

TOWN HALL AGENDA 02/25/25

Resources

Spotify Playlist [Start Listening @ 2:45pm DST, we'll update what song we are on throughout]: [Winter Townhall 2025 Playlist](#)

Pre-Meeting Docs to Review

- Admin Rules / Restrictions: [Who Watches the Watchmen](#)
- BGBB Thread: [Previous Town Hall Logs](#)
- BGBB Thread: [Restrictions on Staff](#)
- BGBB Thread: [Withmore Hope Inc.](#)
- BGBB Thread: [OOC Chatting about IC Events](#)
- BGBB Thread: [Metagaming](#)
- BGBB Thread: [Being Successful on Sindome](#)
- BGBB Thread: [Biggest Hurdles for New Players](#)
- BGBB Thread: [How to find and generate conflict naturally](#)
- help expectations
- help metagaming
- help ooc-chat
- help membership

Speeches (3:00-3:35pm)

Introduction / Opening Statement by Moderator (Slither - 5 min)

- Welcome
- Rules / Moderation
 - Moderation via Speaking Queue will take place
 - 'Join speaking' to join the queue
 - 'Examine speaking' for other verbs
 - 'look speaking' for the current topic/queue info
 - Speaking queue will notify you of changing of topics and when it is your turn
 - Stay positive, be respectful
- Thank you!

Chief Justice - State of the Corp (Johnny - 20 min)

Statement from the Head Builder (Butako - 5 min)

Statement from the GMs (Mono - 5 min)

Topics (3:35-6:00pm)

- (3:35-3:55 15 minutes) Current State of the Staff and what players can do to help keep the game growing. Starting with an overview of what players can currently do. Help file submissions, Lore Editing, Joining the FixIt team, Submitting Bugs, Adding comments to bugs to help debug.
- (3:55-4:10 15 minutes) Burnout: We frequently see burnout from the game's biggest staff and player contributors. Why do you think that is and what should be done to avoid it?
- (4:10-4:25 15 minutes) Bleed: How can we address issues with bleed?
- (4:25-4:40 15 minutes) Smallworlding: What it is, and what can we do about it?
- (5:05-5:20 15 minutes) The Corporate-Mixer divide, and how to create more opportunities for collaboration and interaction between these segregated communities.
- (5:20-5:30 10 minutes) The cost of recovery and its contribution to risk-averse aversion.
- (5:30-5:45 15 minutes) How players can leave a lasting impact on the game world.
- (5:45-6:00 15 minutes) Conflict. How can we encourage healthy and interesting conflict between characters? What does quality conflict RP look like to you? Ways to have conflict that isn't just killing?
- Remaining Time: Open Discussion

Closing statement from moderator

RP Awards [6:00-6:15]

**Leave, or break off into different rooms to continue talking
[6:15-???)**