TOWN HALL AGENDA 07/13/19

Resources

Twitch Stream (we stream the Town Hall and the playlist!):
https://www.twitch.tv/sindomerp

Spotify Playlist [Start Listening @ 2:45pm, but really you should just put twitch on so it's in sync with everyone else]:
https://open.spotify.com/playlist/61ha4CKmMCiaYREL3TJ6Iz?si=eTj_WM91Qn GCYe959Ww5Xw

Pre-Meeting Docs to Review
- New Player Training videos: http://sindo.me/mnNQeK
- Admin Rules / Restrictions: http://sindo.me/mn7nQK
- BGBB Thread: The Sindome Corporation
- BGBB Thread: OOC Chatting about IC Events
- BGBB Thread: Metagaming
- BGBB Thread: Being Successful on Sindome
- help expectations
- help metagaming
- help ooc-chat
- help membership

Speeches (3:00-4:00pm) [HOUR 1]

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)
- Welcome

- Votes
- Infrastructure
- Membership & Budget
- Improvements
  - Help
  - Gameplay
  - Character Definition
  - Limiting Bad Conduct
  - NPCs
  - MOO Health
  - Staff Quality of Life
  - Quality of Life for everyone
- Personal Status / My Plan
- Thank You

Statement from Head Builder (Glitch - 5 min)
- Update on recently released projects
- Upcoming projects
- Building moving forwards

Statement from GMs (Dreamer - 5 min)
- Note on current GMs
- Breakdown of groups

Statement from Operations (Slither - 10 min)
- Recognition of hard work on both sides of the veil

Topics (4:00-5:00) [HOUR 2]
- Skills & Archetype Discussion (15 min - 4:00-4:15)
  - Low-hanging fruit that would make your favorite archetype/skill more "codedly badass" without having to ask Admins for help
  - How to avoid being meta about skills that don't have coded support
- Power emoting/posing/spoofing (10 min - 4:15-4:25)
  - What it is & why you shouldn't do it (generally)
  - When it is OK to do it
  - How to build people's perception of your character organically without relying on ambient population
- Tech-related coded job ideas for decking / electro_tech / etc.-oriented folks (10 min - 4:25-4:35)

- ○ Are people aware of the jobs that exist for these archetypes today?
- ○ Is the issue more with Mix facing jobs since we have topside ones?
- ○ Thoughts on a higher tier SHI style job for tech related folks
- OOC Chat Etiquette (10 min - 4:35-4:45)
- What makes a good player GM? (15 min - 4:45-5:00)
  - ○ IE: Characters that create a lot of RP
  - ○ What stops people from RPing this way?

Topics (5:00-6:00) [HOUR 3]
- Statement on Cooperative Competition & Meta (5 minutes - 5:00-5:05)
- Smallworlding & Meta Discussion (15 minutes - 5:05-5:20)
  - ○ What it is
  - ○ How to avoid it
  - ○ How to approach staff if you think it's happening
  - ○ Remembering that it could be legitimate (you don't know what you don't know)
  - ○ When is it reasonable to identify someone / recognize someone / put the pieces together?
  - ○ Terms like alias hopping / fake alias
    - ■ Is this acceptable with 65 million SICs in the city?
    - ■ How to combat this ICly (calling it out on SIC for example)
- Quality of Life Improvements we might make (15 min - 5:20-5:35)
  - ○ Updating the primary SIC color so it's not like combat
  - ○ Offsetting SIC encryption messages as a different color
  - ○ Some kind of highlighting when you are posed at or spoken to
- 'Teaching' skills ICly (15 min - 5:35-5:50)
  - ○ Why Slither is against things that reduce the need to RP
  - ○ How Grid 3.0 might solve some of this
  - ○ Puppet requests are part of the game and not a burden to staff
- Sindome Merch (5 min - 5:50-5:55)
  - ○ Should we offer merch? If so, what kind?
- Open Discussion [Rapid Fire] (join the queue) (5 min - 5:55-6:00)
  - ○ Anything you want to throw out there that we didn't get to

- This will be rapid fire so have it ready!

Closing statement from moderator
Leave, or break off into different rooms to continue talking