



EVE FANFEST 20  
12

A wide, horizontal banner featuring a vibrant nebula in shades of blue and cyan against a dark, star-filled space background. The nebula's wispy, ethereal clouds are illuminated from the left, creating a gradient of light. In the bottom right corner, the text 'EVE FANFEST 2012' is displayed in a clean, white, sans-serif font. The 'EVE' logo is stylized with three horizontal bars on either side of the letters.

EVE FANFEST 2012



## THE MOST DANGEROUS JOURNEY IN GAMING

### WELCOME TO ICELAND DEAR CITIZEN OF NEW EDEN.

Last year we talked a lot about the concept that "EVE is Real" -- of how this game of internet spaceships and human emotion offers experiences unique in all of gaming that emanate way beyond our beloved super computer, Tranquility.

Your arrival here proves that to be true. You have converged on this striking volcanic island because EVE and its community beckoned, because your own journey amidst the vastness of New Eden and your encounters therein left you eager for something even deeper. You are here because you don't seek the norm. You crave what is probably the most challenging, rewarding and definitely the most dangerous journey in gaming.



EVE FANFEST 2012

The past year has proven to be one of the most tumultuous times in EVE's rich eight year history. From Incarna's rocky launch over the summer to necessary restructuring and refocusing in the fall.

Crucible was a huge evolutionary step forward for EVE Online and CCP, and it's now time to show how we are committed to carrying that over to Inferno and beyond into a plan to more sensibly realize the Future Vision of EVE that we all so much cheered for last Fanfest.

This year we have a great new venue and an even larger lineup of content than ever before, anchored around three important keynotes, one for each day of Fanfest. We are looking forward to seeing you at all of them.

As you travel throughout the Fanfest venue and spill out into downtown Reykjavik and beyond, I urge you to take specific notice of how unique it is to part of this dangerous journey. I urge you to share your own stories with your fellow pilots. Buy your enemy a drink, high five a corp mate. Revel in the experience—for EVE itself is built on the collective will and imagination of its inhabitants.

It is why we, CCP, throw Fanfest and why we doubled down on EVE and are adding DUST 514 to the same limitlessly rich EVE Universe.

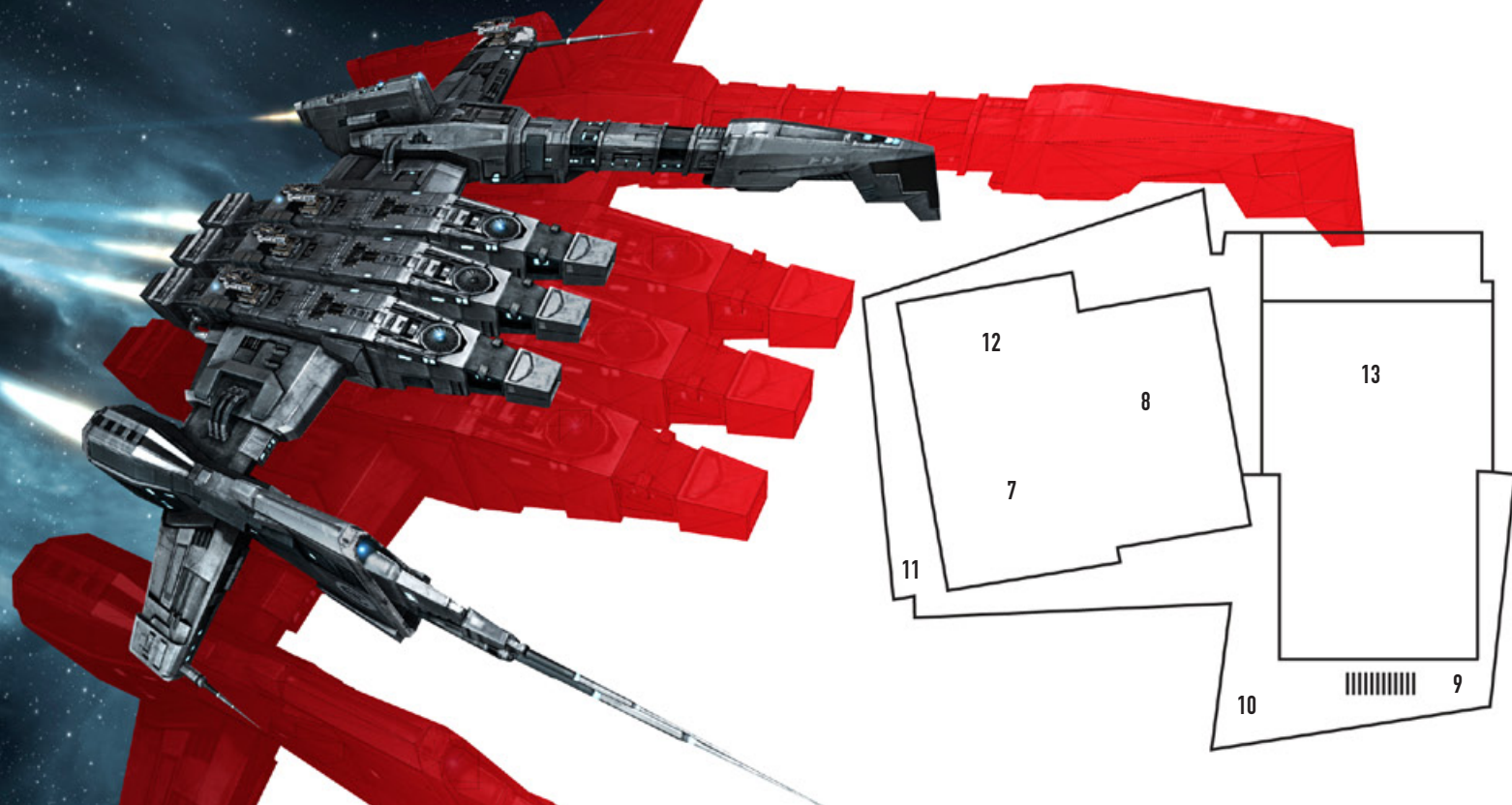
It is why I am glad you are here. You are the REALity of EVE. You are to be celebrated.

*Hilmar Daigarn Petursson*

Hilmar Petursson, CEO

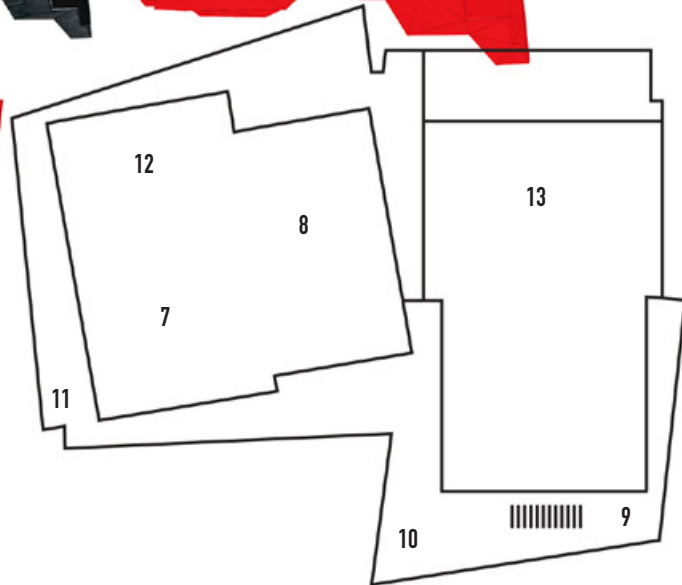
## FIRST FLOOR

1. ROUND TABLE 1
2. ROUND TABLE 2
3. ROUND TABLE 3
4. ROUND TABLE 4
5. MULTIPLICITY
6. ENTRANCE



## SECOND FLOOR

7. SINGULARITY
8. EVE/DUST 514 PVP ARENA
9. COMMUNITY AREA / SILENT AUCTION
10. EVE STORE / INFO DESK
11. FOOD COURT / BAR
12. PARTY AT THE TOP OF THE WORLD
13. TRANQUILITY





# THURSDAY

## ROUND TABLE 1

10:00	
11:00	
12:00	
13:00	
14:00	Russian Community
15:00	What makes EVE players different
16:00	EVE University
17:00	
18:00	
19:00	
20:00	
21:00	
22:00	

## ROUND TABLE 2

10:00	
11:00	
12:00	
13:00	
14:00	
15:00	German Community
16:00	Ladies with Laz0rs
17:00	
18:00	
19:00	
20:00	
21:00	
22:00	

## ROUND TABLE 3

10:00	
11:00	
12:00	
13:00	
14:00	
15:00	Black Ops and You
16:00	Fleet Warfare
17:00	
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## ROUND TABLE 4

10:00	
11:00	
12:00	
13:00	
14:00	
15:00	
16:00	Crimewatch
17:00	
18:00	
19:00	
20:00	
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22:00	

## PVP ARENA

10:00	
11:00	
12:00	
13:00	EVE & DUST 514 sign-ups
14:00	
15:00	
16:00	
17:00	
18:30	DUST 514 Hands-On
19:00	DUST 514 Hands-On
20:00	DUST 514 Hands-On
21:00	DUST 514 Hands-On
22:00	DUST 514 Hands-On

## MULTIPLICITY

10:00	
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21:00	
22:00	

## SINGULARITY

10:00	
11:00	
12:00	
13:00	Shoot The Shit w/ Unifex
14:00	Crimewatch
15:00	Crucible Roundup
16:00	CSM Panel
17:00	
18:00	
19:00	Alliance Panel
20:00	Open Mic Night
21:00	
22:00	

## TRANQUILITY

10:00	
11:00	
12:00	
13:00	
14:00	
15:00	
16:00	
17:00	DUST 514 Keynote
18:30	DUST 514 Keynote
19:00	
20:00	
21:00	
22:00	

## THURSDAY SPECIAL EVENTS

**17:00 - 18:30** DUST 514 KEYNOTE: DUST 514 is coming, and we want to tell you all about it. Better yet, we want to show you.

**18:00 - 22:00** CHARITY POKER TOURNAMENT: The third No Limit Hold-em elimination tournament will take place on Thursday, March 22 with players competing with Devs to take home some very unique prizes. Visit the Community area for more information.

**18:30 - 23:00** DUST 514 HANDS-ON: Be among the first in the world to play DUST 514.

**20:00 - 00:00** CHARITY DINNER WITH CEO AND DEVS: Join CCP for dinner in support of Get Well Gamers at the Harpa top floor restaurant, Kolabrautin.

# FRIDAY

## ROUND TABLE 1

10:00	
11:00	Scandinavian Roundtable
12:00	
13:00	Meaning of Game Worlds
14:00	Sound, Music, and Mood in EVE
15:00	
16:00	
17:00	User Interface of EVE
18:00	User Experience
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## ROUND TABLE 2

10:00	
11:00	Milk, Cookies, & Policies w/ GM's
12:00	EVE Community Website
13:00	Eveonline.com
14:00	EVE on Mac
15:00	
16:00	
17:00	Fansites & Apps
18:00	Orbital Warfare
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## ROUND TABLE 3

10:00	
11:00	New Player Experience
12:00	Revisiting Content & its Balance
13:00	Future of Live Events
14:00	Story-Setting-Delivery
15:00	
16:00	
17:00	Modules
18:00	Factional Warfare
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## ROUND TABLE 4

10:00	
11:00	Starbases
12:00	Virtual Goods and EVE
13:00	Null Sec
14:00	Tell us where it Hurts
15:00	
16:00	
17:00	Everything EVE and Economy
18:00	Wormholes
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## PVP ARENA

10:30	Live Player Event
11:00	Live Player Event
12:00	EVE PvP - Round 1 - 2
13:00	EVE PvP - Round 3 - 4
14:00	EVE PvP - Round 6 - 7
15:00	EVE PvP - Round 7 - 8
16:00	
17:00	<b>EVE PvP Finals</b>
18:00	<b>DUST 514 Tournament - round 1</b>
19:00	<b>DUST 514 Tournament - round 2</b>
20:00	<b>DUST 514 Tournament - round 3</b>
21:00	Pub Crawl with a Dev
22:00	

## MULTIPLICITY

10:00	DevTrack Sessions
11:00	DevTrack Sessions
12:00	
13:00	DevTrack Sessions
14:00	DevTrack Sessions
15:00	
16:00	
17:00	
18:00	
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## SINGULARITY

10:00	
11:00	DUST 514 - Battlefield Roles
12:00	DUST 514 - Seeding the Universe
13:00	EVE Security
14:00	User Centered Design
15:00	
16:00	
17:00	<b>Concept art live session</b>
18:00	Sponsor Showcase
19:00	<b>Battle of the Bands</b>
20:00	<b>Battle of the Bands</b>
21:00	Pub Crawl with a Dev
22:00	

## TRANQUILITY

10:00	State of the Economy
11:00	Ship Balancing
12:00	The Year in Lag
13:00	Factional Warfare
14:00	Brave New Module
15:30	<b>EVE Keynote</b>
16:00	<b>EVE Keynote</b>
17:00	
18:00	<b>Quiz Show</b>
19:00	
20:00	
21:00	Pub Crawl with a Dev
22:00	

## FRIDAY SPECIAL EVENTS

**10:30 - 11:45** **LIVE PLAYER EVENT — SCAVENGER HUNT:** In a Fanfest first, watch 7 teams tear through a system to find a curious collection of items for a mysterious correspondant. Only those that have the perfect blend of greed, guile and gratuitous violence will win the day!

**12:00 - 18:00** **EVE PvP Tournament:** Watch scores of pilots take to the battlefield in one of online gaming's most engaging displays of strategic team gameplay - the Fanfest PVP Tournament.

**15:30 - 17:00** **EVE KEYNOTE:** Senior Producer Jon Lander and key EVE developers take a look back at the last 12 months, the Crucible expansion and reveal details about Inferno and beyond.

**18:00 - 21:00** **DUST 514 PVP TOURNAMENT:** Compete to become the first DUST 514 mercenaries to be recognized as the very best. The winners take away honor as well as amazing Sony prizes including PlayStation® 3s and PlayStation® Vitas!

# SATURDAY

## ROUND TABLE 1

10:00	
11:00	
12:00	Self Serving Data
13:00	UK roundtable
14:00	Dev Track Follow-up
15:00	API, IGB, and SDE Feature Req.
16:00	
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19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## ROUND TABLE 2

10:00	
11:00	Fanfest
12:00	QA - Team Approach to Quality
13:00	Women in EVE
14:00	EVE Community Discussion
15:00	eSports
16:00	
17:00	
18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## ROUND TABLE 3

10:00	
11:00	CSM Member's Roundtable
12:00	Avatars and Character Creator
13:00	Expanding the EVE Universe
14:00	Ship Balancing
15:00	EVE post Incarna
16:00	
17:00	
18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## ROUND TABLE 4

10:00	
11:00	Marketing
12:00	DUST 514 - Alliances
13:00	DUST 514 - Open Forum
14:00	DUST 514 - Battlefield Roles
15:00	War Declarations
16:00	
17:00	
18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## PVP ARENA

10:00	DUST 514 Hands-On
11:00	DUST 514 Hands-On
12:00	DUST 514 Hands-On
13:00	DUST 514 Semi-finals
14:00	<b>DUST 514 Finals/PvD</b>
15:00	
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20:00	Party at the Top of the World
21:00	
22:00	

## MULTIPLICITY

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18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## SINGULARITY

10:00	EVE Movie Morning
11:00	EVE Movie Morning
12:00	Coaching them up - The EVE way
13:00	Evolution of Voice Chat
14:00	EVE vs the Real World
15:00	World of Darkness
16:00	
17:00	
18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## TRANQUILITY

10:00	
11:00	Growing EVE's Infrastructure
12:00	War Declarations
13:00	Game Design Panel
14:00	Art Panel
15:00	
16:00	<b>CCP Presents!</b>
17:00	<b>CCP Presents!</b>
18:00	
19:00	
20:00	Party at the Top of the World
21:00	
22:00	

## SATURDAY SPECIAL EVENTS

**13:00 - 15:00** **DUST 514 SEMI-FINALS AND FINALS:** Compete to become the first DUST 514 mercenaries to be recognized as the very best. The winners take away honor as well as amazing Sony prizes including PlayStation® 3s and PlayStation® Vitas!

**16:00 - 18:00** **CCP PRESENTS!:** Find out from Hilmar and his all-star guests about the future of EVE, DUST 514, and CCP

**20:00 - 01:30** **PARTY AT THE TOP OF THE WORLD:** Legendary! This year our event headliners are: HAM, GusGus, RöXör, and Permaband. You think you know what to expect. You are wrong!



# HAM GUS GUS

## PARTY AT THE TOP OF THE WORLD

The Party at the Top of the World brings the nightlife to the fans, and this year we have an even bigger line-up of bands set to blow the top off of Harpa on Saturday night.

### MAIN STAGE

20:00 Partyzone  
21:00 RöXöR & Permaband  
22:00 HAM  
23:00 DJ Margeir  
23:30 HaZar  
00:00 Gus Gus

### FANFEST LOUNGE

20:00 Alienhand  
21:00 Real X  
22:00 Partyzone  
22:30 Alienhand  
23:30 DJ Margeir

### A MONSTER LINE-UP

You heard their music on the radio, in clubs and even in several of the recent trailers. Now hear them live! HAM and GusGus will be headlining the night with a range of rock, electronica and club tracks. The Party will also feature Crucible's HaZar, Iceland's DJ Margeir, CCP's music man Real X, and musician/EVE player Alienhand.

The CCP rockstars will take to the stage as well, with cover band RöXöR belting out the classics, and the CCP Guard-led Perma-Band rallying the troops with their original and offbeat lyrics.



## FANFEST EVENTS

### CHARITY DINNER WITH CEO AND DEVS

Join CCP for dinner in support of Get Well Gamers at the Harpa top floor restaurant, Kolabrautin.

### SILENT AUCTION

Located in the community area, all the items for the auction will be on display and ready for bidding from the opening day of Fanfest through Saturday at 2 PM.

### BUG HUNTER BOOTH

If you are interested in joining the ranks of the Bug Hunter volunteer program, or are just curious about the initiative, we will have CCP staff on hand to answer your questions, and even take you through the recruitment process.

### CHARITY POKER TOURNAMENT

The third No Limit Hold-em elimination tournament will take place on Thursday, March 22 with players competing with Devs to take home some very unique prizes. Visit the Community area for more information.

### PUB CRAWL WITH A DEV

Experience the nightlife of Reykjavik with fellow attendees, spouses and the EVE Dev Team.

### EVE STORE

Open Thursday through Saturday. Be the first in your corp to own debut merchandise!

### BLUE LAGOON HANGOVER PARTY

After three days of Fanfest, mind blowing presentations, and countless beers, nothing beats soaking in the soothing Blue Lagoon with their famous Blue cocktail in one hand and your ear occupied by DJ Margeir's Live performance from his Blue Lagoon soundtracks. Bus takes you straight to the airport or back to Reykjavik if you want to live it up in Iceland some more

### DUST 514 HANDS-ON & TOURNAMENT

Be among the first in the world to play DUST 514. Compete to become the first DUST 514 mercenaries to be recognized as the very best. The winners take away honor as well as amazing Sony prizes including PlayStation® 3s and PlayStation® Vitas!

### LIVE PLAYER EVENT — SCAVENGER HUNT

In a Fanfest first, watch 7 teams tear through a system to find a curious collection of items for a mysterious correspondent. Only those that have the perfect blend of greed, guile and gratuitous violence will win the day!





## ROUND TABLES

### EVERYTHING EVE AND ECONOMY

General discussion on anything that relates to the EVE Economy – from mining in the darkest corners in the Universe to flashy industrialists and traders in Jita – with some PvP destruction thrown into the mix as well.

### SELF-SERVING DATA

Did you use it? Do you still want it? Last year we did some initial tests with self-serving data. This roundtable is to discuss what people did with that data, if the format was useful and if the service should be continued.

### SHIP BALANCING

Discussion on current and long term plans for EVE ship balancing

### VIRTUAL GOODS AND EVE

What is the perfect mix? Discussion on virtual goods and services in EVE. What kind of service would you throw a PLEX at?

### TELL US WHERE IT HURTS

After a year and a half of whipping the server cluster into shape, Team Gridlock is embarking upon making the client run well. Come help us identify ways in which the client gets in the way of your enjoyment so that we can go make it stop doing that. Attending “The Year in Lag” is encouraged for players looking to attend this roundtable.

### SCANDINAVIAN ROUNDTABLE

Are you a player from Scandinavia come talk to some of the Scandinavian Devs.

### EVEONLINE.COM

Share your impressions and suggestions for eveonline.com, just re-launched as a fresh and inviting view on the EVE universe.

### FANSITES & APPS

Tell us your ideas for showcasing and providing information about EVE fansites, blogs and apps to the community.

### DEVTRACK FOLLOW-UP

Discussions that didn't fit in the Devtrack sessions

### API, IGB AND SDE FEATURE REQ.

Bring all your feature requests for the EVE API, the In-GameBrowser and Static Data Export.

### EVE COMMUNITY DISCUSSION

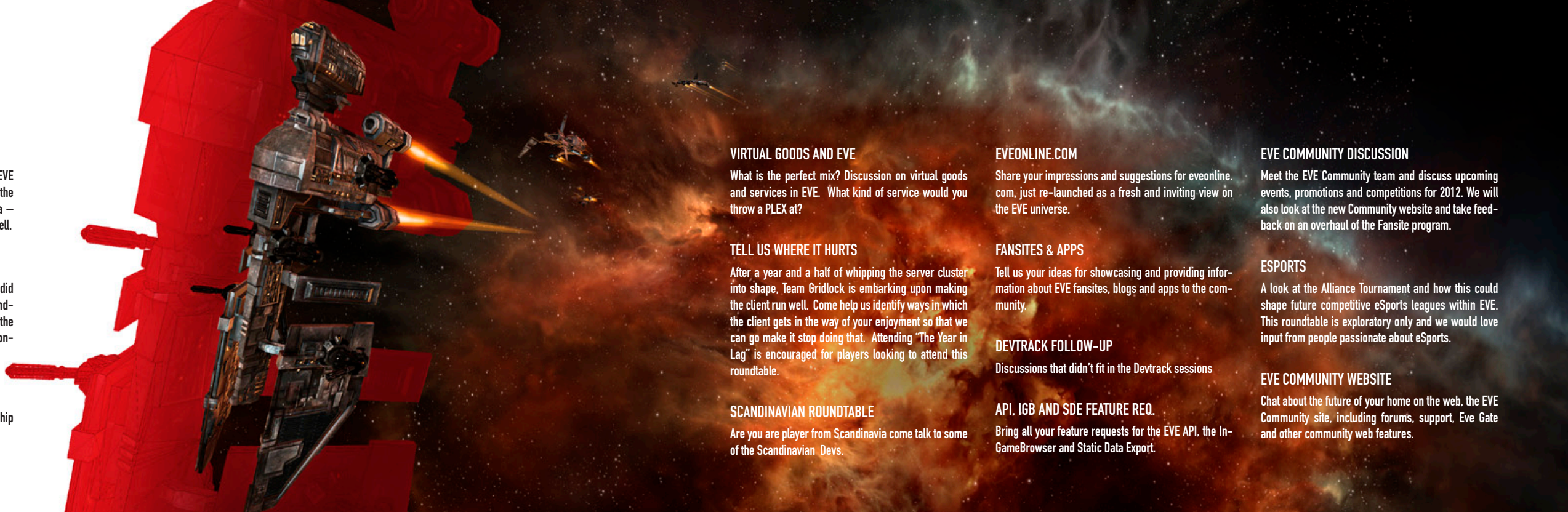
Meet the EVE Community team and discuss upcoming events, promotions and competitions for 2012. We will also look at the new Community website and take feedback on an overhaul of the Fansite program.

### ESPORTS

A look at the Alliance Tournament and how this could shape future competitive eSports leagues within EVE. This roundtable is exploratory only and we would love input from people passionate about eSports.

### EVE COMMUNITY WEBSITE

Chat about the future of your home on the web, the EVE Community site, including forums, support, Eve Gate and other community web features.





## ROUND TABLES

### CSM MEMBERS' ROUNDTABLE

The CSM hosts a roundtable discussing the CSM, its past, present and future.

### MILK, COOKIES AND POLICIES W/ GM'S

Customer support wants your feedback on policies and how petitions are handled in general. Also they'd like some milk and cookies.

### USER INTERFACE OF EVE

Current UI development for EVE and where it is going in the future

### USER EXPERIENCE

Improve the User Experience of EVE in a participatory design session

### NULL SEC

CCP Greyscale hosts the annual "let's talk about null-sec" discussion. Come along and share your opinion!

### FACTIONAL WARFARE

Discussion of current and planned changes for Factional Warfare

### EXPANDING THE EVE UNIVERSE

The ever expanding size of the EVE universe in particular with the introduction of the Dust mercenary element, brings its own set of operational and infrastructure challenges. Experts from CCP's operations team will attempt to shed some light on those and be ready to answer questions and facilitate discussions on this and other topics of interest.

### WOMEN IN EVE

Female capsuleers are rare—or are they? In this roundtable female players are invited to share their experiences in EVE Online.

### WHAT MAKES EVE PLAYERS DIFFERENT?

What makes EVE players tick? In this roundtable players are invited to share their theories about what makes EVE players so different from other MMOG communities.

### MEANING OF GAME WORLDS

In this roundtable players are invited to share their theories on importance and meaning of EVE Online and game worlds in general in the context of real life, and speculate on whether the former can be more meaningful than the latter.

### DUST 514 – YOUR ROLE ON THE BATTLEFIELD

An intro to the DUST 514 item tree, character progression, fitting and a first glimpse at the market.

### DUST 514 – ALLIANCES

An open discussion on the shared social institutions in the EVE Universe (corporations, treaties, alliances) and territorial conquest.

### DUST 514 – OPEN FORUM

Join the dev team in an open dialog about where we can take DUST 514 together.

### MODULES

Discussion on the new modules and module fixes that are in the pipelines.

### ORBITAL WARFARE

Sit down with the developers and discuss the details and future of orbital bombardment and other orbital warfare features.

### QA – TEAM APPROACH TO QUALITY

Join us for a walkthrough and discussion of the new approach we are taking to QA in an Agile environment. We will go over the reasoning behind the new direction and behind the change, and the pitfalls and plus points of the whole team approach.

### FLEET WARFARE

Discussion on small to large fleet warfare and combat doctrines

### WORMHOLES

The future of wormhole space and content iterations to them

### WAR DECLARATIONS

Discussion on the changes and addition to the war declaration system that are in the works.

### FUTURE OF LIVE EVENTS

A brief overview of the events that have occurred in the last 6 months, an introduction to the Community of Practise of Live Events and the approach we take to event design and execution, and events you would like to see in the future.



## ROUND TABLES

### UK ROUND TABLE

Are you player from the UK? Come talk to some of the British Devs.

### GERMAN COMMUNITY

(Held in German) Are you player from Germany? Come talk to some of the German Devs.

### RUSSIAN COMMUNITY

(Held in Russian) Are you are player from Russia? Come talk to some of the Russian Devs.

### BLACK OPS & YOU

Shining the light on clandestine warfare. Hosted By CCP Ytterbium and the Dirt Nap Squad

### EVE POST INCARNA

A Discussion on how EVE and CCP have changed post Incarna and the refocus that lead to the Crucible expansion.

### STARBASES

Come tell CCP Greyscale and CCP Masterplan all the things you love about starbases and how they're completely perfect as they are. Nobody is allowed to ask what "attack if aggression" does during this session.

### CRIMEWATCH

Following on from the earlier presentation, CCP Masterplan and CCP Greyscale host a discussion on the proposed Crimewatch changes. If you're interested in aggression, criminal flags, security status, or anything else discussed in the presentation, this is definitely for you

### STORY-SETTING-DELIVERY

CCP's ongoing vision for story and immersion. How is CCP unified approach to story, setting and delivery going to work, and what is your part in it?

### REVISITING CONTENT AND ITS BALANCE

Talk about the work we did on the DED sites, Incursions, future work on Sleeper space and missions in general.

### SOUND, MUSIC AND MOOD IN EVE

How sound and music contribute and extend the overall atmosphere in Eve

### LADIES WITH LAZORS

Share your experiences! The good, the bad, and the funny of being a woman playing EVE.

### MARKETING

Sit down with head of EVE marketing and talk about how we can introduce the wonders of EVE to potential cap-suleers.

### FANFEST

An open discussion on Fanfest and how and if we should grow and expand it

### AVATARS AND CHARACTER CREATOR

What future do avatars have in EVE what would you like to see and are there any additions needed in the character creator

### NEW PLAYER EXPERIENCE

How does EVE treat new players during their first minutes, hours and days in the game.

### EVE ON MAC

Featuring developers that work on the Mac client for EVE, TransGaming (makers of Cider) will attend remotely

### EVE UNIVERSITY

Education in EVE. A roundtable to discuss ways to improve player education in EVE, including training corporations such as EVE University, as well as other resources such as the New Player Experience, video tutorials and wikis.





# MULTIPLICITY

## DEVTRACK SESSIONS

### DEVTRACK INTRODUCTION

Introduction to the EVE 3rd party developer ecosystem and tools, and a look at our future plans.

### CARBON REST INTRO

A developer preview. Background and demo of new Carbon REST API, and information on what it will mean for 3rd party developers.

### EMBED STARMAP & SHIPVIEWER

How to create data sources and get them displayed on an embeddable WebGL starmap, or embed the ship viewer with your own configuration.

### COMMUNITY PRESENTATIONS

Kingboard - Introducing a NoSQL killboard - Peter Powers (3rdpartyeve.net / Pheal / EAAL / Kingboard)

UI/UX as sexy as Roc - Roc Wieler (Capsuleer)

Drawing wormhole scanning maps with Dotty - Two step (CSM6, various tools)

Too much information - practical tips for handling all that EVE data when you don't have a server farm - godo



# SINGULARITY

### SHOOT THE SHIT W/ UNIFEX

Get to know more about the new Snr Producer of EVE, what he has done in the past (in game and out), what he thinks about EVE and what makes him tick.

### CRUCIBLE ROUNDUP

Discussion with the EVE Senior Producer and Lead Game Designer on the changes to the EVE Online project, how we changed things for Crucible and beyond and what the experience taught us.

### ALLIANCE LEADER PANEL

Hear directly from representatives of the major powers currently active in New Eden - where they are headed and why they are doing it.

### CSM PANEL

A moderated panel where the current CSM addresses the population of New Eden. Come ask them anything.

### OPEN MIC NIGHT

Have you dreamed about being a speaker at Fanfest? Have an in-game story to share? Looking to start your stand-up comedy career? Toss your name in the fish bowl and see what happens!



# SINGULARITY

## DUST 514 – YOUR ROLE ON THE BATTLEFIELD

An intro to the DUST 514 item tree, character progression, fitting and a first glimpse at the market.

## DUST 514 – SEEDING THE UNIVERSE

For the thousands of planets in New Eden, hear how we will populate each planet with its own terrain, outposts, surface infrastructure, and game modes.

## EVOLUTION OF VOICE CHAT

Open discussion with Vivox on voice communication within the Eve Universe. See a demonstration of the future of Eve voice with the upcoming out-of-game voice client, C3.

## EVE SECURITY

CCP Sreeps will walk you through some of the security-related events from the past year and give you some highlights regarding what you can expect in the coming year.

## CRIMEWATCH

You may not have heard of Crimewatch, but it's probably heard of you. CCP Masterplan and CCP Greyscale explore the inner workings of the system that handles everything to do with aggression, timers, criminal flags and security status, expose some of its more bizarre behaviors, and explain the overhaul they're planning.

## BATTLE OF THE BANDS

Players and Devs will rock out in a Battle of the bands.

## COACHING THEM UP – THE EVE WAY

The Sports Coach/Manager approach to building a successful small to med size corp in EVE. Hosted by EVE player, DNSBlack

## EVE VS THE REAL WORLD

Comparing EVE Online to established security theories. Hosted by player Denton Frax.

## USER CENTERED DESIGN

How User Centered Design improves the Player Experience of EVE.

## EVE MOVIE MORNING

Join us for EVE movie fun on the big screen in Singularity

## CONCEPT ART LIVE SESSION

Now becoming a classic of Fanfest! The session attendees vote on the elements of a ship creation while one DEV from the EVE Art Team designs it – LIVE!

## WORLD OF DARKNESS

Senior Producer – Chris McDonough, Creative Director – Reynir Harðarson and Chief Marketing Officer David Reid discuss the past and future of World of Darkness in an informal QA format.

## SPONSOR SHOWCASE

CCP's Favorite Partners on one panel to share with you the latest information about their efforts to help improve EVE Online for everyone.





# TRANQUILITY

## DUST 514 KEYNOTE

DUST 514 is coming, and we want to tell you all about it. Better yet, we want to show you.

## GROWING EVE'S INFRASTRUCTURE

Tranquility underwent a series of major upgrades in 2011 and is about to face it's toughest challenge yet when later this year DUST mercenaries from all over the universe arrive in full force. Technical infrastructure challenges abound and CCP's Technical Elite will be holding the crystal ball telling of the past, the present and the future of EVE's hamster driven playground.

## BRAVE NEW MODULE

The what and why of adding new modules, module fixes and module balance.

## STATE OF THE ECONOMY

How much stuff was destroyed this time around? Annual review on the EVE Online economy. Interesting EVE related events reviewed from the economic perspective, as well as a review of key variables and key markets. A crystal ball review into 2012 and discussion on market regulations.

## GAME DESIGN PANEL

All the game designer in one place and ready to talk to you about anything and everything EVE!

## THE YEAR IN LAG

CCP Veritas shows off a bunch of graphs to do with how well the EVE platform is performing these days and

talks about time and how slowing it down is sometimes useful. Also included: a look into the future of Team Gridlock's efforts at making the EVE client smooth and speedy.

## ART PANEL

The Art Department at CCP has talent in many mediums. This panel will include new and long-term contributors to the unique aesthetic of EVE Online. They will talk about the creative process and answer your questions in open forum.

## SHIP BALANCING

Presentation of long term vision for EVE Online ship balancing, description of design goals and changes.



## WAR DECLARATIONS

or... How I Learned to Stop Worrying and Love to Pod. Overview of the changes and additions to the War Dec system.

## CCP PRESENTS!

Find out from Hiltmar and his all-star guests about the future of EVE, DUST 514, and CCP

## EVE KEYNOTE

Senior Producer Jon Lander and key EVE developers take a look back at the last 12 months, the Crucible expansion and reveal details about Inferno and beyond.

## FACTIONAL WARFARE

Presentation of high-end plan for Factional Warfare and the various design points to reach such goals

## QUIZ SHOW

A one hour contest full of mayhem where teams of your favorite Devs fight each other for a year's worth of bragging rights about who knows more, who is more entertaining and who cheats without getting caught!

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CCP Games likes to thank Nýherji for it's technical assistance at **EVE-Online's Fanfest 2012**. With Nýherji's dedication, innovation and support, this Fanfest was made possible.

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## REYKJAVIK MAP

1. HARPA · FANFEST 2012
2. HLEMMUR (MAIN BUS TERMINAL DOWNTOWN)
3. LAUGAVEGUR (MAIN SHOPPING STREET)
4. CENTERHOTEL PLAZA
5. CENTERHOTEL PINGHOLT
6. CENTERHOTEL SKJALDBREID
7. CENTERHOTEL ARNARHVOLL
8. CENTERHOTEL KLÖPP

 THE REYKJAVIK GRAPEVINE MAP PROVIDED BY REYKJAVIK GRAPEVINE



EVE FANFEST SPONSORS:



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