

Illarion Player-Staff Chat

16th July 2017 / 1800 GMT

ATTENDEES

Aldan, Artimer, Azuros, Banduk, Djironnyma, Estralis, Evie, GolfLima, Grim, Karrock, Katharina, Lia, MKay, Merung, Nitram, Q-wert, Quirkily, Rakaya, Rothmore, Silverwing, Slightly, Teflon, Zda

AGENDA

- **How to encourage active roleplay?**
- **How to improve player retention and encourage new players to stay?**
- **Promotion and how everybody can help.**

How to encourage active roleplay?

Raised that RP has deteriorated in quality and quantity - How can active RP be encouraged again?

Karrock stated other games gave points for RP.

It was raised this might increase quantity but not necessarily quality.

Concerns over GM favoritism (even if only accusations) and that manpower may be prohibitive.

Azuros notes an increased use of OOC in interactions that breaks immersion.

Forum announcement and GM team could work to reduce OOC.

Karrock suggested active RPer's could get simple GM tools.

Fears of abuse raised.

It's a question of design of the tools. If they have the limited chance to teleport 2 times or summon 2 times a dragon, the capability to abuse is quite low.

Azuros considers long GM quests a problem - Letma is too long.

Town rule is a concern

Elected positions wanted in Cadomyr and Runewick

This would go against the background of towns.

Unclear how to obtain power in a town - should be clear to all players.

Evie suggestion: Post the forum of each town telling players what is needed to start the process.

Karrook would like more use of rooms/houses with a bonus for owning/renting.

Felt this could decrease RP.

Rakaya suggested most players are in Galmair due to best crafts.

Remove running - too easy to pass other players.

Slow down fighting.

More pure RP events - people need to get in game and just RP.

More 'Log in and play' days.

Game lacks topics to discuss.

Hard to keep up with IG if away.

Dagbladden used for this.

Dungeons too easy to encourage group raids.

May improve with monster development underway.

upper level dungeons getting higher level treasure chests?

Chests must be accessed by a group?

Dungeons with puzzles / multichar standing in position

Strengthening hotspots rather than reducing size.

Reducing depot numbers? Moving depots?

Are taverns best situated?

Is there a way to enable players to take barkeeper duty?

Q-wert suggested Cadomyr's market could be improved.

Multi-talented crafters kill trading opportunities.

Does the need to multi-skill come from not finding people to trade with though?

How to improve player retention and encourage new players to stay?

The game can be intimidating to new players.

Polish up trade windows.

Communication long distance in game.
Separate currency - some prefer coins.
IG town boards - create a focus?
Lore needs to be in place and accessible (newbie guide as ig book?)

Newbie teleport has mixed opinions.
Are there ways this could be improved, limit numbers called, made optional, advise by message?

Character creation is confusing - Nitram is working on an integrated system.

Most players can't pinpoint a major accomplishment reflected in the game world.
Some signs in game - take time and not always public knowledge.
May not be physical structures but stories, etc.

It was suggested to remove the online list. ?feasibility of a trial
Others use it to know when to seek people.
Suggestion of an ingame dove system prior to removing online list

Lack of story telling about past.
Focus on current affairs but not enough to sustain.

Promotion and how everybody can help

Karrook will make a post in Polish if a text can be provided.
Consideration of small advertising budget.
Promotional material available for any with the space to use it.
Dagbladen on Twitter / Facebook, etc

Actions steps for all of us: working with new players to help retain and show them the world of Illarion, trying to promote to our own peer groups, and we can all work on more rp driven or any player held events to generate activity ingame.

Look out for closing UO shards.
Any incentives to encourage people to move?
Starter packs with increased skills.

Any other business

- Für mich als deutscher Spieler (Handwerker) ist es oft mühsam, wenn nicht gar unmöglich in schon laufende Langzeitquests einzusteigen, da man sich Informationen, wenn es denn dazu welche gibt, in den verschiedenen Unterforen zusammensuchen

muß und diese dazu meist auch noch nur in Englisch sind, was auf die Dauer schwer zu lesen ist (jedenfalls für mich). Kämpfer haben es im allgemeinen ein wenig einfacher da die meisten Quest, jedenfalls jene, welche ich mitbekommen habe meist in irgendwelchen "Schlachten" enden.

- Ein eher persönliches Problem ist wohl, das sobald ein nicht deutsch sprechender Charakter mit dazu kommt wechseln alle ins Englische, dem ich (1) nicht so schnell und gut folgen kann & (2) kann ich mich in Englisch nicht so gut ausdrücken, vom Ausspielen von Gefühlen und Emotionen ganz zu schweigen.
- ⇒ ein möglicher Lösungsansatz bezüglich der "long time quests" wäre m.E nach dies mit den bis jetzt wichtigsten Geschehnissen kurz zu "protokollieren" (möglicherweise könnte man dies ja auch in der "Zeitung" die im Forum existiert unterbringen) und auch das Ende von Quest mitzuteilen - außerdem wäre es vielleicht hilfreich die "Hauptpersonen" falls es diese zu einem Quest gibt bzw. Falls diese bekannt sein dürfen namentlich zu erwähnen ((bei den dunklen Säulen von Cadomyr wäre das dann wohl Ssarney)) UND natürlich wäre es nett wenn diese Informationen in BEIDEN Sprachen zur Verfügung stehen würden. Außerdem wäre es natürlich hilfreich wenn man Questinformationen im Forum irgendwie markieren könnte damit man nicht das ganze Forum durchsuchen muß
- ((GolfLima))

Wichtige Dinge wie Stadt Gesetze und co sollten vielleicht gut sichtbar im jeweiligen Bereich oben angepinnt werden. Vereinfacht das finden selbiger. ((Lia))

Q-wert would like to be able to edit quest posts.

Actions

Short-term

Slightly to post forum announcement regarding use of OOC communication in game.

Evie and Slightly to post forum advice telling players what is needed to get into government / leadership for each realm.

Everyone encouraged to make more RP events that draw in newer players.

Medium/Long-term

GM team to act on excessive use of OOC witnessed in game.

Evie to rework Cadomyr market to improve hot spots.

Banduk and Evie to work on adding more dungeons/activities requiring more than two people.

Previously Identified Development

Lore (Slightly) - translation of history currently being worked on (PO Katharina).

Promotion - awaiting passwords (Banduk).
Integrated character creation (Nitram).

Further Discussion

Value of removing online list. Players favoured both sides of the situation.

Discuss a possible trade window for player trades.

Feasibility of self-editing quest posts.

Value of in game town boards.

In game long distance communications.