the store: one month game time: 3500 Aurum (the conversion for one PLEX).

James asked about a corp wallet for Aurum. CCP said they would keep it in mind.

Ship Skins

The ship skins in the store at release are going to be a pilot program for skip skins in the future. This will use a different functionality than if it was fully developed. The purpose of the initial roll-out is to test out price points, see how skinned ships are treated by players, and learn other things.

Malcanis asked if the skins were destructible. CCP Fozzie said they will be.

Mynnna said they should be a new fitting slot. CCP Xhagen said this was one possibility. He then explained that the pilot program would use a BPC that has the original ship as the input and the skinned ship as output, with manufacturing times as short as possible. BPCs will likely be only one run, but this will depend on how easy it is to make the system put out variable run BPCs. As a result, the initial ship skins will actually be separate types of ships. CSM requested that ships be renamed so that they would be consistent on the overview, instead of Sarum Magnate and Tash-Murkon Magnate, they would show up on the overview as Magnate (Sarum) and Magnate (Tash-Murkon) or the equivalent. CCP agreed this was a good idea.

At the moment, the skins are locked to ship type but this may change in the future.

Ships being looked at are the old tier 3 battleships, tier 2 cruisers, and the Merlin, Rifter, Punisher and Incursus. The ships chosen were intended to be iconic examples of each race's ships.

Mynnna asked if sorting on the overview would change with these skinned ships, and Fozzie said it would. He also mentioned that this would not be the case in the final version. PGL mentioned as long as the ship name is first, it should not change the order too much.

Sort asked about capitals and supercaps, and CCP replied that while they know players would like them, they would much more difficult to implement, so likely not yet..

Chitsa asked about the lighting level, and how this would have an impact, as well as performance optimizations, as many players play with their view zoomed out.

T2 ship manufacturers are going to be avoided for now, but they may be releases as the models for T2 ships are updated.

The CSM and CCP then discussed other possibilities for future customization.

Fozzie also explained that there are plans to not make every ship skin available through the

new store, but to have some available via other methods. One possibility is to have the old Police Comet skin available via the CONCORD LP store.

Ripard asked about the price point. Fozzie said it's still being worked out, to which Ripard replied that the first ones need to be really cheap.

Xhagen asked what price point would be acceptable. Malcanis said a frigate should be $0.50. Xhagen asked about a Titan skin, and the various CSM members gave price points between two and eight PLEXes equivalent.

CCP Xhagen also pointed out that all these should be able to be sold on the market. When PGL asked about permanent skins, CCP replied that there are no plans for that. Mike proposed that the skin cost be a percentage of the hull, but Fozzie said that skin price should also be based on the survivability of the hull. Xhagen cautioned that there is also a need to make sure the skins don't inflate the value of a hull too much.

CCP and the CSM discussed possible future additions and changes to skins, as well as the possibility of low uptake on the initial release. Players may hold onto their Aurum for future skins. The possibility of providing a trade-in for remaining "test" skins was discussed.

Session 4: Team SuperFriends

CCP: Punkturis, Legion, Paradox, Scarpia, Manejoron, Greyscale, Tuxford, SoniClover

CSM: Chitsa Jason, Mangala Solaris, Malcanis, Mynnna, Progodlegend (PGL), Ripard Teg, Sala Cameron; Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

The first topic was the ESS. The CSM is happy that the ESS has moved from receiving uniformly negative feedback to having some positive feedback, although some people still strongly dislike it. SoniClover said there is still some good feedback coming from the public, and they're still looking at it. The idea with the ESS is to give players more options to choose the amount of risk they want to take.

Regarding general disruption gameplay and missions, that there need to be varying impacts aside from the general reward for come kinds mechanics. Malcanis asked if it was along the lines of "Player A has reason to stop player B from completing a mission for corporation C". SoniClover said not necessarily, but there needs to be some impact outside of the reward for the player. Greyscale said that the idea is to make people care about the people completing missions due to the knock on effect of the completing missions.

Possible example mechanic from SoniClover: imagine if manufacturing costs are influenced by how many "bad guys" are taken out by mission runners. Mike asked if the reverse could be true, and SoniClover said possibly. Chitsa said the effects need to be visible to players, not hidden.

Ripard expressed concerns that these mechanics would affect player activity, such as all manufacturing moving to Caldari space due to the number of mission runners working there. SoniClover responded that the way to make it work is to have several parallel balancing factors. For example, the most desirable manufacturing locations are based on proximity to trade hubs. So a choice in the future might be "do I manufacture near a trade hub, or manufacture cheaper?"

Mynnna asked about making the ESS payout a "faction" LP rather than the navy LP (tradable similar to CONCORD LP, but only with a specific faction). SoniClover responded that there might be issues, but maybe it could be looked at as part of an overall overhaul of the LP system and standings.

With regards to the standings system, PGL recounted how S2N had to spend two weeks grinding Amarr missions in order to enter Faction Warfare. SoniClover also added that it doesn't completely make sense that you might have to grind mining missions for two weeks in order to get access to a particular locator agent. While this is not a driving force of development, it's something they are certainly trying to keep in mind.

Moving back to the ESS, PGL noted that there needs to be more incentive to actually exploit them. He described using scouts/intel and alts to basically make it impossible for a roamer to extract anything from the ESS. However, Ali and Ripard pointed out that using a scout means there is another character not earning ISK.

Roaming is not as popular due to the extra time required to scan anomalies compared to belts. SoniClover said the key thing with the ESS is it breaks up the possibilities of how you operate in your space, and give you some options. Running the same thing for 10 years is pretty boring. The ESS is a wrench in that system that stirs the pot a little. It's supposed to break up the monotony, and encourage people to figure out how to use them properly.

SoniClover also mentioned missions. Missions haven't been looked at for a long time, and were written when the available DPS was much lower. Malcanis remarked that he could almost run some missions just from muscle memory. SoniClover countered that some mastery of the missions was desirable, and that previous tests with more randomization in missions were not received that well. Bringing it back to the ESS, Malcanis pointed out that PvE ships were very ill-equipped for defending an ESS. PvE ships are very finely tuned for tackling specific NPCs (PvE is too safe and predictable), while PvP requires a very different ship fitting.

SoniClover said that he thinks CCP can make PvE more like PvP when it comes to fitting, and add some unpredictability and make it less safe. One of the things the team is looking into is how they can make NPC ships more like player ships.

Chitsa and James compared wormholes to L4 missions. Even though for the most part the mechanics are well known by WH alliances, there is still challenge to running sites in WHs due to the group dynamics and the high power of the involved parties. Malcanis suggested that agents could start giving out more difficult and unpredictable missions with higher rewards. PGL mentioned that keeping options available for short play sessions is important to allow people who only have short chunks of time to still play and participate.

SoniClover said that especially in PvE, things don't change unless CCP changes it, and then it stabilizes again. The desirable way would instead be that things in the environment would change dynamically but slowly over time, preferably in response to player actions. Malcanis suggested dynamic LP store costs. Costs would increase and decrease with popularity.

Another thing SoniClover proposed was adding secondary objectives that would be much harder to complete. Mynnna remarked that we already have some of these (Angel Extravaganza). Mike suggested that the strength of the rats could be tied to faction warfare status, or another part of the game. PGL said that care needs to be taken to make sure the losing side doesn't get bonuses.

SoniClover next brought up tweaking vs adding new content, and making sure the new stuff is worthwhile without obsoleting old content. Malcanis immediately asked why anyone would

complete L1-3 missions when we have L4 missions. SoniClover then went back to the main point of making sure that new content doesn't obsolete everything else that exists.

PGL listed some drawbacks of newer, more lucrative content (incursions, WHs). He then pointed out that in 0.0, no one ever really uses their space. He said if there was a scaling set of options for income, scaling with risk vs reward, use of space might be more worthwhile. Roaming is a waste at the moment because there is little reason to undock to fight. If there was a very valuable but risky activity this might prompt people to actually fight against roamers for it.

SoniClover pointed out that some 0.0 areas are much safer than others due to the people that live there. Malcanis suggested that the availability of the risky areas should be tied to ship losses. Ripard pointed out that the pirates don't go to the actual dangerous systems. He said that null-sec entry systems like EC-P8R should be a -1 system because the traffic flow is really high, and that an actual safe system in the middle of nowhere should be -0.1. "Pirates go where there are ships to shoot," he added.

As time was running out, Mynnna changed to topic to siphons. He pointed out that the POS owner always loses due to the passive destruction. Malcanis suggested that the cycle time could be increased. Mynnna countered that the siphon should instead only take from the silos (and destroy material) when the user comes to loot.

SoniClover was asked if the siphon was intended to be a grief module. He replied that it was supposed to be a little griefy. Mynnna explained that in its current state it just creates more work for the individuals running the POS, and it is very hard for him to place bounties on the siphons to get them killed by other players. SoniClover explained that before siphons, the only way you could interact with the hostile POS was "do I have enough firepower to take it out" and the siphon now add a new way to interact with them.

PGL said that while it's good to give more options for interaction with the tower, the current one is just an automatic win from the person using the siphon. Even if the people placing don't even loot the siphons, the POS owner still loses. Mynnna is fine with lazy POS owners losing to siphon activities, he just wants some way to shift the burden from the individuals that manage the POS.

PGL highlighted that the effort required for the siphoner is much less than that required to remove the siphons, and that preferably the amount of effort should be similar from both sides. SoniClover proposed an idea off the top of his head -- a new siphon that would harvest twice as much, but only stores 24 hours of material. The session ended before this could be discussed.

Session 5: Game of Drones

CCP: Rise, Arrow, Xhagen, Ytterbium, Maverick, Sharq, Nullarbor, CCP Rubberband

CSM: Chitsa Jason, Mangala Solaris, Malcanis, Mynnna, Progodlegend (PGL), Ripard Teg, Sala Cameron; Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

CCP and the CSM discussed some of the wider issues behind areas of upcoming changes in the summer release. A full account will be posted after related features are released.

Session 6: Nullsec

CSM: Sala Cameron, Mynnna, Progodlegend (PGL), Malcanis, Mangala Solaris, Chitsa Jason, Ripard, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

CCP Attendees: Fozzie, Greyscale, LogiBro, Dolan, Delegate Zero, Rise, Ytterbium, Bettik, SoniClover, Masterplan, Manifest

Fozzie mentioned that 0.0 changes are on the SuperFriends 20% excess dev time and that Greyscale and Fozzie want to be as involved as possible. Mynnna asked for preliminary ideas for things on that might be on that time. Fozzie and Greyscale made it clear that there are many different ideas about the direction for sov as they go forward.

Fozzie mentioned that reduced power projection is definitely something they want to look at and address, including how it affects impromptu fights like Asakai. PGL noted that it would be nice to not have every FC in the game show up to every notable fight that lasts any appreciable amount of time.

Fozzie stated that one of the potential ultimate goals is for things to happen simultaneously in order to split up fights, and that this should not primarily involve shooting structures. PGL brought up the danger of making smaller more elite groups split up, and Fozzie replied that larger groups will have to split up as well making opportunities for rapid reaction by smaller groups.

Ripard mentioned Perpetuum Online's tug-of-war sov system as a potential example worth looking at, as are the tug-of-war sov proposals that have been put forward over the years. In particular, he noted the Perpetuum system includes multiple sov "nodes" that appear in each system on random schedules that have specific objectives: some are mining, some are ratting, some are PvP "defend" or "attack" and that such a system would directly encourage null-sec alliances to bring in a lot of different types of players.

Greyscale noted that whatever system ends up happening should be interesting for the next five years rather than be interesting on release but quickly turn monotonous and boring as it is sorted into a simple flow chart. Several CSM members noted that sov warfare has become quite "procedural" in nature and that rather than grinding every single structure, sov groups tend to gravitate toward deciding things with one big battle around one of those timers. Ripard added that flow charts obsolete alliances that don't operate well within that flow chart.

PGL started a longer discussion on this point, noting that the current method of sov warfare breaks down to either a headshot or mass reinforcement to wear down the enemy. Malcanis joked that the point of sov warfare had become "making the enemy's game suck more than your

game sucks."

PGL said the boring warfare comes from the defenders' advantages (timers to choose fight times, and a cyno jammer) and the fact that the attacking and defending fleets are exactly the same. He noted that defenders should get more advantages out of actively defending space and that right now there were few advantages to defending except for picking the timer on which you were going to have the one big battle. Ripard interjected that the defender can fill up the system more easily, and PGL and Fozzie disagreed.

Greyscale stated that while it is important that sov be skill-based, giving the attackers and defenders separate but equal options might be worth pursuing. Fozzie recalled the conclusions on sov that were arrived at by CSM7, that the problem was not the sov mechanics, but that living in someone's space requires taking their sov.

PGL noted that the only part of his space that is important to him is his staging system, because even if they run out of money, they can jump clone to highsec. PGL declared that if he actually had some reason to care about his whole space, and a chance to win fights rather than just waiting for the enemy to wear themselves out, more fights might occur. Scarpia stated that currently, wars of material attrition hardly exist, and CCP should focus some of their efforts on making those work.

Mynnna added that the current attrition isn't attrition of resources but attrition of the will to log in. Everyone agreed.

Mynnna also described a cutoff problem in terms of space actually worth defending -- unless a system is able to spawn hubs, nobody is willing to actually live there. Ali declared that all systems should be desirable to live in at some level, but Greyscale noted that the important difference is to whom it is desirable. Ripard pointed out that this goal of the sanctum/hub nerf had backfired; even smaller groups don't want to hold these undesirable systems and big alliances want to hold them as buffer zones.

Mynnna discussed the problems with current nullsec geography, particularly in regions like the drone regions, Delve, and Querious. He observed that the wide separation in light years between e.g.: drone regions and Geminate/Vale that made it inconvenient to project capital force did have an observable effect on the geopolitics of that area and had been instrumental in allowing less powerful alliances to survive in drone space

Delegate Zero asked a high level question about mechanics that alter the geography of EVE and the ability for players to potentially alter that geography. Discussion of the potential consequences ensued.

Greyscale discussed the eventual goal -- that the victory grind is no longer something anyone has to do. PGL discussed the tradeoffs between defense and money making in system. Fozzie noted that it's important that defensive abilities never become too strong.

Fozzie referenced his idea for large scale monuments to create emotional connections rather than monetary connections. Fozzie noted in reply to objections that a goal is to make it so that choosing space on your own should have some advantages over space held at the whim of their allies.

Malcanis noted that there are only really three alliances in the game that feel confident enough in their spaces to ever put up a monument because they are the only three that are confident that they can win any single defensive fight at will. Other alliances in game do not feel enough emotional connection with the space they live in to make "monuments" an effective mechanic. Fozzie gently disagreed and stated his opinion that alliances would place the monuments into systems that had emotional value for them. There was some discussion of whether players would put up such monuments and if they did, would they bother defending them? Mynnna joked that there should be the ability to deface the monuments if they were added.

Fozzie and Bettik asked what would happen if all mineral compression was eliminated tomorrow, along with titan bridging freighters, forcing 0.0 groups to mine and build in their own space. The initial response was that sov alliances would simply relocate to high-sec entrance points and import their requirements, or simply move to low-sec staging points. A rather intense debate followed, discussing the effects of wars on resource attrition, local build, and how much incentive 0.0 groups would need to build locally compared to the current overwhelming incentive to build in high-sec and import from there. The general CSM consensus was that such a move would backfire.

Mynnna ended the meeting by insulting all industrial alliances and saying that they will never be more relevant than a PvP alliance who does industry as a hobby. Or it might be more delicately put that Mynnna made an accurate, evidence-based characterization of the historical relationship between purely industrial focused 0.0 groups and PvP focused groups…

Session 7: Multi-Topic Session

CCP: Fozzie, Masterplan, Greyscale, Legion, WhiteNoiseTrash, Delegate Zero, Sharq, Explorer, Bettik

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

This session was made of multiple smaller sessions.

NDA'd Minor Feature Discussion

A CCP team working on a small quality of life feature wanted CSM input on it, and took a small period of time to present it. CSM feedback was positive, and the CSM hopes the feature makes it in game.

Starbases and Future Starbase Replacements

With Fozzie, Greyscale, Sharq, Masterplan

Implementation on a full replacement for starbases has not started, but there is design work on-going.

When asked about mobile depots, CCP responded that some of the code will likely be reused in the future. The system the mobile depot is based on is designed for lots of different types of structures, so it is a reasonably safe bet that new starbases will be based on it. CCP did confirm that the code does lend itself well to this kind of modification.

Everyone understands that new starbases are very important. When asked about any interim improvements, Fozzie stated that personal SMAs would be nice, but the design still needs more work. James asked about XLSMA access rules. Masterplan says it needs some time.

PGL asked if it was possible to add a new role similar to starbase management, just minus disabling a POS/take fuel role. Masterplan says roles like this are one of the first ones they will look at when doing the corp roles revamp.

Chitsa asked about alliance bookmarks, and Fozzie said there were issues since alliances don't actually exist as in-game structures. The discussion then moved to sharing bookmarks, Masterplan said there would be issues with filtering them. CCP Fozzie said that if alliances actually became entities then they could get alliance bookmarks working. Sort asked if alliance fittings would be a thing, and Greyscale replied that if alliances became real entities they could

do more or less anything a corporation could do.

CCP Fozzie then asked if the CSM though it would be better to just permit corporations to join other corporations, so that you could have corporations within corporations stacking as players wanted.

The CSM was receptive to the idea. Masterplan then went further to propose that characters could be part of multiple "groups" within an alliance which would supplement corporations.

Ripard noted that it could make it easier to anchor starbases in high-sec by having the members with high faction standing move to a sub-corp. CCP Fozzie replied it might be nicer to just fix the very high standing requirement needed to anchor a starbase in highsec. Ripard was extremely supportive of this idea and it was moved to the private section of the forums for discussion.

Discussion of several starbase-related features has been redacted due to NDA. The issue of being able to see what was docked at a starbase (if that was implemented) was raised.

Wormhole-related topics

With Fozzie, Greyscale, Bettik, Masterplan

Chitsa brought up the topic of Black Holes. He said they're not worth living in at all, and suggested making them provide industrial bonus effects. When asked what the current effects were like, James described them as "putting on a blindfold and going roller-skating on an ice rink". Fozzie says that CCP could consider changing them, but they would also want to consider changing other systems, such as Pulsars and Wolf Rayets (mostly due to inability to buff capital reps because of those systems). The CSM expressed their support.

The CSM inquired about mining stats in wormholes, and the possibility of adding a mining bonus for Black Holes. CCP expressed interest, and will look into it further. Some of this data was later presented to the CSM by Fozzie on day two. Chitsa has provided CCP with feedback threads from wormhole forums regarding Black Hole systems in order to understand the issue better.

CCP Bettik then suggested a mad science idea, where incoming wormholes would not spawn the signature for the K162 immediately, but instead it would be delayed for an amount of time. James disapproved strongly of the idea, and expressed that such an advantage should be balanced by being unable to leave the grid until the signature is spawned. Chitsa got excited and strongly approved of the idea.

CCP Bettik then explained that there are two options, where they could just delay it on the sensor overlay, but not to probes, or they could delay it for everything, including probes. Chitsa suggested a delay of three minutes, while CCP Fozzie proposed it could be a variable number

of minutes. Chitsa was supportive of the idea. Malcanis suggested that the delay could go down to 0 minutes. Chitsa expressed that such mechanic would increase wormhole PVP as well as reinforce wormhole space as a harsh space to live.

Chitsa asked if it was possible to make it so the signature will appear if someone warps away from it. CCP Fozzie responded that it would be a little bit more complicated. CCP Masterplan also stated they could make the delay based on the mass of the ship traveling though the wormhole.

Malcanis proposed that obstructions might be added on the opposite side so that you can't immediately cloak for the first minute or so that the wormhole's life. CCP Bettik was still opposed to it as it would add complications. Chitsa agreed and expressed that such feature would need to be as simple as possible to understand.

Chitsa proposed the idea of making some wormholes more valuable than others. For example some wormholes could have dual statics or increased chance of outgoing connections. Greyscale agreed that it would be something interesting. Chitsa expressed that such system would be great as players would need to find out by themselves as to which system is more valuable. James proposed the effect could even be a roaming effect. CCP and CSM were in general agreement that it is something worth looking into.

CCP suggested making w-space systems less profitable the more POSes there were in the system. James explained that this was effectively true already, as there is no way to increase income and the more players, the further income needs to be split.

Greyscale asked what would happen if K162 wormholes did not spawn a signature, and was strongly rebuffed as this would vastly reduce the number of connections available in w-space.

Masterplan proposed adding some more systems without any moons. This was well received as well. Chitsa mentioned that such idea was already discussed a while back and it was called C7 space.

Greyscale then proposed making ships not disappear on logout in this new space.

In summary, Bettik said his take-away was the geography needed a bit of a shakeup, rather than just the content. Chitsa agreed with the idea of shakeup as wormhole space has not had its fair share of shakeups compared to other spaces.

Smaller unrelated topics

With Fozzie, Greyscale, Bettik, Masterplan

Ripard brought up the topic to logi on killmails. Masterplan said he just needs some time as he

has a rough idea of how do it, but there are some issues to resolve, such as the logi that repped the killed person showing up. Malcanis asked if it would be possible to show how much they repaired. Masterplan said it might be.

Outpost destruction was raised. Malcanis pointed out that the feature had been requested by CSM 5 via a proposal authored by one of the handsomest of all CSM members. Greyscale confirmed that outpost destruction was desirable, and the barrier was mainly a game design one rather than a code issue although coding would not be trivial. Some discussion of ways to prevent individual players being crippled by outpost loss, and also of relevant clone mechanics. Multiple outposts also raised ("If Nonni can have over a dozen stations, why shouldn't VFK be able to as well?"). PGL objected that could mean systems that required billions of HP of structure grinding, Mynnna countered that any such change would necessarily be connected to changes in sovereignty mechanics.

Ripard asked after the status of CREST. The team working on this remains enthusiastic about its capabilities and promise. While some of the discussion of the issue is NDA, the gist was that to get it implemented, time and resources would need to be devoted to standing this feature up as part of a future release. The team encouraged the CSM to lobby to CCP Seagull on their behalf when she returns from maternity leave.

Session 8: Veteran Topic

CSM: Ripard Teg, Sala Cameron, Mynnna, Malcanis, Progodlegend (PGL), Mangala Solaris, Chitsa Jason, Ali Aras, James Arget, Trebor Da, Sort Dragon, Korvin, Mike Azariah

This section will be made available when the topic is announced or discussed external to CSM-CCP communications.

Session 9: Ship Balancing

CCP: Fozzie, Rise, Ytterbium, Xhagen

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Progodlegend, Malcanis, Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Korvin, Trebor Daehdoow

Rise opened with a number of quick balance questions, and asked the CSM to vote on them by show of hands (all votes but one yes-no):
Double AB velocity bonus on Sansha ships. CSM response: 11-0
Should Mach/Cynabal get nerfs? 3.5-6.5
Should Nestor have covert cloak (no bridging) 1-10
Should Serpentis Webs be 10% or 7.5%: 7.5 – 2.5, 10 – 8.5
Should we roll back rapid missile changes? 1-10 General consensus that the CSM liked the basic principle, but that the numbers needed tweaking.
Should drone assist be flat capped at 50 to any character: 5.5-3.5

Regarding the Mach and Cynabal, Ripard voiced the opinion that the ships were a bit too easy to fit but otherwise agreed they were reasonably balanced. For the Nestor discussion, the CSM consensus was that a T1 battleship should not have a capability that black ops lacks. For Serpentis ships, Ripard voiced the opinion (that most agreed with) that the Serpentis ships fill an important niche and are not overused, nor overpowered within that niche.

For rapid missile launcher changes, Rise continued a CCP-CSM discussion that has centered on making reload timers visible for active modules, particularly those with long reload times like the ASB, AAR, rapid missile launchers, and the new bubble launcher. The CSM has talked with CCP Karkur to see if reload timers like this are possible since it would improve the practical utility of these modules.

With other issues out of the way, the conversation turned to drone assist. On day one of the summit, Rise had suggested on the private section of the EVE-O forums that drone assist be capped at 50 drones maximum to any given player: either full flights from five carriers or full flights from ten standard drone ships.

This suggestion and the topic of drone assist in general prompted a long discussion. It started with discussion on whether this cap is sufficient, whether drone assist should exist in the game at all, or whether drone assist should be removed for just sentries. For the CSM, Malcanis, mynnna, and Mike Azariah all thought the 50 drone cap was fine. Progodlegend and Sala Cameron both thought the cap should be 10 players rather than 50 drones, to promote scaling. Ali Aras felt that drone assist should be removed from sentry drones altogether (which Mike Azariah also supported) and Ripard Teg felt that drone assist on *all* drones should be removed

from the game. Other CSMs disagreed with that last, as the CSM felt that drone assist in non-sentry areas was fine.

CCP suggested that removing drone assist from sentries was undesirable, as it created a special case where some drones could not be assisted and others could. Ali Aras pointed out that this already exists for ewar drones, and CCP indicated that they were not happy with that and wanted it fixed, not to add to it.

Regarding Progod's suggestion of a player cap over a drone number cap, CCP said that the cap was indeed supposed to hit carriers harder than subcapital ships.

There was also discussion regarding ships that commonly use sentry drones in fleet fights. Fozzie explained that limiting assign to squad members (another means of implementing the player cap) would be developmentally expensive and would cause undue server load.

There was a brief discussion of whether drone assist could be added for logistics drones with Fozzie indicating that he found this suggestion reasonable and would see what he could do.

This extremely long and heated debate took up most of the session. The ship balance team listened to all sides, took a lot of notes, and said the discussion would continue on the private section of the EVE-O forums, which it did prior to public release.

Discussion then moved to bombers, with PGL saying that they were arguably more of an issue than drone assist. He pointed out that as it is, you don't see cruiser or BC or shield BS fleets in fights, entirely because of bomb risks. He highlighted where he's seen bombs failing to destroy other bombs, resulting in more damage. Sort confirmed that bombers had made it effectively impossible to bring BC fleets, and mentioned the chilling effect on training new FCs with cheaper ships. Fozzie asked if bombers were weakened significantly, would we see anything other than battleship fleets. Various CSM members responded they would likely bring more fleets other than battleship fleets. There was general agreement that bombers should be able to punish careless or bad FC decisions, but that it is currently simply too easy for them right now.

Session 10: Science and Industry

CCP: Arrow, Greyscale, Xhagen, SoniClover, Rise, Legion, Punkturis, Tuxford, Paradox, Ytterbium

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Progodlegend, Malcanis, Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Korvin, Trebor Daehdoow

Ytterbium opened the session by going over general changes CCP intends to make in the summer. These include refining skill changes so you need less of the specialized refining skills and making outposts and starbases more efficient. CCP is also planning to set the "perfect" refine to about 80%, and also relatively increase the amount of minerals derived from ore so as to maintain the overall amount of minerals entering the game and give some headroom for future refining bonuses. Korvin asked if there could be changes to minimum volume, with Greyscale saying it's possible but there were some kinks to work out.

Ytterbium added that compression is also going to get nerfed, with the mineral yield from ship and item reprocessing to be greatly reduced. The CSM noted that this might affect mission runners as less experienced mission runners derive a decent amount of their income from reprocessing mission loot. CCP mentioned that the optimal income from missioning was blitzing. Ripard stressed that reprocessing mission loot was an important source of income from newer players who might not know about blitzing. Malcanis explained (with Ripard's concurrence) that it is if you're high SP, but the lower your skills, the greater the relative value of the loot. The CSM was also concerned that this change in the absence of other changes might seriously hurt any remaining nullsec production, as looting/salvaging is a major source of new player income in sov 0.0 where there is very little other low-end PvE content, but would wait to see any further changes.

The CSM then discussed further NDA'd changes, which will be made available when the topic is announced or discussed external to CSM-CCP meetings.

Session 11: Early Concept Discussion

CCP: Falcon, SocksFour, Rise, Fozzie, Xhagen, Masterplan

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Progodlegend, Malcanis, Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Korvin, Trebor Daehdoow

CCP brought the CSM an idea in the early phases of design for feedback. The CSM had a mixed reaction, but the discussion was productive. The minutes from this session will be made available when the topic is announced or discussed external to CSM-CCP meetings.

Session 12: UI

CCP: Karkur, Punkturis, Arrow, Xhagen, Delegate Zero, Optimal, Sharq, Explorer, Colgate, Frellicus

CSM: Ali Aras, Sort Dragon, Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Mike Azariah, James Arget, Trebor Daehdoow

Arrow started off by talking about notifications. He first asked how long they should be retained. Initial discussion clustered around three months, but Malcanis proposed that the time should be set by the player, with a separate option for each category of notification. Arrow then added that a new notification system could have options as to what notifications you receive. Many CSM members expressed a desire for options that reduce spam from the notification system (especially POS spam), and some emphasized that it would be nice to remove notifications entirely for some characters (such as alts). Sort Dragon also asked if some notifications could be expanded or made opt-in, such as "member leaves corporation". Arrow then asked if a hard cap of six months expiry would be enough; the CSM members agreed. Mynnna asked if it was possible to add a search function for notifications and mail. Apparently mail search is difficult to implement.

Arrow then moved onto new Neocom icons. These new icons are designed to be more readable and distinctive, but there would be some testing before they were finalized to make sure that they were still suitable. Ripard noted that the icons shown were monochrome, and that many players might currently identify icons with the assistance of color. He also noted that many icons had similar shapes and that it would be quite hard to differentiate between them at a glance. Mike Azariah countered with a comment that color blind players don't benefit from this and would appreciate more color-agnostic UI elements. Arrow agreed that many icons in the UI currently look very similar to items, and making icons more abstract could help new players better identify what are items, and what are icons. PGL suggested that adding back the ability to expand the Neocom to show icon labels again would make it easier for new players to identify each icon. Color was suggested as something that might help, but Arrow suggested that it might be instead used to represent state. There were still some concerns as to many icons looking similar, but Arrow said there will be more iterations to come.

Karkur then presented a large number little things coming with Rubicon 1.1, which have been released in a devblog. She then briefed the CSM on her personal wish list for similar little things to be released between Rubicon 1.1 and the summer release. Many of these changes were met with cries of "Yes please!" from the CSM.

Finally, CCP has fixed a defect related to delayed update of pilot status in fleet.

The CSM then asked if it would be possible to actually number people in a squad so as to make fleet commander's lives easier, and/or keep squad members in some sort of sorted order. There was a brief discussion of how fleet tactics are determined by the UI, e.g. cap-chains being sorted in a channel because the channel displays a consistent ordering of names to everyone.

The CSM proposed a few other additions, such as batch fitting and saving modules in cargohold in fittings as well as public fleet links. Mangala stated he would like to see a master channel window with multiple channels in one window. There was some discussion about how the chat interface should look as a long-term goal. Several CSM members expressed enthusiasm in the idea of an interface that would show all of the channels a player was connected to with the ability to separate or combine these channels into either multiple windows or even a single window. CCP agreed the interface could use some modernization and that discussion of this topic should move to the forums.

Session 13: Marketing

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend, Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

Minutes from the majority of this session will be made available when the topic is announced or discussed external to CSM-CCP meetings.

Marketing

CSM had the opportunity to catch up with CCP Pokethulhu. Ripard asked "Can we talk about the store?" Ripard and other CSM members expressed player concerns about the EVE store and the very limited number of items available for sale. "I can't buy so much as an EVE branded coffee cup," Ripard said, "and it's not like you don't have the products. I want to buy THAT," he said, pointing at a Sisters of EVE t-shirt CCP Falcon wore to the session. "I want to buy the Data Archaeology shirt I saw devs wearing in August. The products are out there. You need to add them to the store." Several CSM members added that if CCP doesn't make the products available, EVE players will buy knock-offs from others who will and CCP won't get the money. Mike said a booth at Fanfest would be sure to sell out any real products. Pokethulhu explained briefly about CCP's relationship with Musterbrand but said that the company has started having the same concerns as the players. He took lots of notes and indicated these concerns would see some action.

There was some further discussion about other CCP marketing efforts (the Dark Horse comic, the TV show) but specific details are under NDA for now. The CSM was shown a prototype of the EVE Source handbook promised at last Fanfest and it looks very cool. The remainder of the session was spent in the important work of "oooh"ing and "aaahh"ing over it.

Session 14: Community

CCP: GM Grimmi, Guard, Falcon, Dolan, Bro, Arkanon

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

EULA/TOS

The first question related to the change in the EULA/TOS regarding impersonation rule changes earlier last year. Grimmi asked if it should be changed so that people could impersonate others freely. The CSM argued strongly that people should be allowed to do so. "If you are dumb enough not to check who they are, you deserve it". PGL then explained a common method where people spam applications from cyno alts claiming to be someone else in the group. The CSM did say they still support action against people that use the UI to try and seem like they are someone (such as upper case I vs lower case L). The CSM said that you should be allowed to make stupid decisions, and that people shouldn't be able to just run to the GMs when they make a mistake.

Bro asked where the line should be drawn as far as impersonating names. Malcanis pointed out that there is a difference between claiming to be a particular player, and trying to use someone's name to impersonate that character.

Arkanon asked then about new players, and how they could become vulnerable to people scamming them via this method. Several people pointed out that scamming in the recruitment channel is prohibited, but Mynnna pointed out that people just use the channel to find people and then open up a private channel to get around that rule. There was some more discussion about how to possibly help new players with this issue, and the CSM suggested that it would be better to educate, rather than try to enforce, especially due to the possibility of communication outside of the game. Ali Aras suggested creating a scam info page similar to the one used by Craigslist. CCP agreed that this would be an excellent idea, but would have to look into how best to express such a message.

Following this meeting, the requested TOS changes are now back to CCP's legal department, who would need to draft updated language.

Canning Gates

Malcanis inquired about the policy regarding cans in space around gates. There was some discussion about what constitutes "causing undue load." This discussion morphed into a side

discussion about GM consistency. Ripard was concerned that while one GM might find a particular name or a particular number of objects around a gate acceptable, another might judge differently. He made a plea that there be "subject matter experts" among the GM team. CCP replied that they already use a similar system.

Naming Policy

The conversation then moved to the naming policy, and the incident the previous year where a corporation's name was changed and then the change was reverted. PGL proposed that the policy should be amended to allow GMs to inform corps that their name will be changed in a few days and give them time to supply the different name. CCP responded that in most cases characters or corporations that are reported are bad enough to be immediately renamed.

Live Events

Next up was Live Events. The CSM noted that the public perception of the latest event was that it wasn't run optimally. CCP agreed, and explained some of the circumstances surrounding the event in question. They also explained some of the differences between live events and dev roams, as well as some of the things and constraints they operate under.

Some concerns about CCP stepping in the sandbox with live events, especially null-sec, were brought up. CCP was very sensitive to concerns about messing with null-sec. On the other hand, some CSM members (Ali Aras and Malcanis) pointed out that live events and the lore *were* a part of the sandbox, and it was unfair to expect null-sec to be exempt from this.

Dolan then polled the CSM regarding the optimum frequency of live events. The poll was separated into dev roams and live 'Lore' events. There was also some discussion about how "big" live events should be and how much and how they should be promoted. The CSM indicated that more frequent Live Events would be a good idea.

Third Party Support

The topic then moved to Community third party support programs. There have been some issues in the past, and recently there has been a near complete stop of all support for community programs. CCP then asked what the CSM thought as far as community programs.

Regarding the Somer Blink incidents, there were two issues: the prizes for the raffle, and the gifts to all the staff. Ripard said that giving them Gold Magnates to give away was clearly a mistake, but giving them completely unique ships made just for them to give away wasn't much better. In his opinion, the line was crossed when the Ishukone Scorpions were given out. CCP explained that the Scorpions were supposed to be more widely distributed, and that this was not

as clearly communicated as it could have been. Ripard pointed out that giving Somer these 20 billion ISK ships en masse as one of the very first groups to get them was clearly a mistake, particularly when that particular organization is already so rich.

The CSM noted the issue of who was handed the Scorpions first (while they were still valuable) and the issue of support for sites that were making a profit, either in or out of game. CCP stated that they would still like to provide some level of support for these sites. Ripard again brought the discussion back to items of in-game value and pointed out that with such a large staff, Somer benefited more from the same give-away than a smaller group would have. "Are their contributions 30 times more than other groups?" CCP said that they might be and that they would want to remain the final judge of which community groups provide the most benefit on the largest scale. Several CSM members were not entirely satisfied with this answer and the discussion continued for some time though no consensus was reached.

Dolan then asked for feedback on some policy ideas around supporting efforts. The first of the policy points related to the nature of rewards, both out of game and in-game. There was some discussion around in-game items for competition rewards, and where the line should be drawn. The issue of transparency for rewards was brought up, and CCP stated that they would like to work on this.

On the topic of monetization, Guard outlined how the revised policies will dictate that one of the requirements would be that you could not gate access. The content must be freely available, but you would still be able to make money via advertisements or voluntary donations.

Session 15: Future of Big Fights

CCP: CCP Logibro, CCP Fozzie, CCP Veritas, CCP Greyscale, CCP Rise, CCP Masterplan, CCP Bettik, CCP Prism X, CCP Merovingian, CCP Hedgehog, CCP Habakuk

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow, Korvin

The session opened with the basic premise that the CSM believes that as the game advances and grows, especially with the future vision of player constructed stargates, it will have to be able to handle extreme-load situations more effectively.

Ripard summarized the major issue: two years ago -- when TiDi was introduced -- a "big fight" in EVE was about 1500 people. Now a big fight is double that. TiDi bought EVE Online two years but now we're starting to see the same problems that prompted its creation in the first place: module lag and unpredictable behavior in the midst of a fight in particular. Ripard noted that just before the summit, a 1500 person fight took place in Hysera ("Which worked fine!" Veritas interjected, and Ripard agreed) and a 4000 person fight in HED, which worked... less fine.

CCP noted that any solution to large player numbers causing extreme server load will ultimately be a combination of improving game performance (performed by Team Gridlock and tech teams) as well as game design choices de-emphasizing large blob combat as the end-all of nullsec warfare.

CCP Veritas gave some of the background and history of Team Gridlock in EVE, starting with "In the beginning, someone decided to write a spaceship game in Stackless Python." Everyone laughed and replied: "This made a lot of people very angry, and has been widely regarded as a bad idea." He gave some of the technical detail behind what causes lag, stating that the underlying framework that makes spaceship combat work has grown organically and there was never a design or an architecture around it.

The new Team Gridlock introduced themselves. They've recently been "buffed", with the largest number of programmers in the history of the team. Veritas is no longer part of the team as he is now the Technical Director of EVE. They discussed some of the current issues related to EVE Online performance and core limitations in the code. They also discussed the upcoming work on "Brain in a Box", stating that this would be the first big project for the reformed team, and would significantly reduce the load caused by transitions like docking, being killed, or jumping. There were quite a few other ideas that Gridlock is looking at in the future, but they made it clear that it was difficult to give any sort of ETA as the work was so hard to compare to previous tasks.

Finally, they noted that the idea of "just add more hardware!" is a non-starter because of the

way EVE is architected. One system goes on one node, the software is single-threaded and there's only so much CPU power a single node can supply. Single core processor performance hasn't improved (Ripard noted that if anything, it had gone down a bit) and the main improvements in core performance are coming from better memory management. Veritas stated that at best, a 20% increase in performance might be available on the hardware side using the best servers CCP can get.

Ripard commented to the rest of the devs in the room that Gridlock has done some amazing work in the past and will no doubt do amazing work in the future, but that it could not go on forever and the growth of big fights in EVE is not sustainable in the long term. There was no real disagreement on this point.

The session then transitioned to the game design side of things. CCP emphasized that no single change would ever be considered "sufficient" and that this is an issue that will need to be attacked from multiple sides. The two major focus areas that CCP expect to have the largest impact on fleet performance are power projection and sov capture mechanics. The easy way to describe the distinction: power projection changes make fights like Asakai smaller and potentially encourage people to fight closer to home, while sov capture mechanics would take big pre-planned fights like HED and spread them out a bit. The majority of CSMs felt that fights between 100 and 300 pilots per side were ideal, culminating with large battles, but mechanics force repeated large fights. A significant minority enjoy and even seek out large battles, being a core of their playstyle.

The CSM and CCP discussed the effects of power projection in EVE; there was a diversity of opinion. Some CSMs (in particular, Malcanis) suggested that any sort of force projection limitation would have to be extensive, especially with the effects of TiDi slowing down big fights. It doesn't make a difference right now if fleets show up two hours after a fight starts when a fight lasts for 15 hours (note: this session took place before B-R). This discussion continued on for some time. Sov mechanics, lengthy timers in particular, were highlighted as a driver of "oversized" fights.

The CSM and CCP discussed various ways to spread out set piece fights through sov capture mechanics. This conversation was quite spirited, with several of the standard ideas that are usually thrown around making an appearance. One of the clearest problems that CCP was particularly interested in was the constant problem of a giant blob always being the best way to simply disregard the objectives, and demolish the enemy so that a fight can be won at a later date with ease. Malcanis pointed out that any mechanics intended to spread out fights and thus reduce fight size can be countered by simply bringing even more people. Thus attempts to control fight sizes in this way will fail unless there is a steep opportunity cost to bringing "everybody". PGL pointed out that unless you are willing to give defenders some form of force multiplying advantage during the actual fight, then there is no way to get around the "blob my enemy win the objectives later" problem. He mentioned that other than a cynojammer being deployed in system, there is currently no difference between defending or attacking once the actual fight starts on an IHub, SBU, or other sov objectives (stations do have some mild

advantages).

The session wrapped with some more discussion about null-sec combat and future design, with many of the FCs in the meeting having strong opinions; there was a consensus that force projection and blob warfare were not in an acceptable state, but no consensus on appropriate fixes or changes.

Session 16: Team Space Glitter

CCP: Affinity, FoxFour (SocksFour), Abraxas, Sisyphus, Xhagen, Red Dawn

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow, Korvin

Space Glitter has been formed to develop content tools within CCP. As a quick refresher, the current tools are beyond terrible, and they need a lot of love. The team are currently researching tools used by other companies as a foundation to prototype new content tools for EVE.   As the team's programmer is on paternity leave, the team is mostly working on research into content tools used by other companies and engines, with the end goal being the ability to create new NPCs "in less than five weeks."

CSM asked if Space Glitter was a feature team. SocksFour replied that they were, but much of their work was aimed internally, and their external focus was more on fixing content they could with the current tools.

The first item on to-do list is proper NPC authoring tools that make adding new NPCs much easier. This is because all other forms of PvE will involve NPCs in some way. Currently, creating even very simple new NPCs requires work across myriad database tables and functions within the game resulting in the creation of NPCs being an enormous time sink for devs. This applies to even relatively simple uses of those NPCs such as the new ghost sites.

When asked about the rat AI, FoxFour and Affinity explained that the new tool will be used for the creation of new NPCs; the AI (or behavior of the NPCs) is a separate feature and not one the team have current plans to focus on.

One of the goals in improving PvE is to add more variability to the experience.

PGL brought up that unless there is some actual randomness, there will be very little challenge as players will optimize. SocksFour noted that there was no possible way they could churn out enough content to keep people from documenting every single element of them.

Chitsa asked about iterations on the ghost sites. Affinity replied that she has been watching them, but making any changes at the moment is out of the scope of this release. Ghost sites were mentioned as an example of the limitations of the current PvE creation tools, as they're basically the best content CCP can possibly produce until improved tools are released.

Chitsa then asked for a ballpark estimate for when the tools would be done. SocksFour hopes to have the first iteration of the NPC tools ready for usage internally shortly after the summer

release.

James asked for a sleeper dreadnaught that would siege starbases in a wormhole. Korvin asked for an NPC noob that would follow you in a WH and ask in local "Can I salvage?" There was some other discussion about replacing or modifying some of the existing rats.

When asked about Live Events, Affinity said there may be potential for something. SocksFour also went over some changes to the API, such as the ability to bulk fetch type names change to IDs, returning the type of thing fetched in a call for alliance or corp ID, and adding the DUST wallet to the API. SocksFour also asked for the CSM to bring him other regarding the API.

Session 17: New Player Experience

CCP: Scarpia, Delegate Zero, Karkur, Sharq, Bettik, Explorer, Fozzie, Xhagen, Greyscale

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow

CCP and the CSM discussed the New Player Experience (NPE).

CCP and the CSM discussed the opportunities available and visible to new players that help new players to get a feeling for the ways to initially play the game. One direction would be to give players the means to record their achievements. Malcanis mentioned that PvP achievements like getting tackle on a player ship which was destroyed soon after would be desirable.

PGL brought up that an achievement system might be slightly artificial in the realm of EVE, as traditionally people have never had guidance from the game that you SHOULD do this (as opposed to you CAN do this). CCP suggested it could be more along the lines of exposing opportunities in the area of gameplay you had already been engaged in. Malcanis suggested an unfolding system, and gave the example of "if you gain an achievement for mining some ore, it might pop up offering new achievements for refining, selling or doing something else with the ore."

Delegate Zero then further expanded that CCP is primarily interested in making new players aware of their options, rather than advising them what to do. James asked about the medal system, and whether it could be used for this kind of purpose.

Ripard then talked about how the current tutorial system currently pigeon-holes players into different categories (Mil, Indy, Business). He then expressed concern about whether an achievement-like system might force new players to (even more than presently) "read the manual" before they have any chance of getting into the game.

Delegate Zero moved into the idea of discovery of information, and information being given in context. As a new player, he thought that the Neocom would be incomprehensible to a new player. Scarpia then brought up some good examples of tutorials in other games. Chitsa then brought up the topic of voice in the tutorials. PGL disagreed that voice wouldn't be useful. He was of the opinion that, due to the player-driven nature of the game, the tutorial sitting there and explaining how it works didn't help much at all. All shared some Aura nostalgia.

Scarpia noted that in many ways, players are unaware of what they can do. They can't start climbing the mountain because they can't even see it. Malcanis then brought up stories from

when he first joined, and how it was useful for him to have someone else he could ask for advice. One of the things it helped with him with is discovering that there are player run corporations, which was not obvious to him when he first started.

PGL brought up the idea of actually starting new players in a PvP ship and throw them straight into a fight, so that people can get a chance to experience combat. Ali and Mangala then brought up a thread on Assembly hall about how you could get a new player on a battlefield where scripted NPCs are fighting each other so they can see combat.

Chitsa showed a player created flowchart showing "things to do in EVE". Mike brought up the topic of the wiki. PGL stated that they should just kill the wiki, as it's not reliable.

PGL brought up the question of how many people had to try EVE several times before they got hooked, and how many people left just before they found that feature would hook you.

Malcanis brought up the topic of third-party sites, and their influence on helping new players stay in the game, and suggested perhaps pointing new players towards those resources. Xhagen mentioned that in the past when they have used EVE University as a designated third-party resource, E-UNI were flooded with people and found it difficult to operate. The CSM noted the difference between a web page which can be read by an arbitrary number of people, and a teaching organization. Legion also noted that they can't rely on third party content as they have no control over that content.

On the subject of where players start, Scarpia stated that they cannot force players into a corporation. Ripard recounted that his initial reading allowed him to overcome the difficulties and lack of visible opportunity when he first started. Ali suggested having players graduate from their NPC rookie corporation to their NPC corporation, just to show that changing corporations is something that can be done. Progodlegend brought up the idea of kicking older players from the NPC rookie corporations.

Ripard brought up Trebor's idea of allowing CEOs to flag their corporations to allow brand-new players to directly join the corporation, with some potential financial ISK incentive if the player sticks around.

Mike suggested having the tutorial explain corporations, and explaining that they're paying taxes in the NPC corps. It could also point towards the "kindergarten" corps as places to go. PGL responded that it's pretty easy to see that corporations are the equivalent of a guild or clan, but Malcanis and Ripard both rebutted that it wasn't as easy to see the massive importance of the difference between the NPC corporations and player corporations. Malcanis also commented that it was also important to inform people that joining a player corp makes them vulnerable to other players declaring war on them. Ripard added that he would prefer to see them join an existing corporation. Malcanis also commented that he would like to see the barrier raised to starting a corporation or at least a much more explicit warning that forming a player corp is "raising a flag and declaring yourself to be one of the big boys".

Xhagen threw out a question to the CSM regarding the differences between corporation mechanics and the social aspect of corporations. The CSM replied that there was some difference. Malcanis replied that rather than seeing the current NPC corporation mechanics, he would like to see the unrestricted ability to join an NPC corporation of choice, with different corporations being geared towards different interest groups. This would allow people to gain the social aspect, without all the extra mechanics and dangers of a full player corporation. He also added that older players that wanted to help newer players on a casual basis could then join these corporations to help newer players if they want.

Session 18: Art

CCP: Sisyphus, Kama, Mankiller, Bluescreen, Huskarl, Scottchocolate, Lovelace, Handsomeman, Lefthook, Cellbar, Manbear, Vertex

CSM: Ripard Teg, Chitsa Jason, Mangala Solaris, Malcanis, Progodlegend (PGL), Mynnna, Sala Cameron, Ali Aras, James Arget, Mike Azariah, Sort Dragon, Trebor Daehdoow, Korvin

Art explained that there is a mix of technical and graphics artists in attendance and will be showing a series of ship redesigns, and the industrial redesign. The ship redesign session started by showing the initial design for the now canceled duckling ship.

Note: Significant sections of this session have been redacted under the NDA. Most of these redactions involve details of the redesign of particular ships.

Art provided some previews about the plan for summer. These were rough mockups, and are subject to significant change as the project evolves.

Art wants to take the newly updated station models and add cues around the station and gates in the system that indicate activity in the system. For example: the addition of traffic lines or more indications of the increased traffic; pollution around the stations, with differences depending on what sort of activities are taking place in the area, possibly with station upgrades or additional instillations in the station area.

A concept of the stargate with increased traffic was shown, and the CSM notably "ooooo'd". An example of a high market activity system, with decals, and an enhanced station interior were all also positively received.

From there Art transitioned into the display of wrecks. Art noted that capital wrecks are bittersweet, because as soon as a capital is destroyed it is immediately blown up. This was a major point of feedback they received, and they (along with game design) want to look into making these wrecks last for a more satisfying period of time.

The Art team discussed creating tools to make wrecks for ships, so that eventually there will could be multiple versions of each capital's wrecks. The tech art team noted that these tools are some of the primary products for them to produce.

Next on the list was a series of updates to stations, but the team is looking into what they want to work on first. They showed station wrecks, factional station variants, and a soccer field on the station to the CSM.

The Art team described a series of graphics engines updates. First and foremost, they are

transferring EVE to a linear lighting model as a basic groundwork for all the future updates they want to work on, and moving to multiple light sources.

Art answered CSM questions about the "darkness" of EVE by noting that linear lighting will allow a brightness slider in EVE. In addition to that, they showed the CSM concept art for muzzle flashes from gun fires, updates to ship boosters, and proximity lighting differences.

A possible update to warp bubbles will hopefully use meta balls to unify all the spheres to prevent bubble stacking that tanks frame rate and turns space white.

Ship customization is one of the biggest things coming up soon. With a rework coming soon to how art handles customization, it will open up options in the future of adding more custom ship skins. The exact mechanics of how this will work are still to be determined.

From there the art team transitioned into character assets. Amongst the assets shown were new cybernetic arm variations, stronger racial outfits and their color variants.

Mike asked questions about clothing being usable on either gender. CCP explained that this was largely technically impossible, as the male and female avatars have different topology, and any changes in topology require creating an entirely different asset. The CSM asked about the possibility of beard variants, head gear, and racial accessories. CCP explained that the customizability of characters makes it hard to design something that works for all those variants, but it is something Art definitely wants to do.

Mynnna asked if V3 was complete; it is very nearly complete, but not quite yet.

Chitsa asked about the possibility of w-space nebulas, and Art explained that the w-space nebulas were the testing ground for the current k-space nebulas.

Art asked what sort of things wormholers would like to see. Chitsa said that when settings are set low, they be able to see the class color of the wormhole before jumping. James Arget said he would like to see the wormholes themselves.

Art mentioned that the CSM had asked in an earlier session if it would be possible purchase different styles of shirts, with players able to alter the color on their own. Art noted that the original design decision was to have these outfits be like they are in a real store, even though the tools for a color picker do exist. Ripard noted that it would be okay if the other variations were actually released, and had the potential for brighter colors. Art noted that the color variations largely depend on the racial theme, and that they want something that is unified and still looks like EVE. Chitsa noted that the same thing goes for the ships in the future; that they don't need a purple Megathron, but it would be nice to have something slightly brighter.

James asked if there were any plans to update the wrecks for NPC's. Art noted that only caps have updated wrecks right now, and the Sansha supercarrier does in fact use the new wreck.

Art noted that wrecking ships is not a problem now that the tool exists, but that the primary concern is client load, as ships that are destroyed become "custom" wrecks.

Mynnna asked about the aesthetics of alliance logos on ships. Art noted that the original approval process for alliance logos was a bit scattered, and it eventually improved over time, but is still not in an acceptable state. Art explained that the approval system would have to be entirely redone, and all of the current alliance logos would have to be redone either by CCP or by the alliances. Potential problems included logos that are too bright, or that do not look realistic on the ship.

Ripard countered with his belief that "if I buy an aircraft from Boeing, I don't leave their logos on the plane. I repaint it in my airline's colors." He added that Art already has a place to put alliance logos on the ship: the same place where the faction and builder logos are today.

PGL pointed out that even ship colors of potential alliance skins could be based on logos, and that alliances would pay quite a bit of PLEX to get them changed.

Art and the CSM talked about possibility that alliances wanting to use their logo on ships would have to submit their alliance logo to some higher standard of review, while those who want to keep their logo as it is would have the option to just use it in the show info window only. A discussion of the exact details of this potential change continued for an extended period.

A non-Art dev asked about potential additional assets to the corporation logo tool, it was met with a response that it would probably be quite easy to add new things.