

CSM Meeting 02 - 31st of May 2008
Chaired by Jade Constantine
Meeting opened by Jade Constantine at 31 May, 19.00 Hours

Attendants

Council Members Present (8):

Jade Constantine
Ankhesentapemkah
Darius JOHNSON
Bane Glorious
Dierdra Vaal
Serenity Steele
LaVista Vista
Inanna Zuni

Alternate Council Members Present (2):

Tusko Hopkins
Leandro Salazar

Notes:

Tusko Hopkins replaced Hardin for the duration of this meeting and had voting privileges.

=====

Open Agenda Topics:

- * Time Limit on Discussions
- * Automatic Publication of Meeting Chatlogs
- * Universal Operator Rights for Channel Participants
- * Confirmation of Template Document
- * Confirmation of Forum Tools Request Document
- * Process behind future appointment of CSM committee

===

Time Limit on Discussions

A large part of the council agreed that during the first CSM meeting too little was accomplished in the available time. To prevent this from happening again, LaVista Vista proposed that discussion time could be limited before a vote would be issued. Dierdra Vaal was concerned that under this system, complex issues would not get enough time allocated to them. Inanna Zuni proposed to change this to a per-item time allocation, but also argued that it might be enough to state a time limit during the debate itself. Darius JOHNSON stated that council members should have adequate time to prepare for an item, instead of new items possibly getting rushed through, leading to potentially uninformed decisions.

Jade Constantine, Darius JOHNSON and several other council members observed that at this stage, the Council would primarily concern itself with voting for issues to relay to CCP, and that a time limit would help getting through a lot of issues quickly, and that council members should inform themselves in advance as much as

possible. Ankhesentapemkah and Bane Glorious noted later on that a hard limit on discussion time and strict regulation might adversely affect quality, and that the chairman should prevent the debate going in circles.

A vote was called on the following issue:
Should there be a hard limit on channel discussions on specific issues (ie a maximum duration)?

The vote had the following result:

Ankhesentapemkah - No
Bane Glorious - No
Darius JOHNSON - No
Dierdra Vaal - No
Inanna Zuni - No
Jade Constantine - Yes
LaVista Vista - Yes
Serenity Steele - Yes
Tusko Hopkins - No

The issue was rejected 6 to 3.
The council agreed however, that the chairman/vice chairman should have the right to state the end time during the discussion.

===

Automatic publication of meeting chatlogs

This issue was quickly and unanimously accepted.

===

Universal Operator rights for all channel participants

The discussion started with Inanna Zuni providing reasons why all members of the CSM should be able to change the message of the day, and that all council members can be trusted with operator rights. LaVista Vista cautioned that granting operator rights could interfere with the ability to moderate the channel during discussions. Bane Glorious and several other council members argued that operator rights meant the ability to mute people, and that this would not be used in the channel in the first place.

A vote was called on the issue.

Ankhesentapemkah - Yes
Bane Glorious - No
Darius JOHNSON - No
Dierdra Vaal - Yes
Inanna Zuni - Yes
Jade Constantine - No
LaVista Vista - No
Serenity Steele - No
Tusko Hopkins - Yes

The issue was rejected 5 to 4.

===

Confirmation of Template Document

The CSM concluded that the template document is approved but that there are 48 hours for making final adjustments and improvements.

===

Confirmation of Forum Tools request document

This issue was deferred for one week.

Action Jade Constantine: Contact CCP and inquire on the status of the features that have not yet been delivered (information on CSM only forum and CSM indicator icons).

===

Process behind future appointment of CSM committee

This issue was deferred.

===

Future process for selecting public issues to discuss in the meeting

Jade Constantine explained that the required 5% support to force an issue on the CSM agenda was not attainable, as the current top 10 most popular topics came nowhere near the required 5%. Jade Constantine and Dierdra Vaal thought that the current system does not cause any troubles, because the popular issues will get picked anyway, and council members may still pick other issues that are inline with their own concerns and playstyles. It was suggested that the percentage would be significantly lowered, and 5% of the total voter amount (1100 players) would be more practical.

It was unanimously agreed upon that the current system of topic allocation is acceptable for the time being.

=====

Issues:

- * Removal of 30/90 day Gametime Codes
- * Jumpbridges and Cynojammer fix
- * Logserver exploitation and Bacon
- * Skill Queue Functionality
- * 5% Voter Issue
- * Transferable Killrights
- * Funky POS Alterations
- * Improvements to Black Ops
- * Alliances and Factional Warfare

* Making Suicide-ganking more difficult

===

NOTES:

More details on these issues, and their appropriate discussion threads can be found at the following URL:

<http://myeve.eve-online.com/ingameboard.asp?a=topic&threadID=782982>

Prior to voting on the issues, it was explained that the discussion should take place on the forums as much as possible, so that players can participate in it, with final discussion taking place in Iceland, and that the voting will represent the will to take the issue to CCP, not necessarily the council members agreement with the idea itself. This is subject to change in the future, when a template document is available.

The council agreed to delegate each issue to one specific council member, who is tasked with filling out the appropriate template documents, and conduct further research on the issue if appropriate.

===

Removal of 30/90 day gametime codes

Vote Result: Passed unanimously

Delegated to: Ankhesentapemkah

Jumpbridges and Cynojammer fix

Vote Result: Passed unanimously

Delegated to: Serenity Steele

Logserver exploitation and Bacon

Vote Result: Passed unanimously

Delegated to: Ankhesentapemkah

Skill Queue Functionality

Vote Result: Passed unanimously

Delegated to: Bane Glorious

5% voter issue

Vote Result: Passed 8 to 1

Bane Glorious voted no

Delegated to: Inanna Zuni

Transferable Killrights

Vote Result: Passed 8 to 1

Inanna Zuni abstained

Delegated to: Serenity Steele

Funky POS Alterations

Vote Result: Passed unanimously

Delegated to: Serenity Steele

Improvements to Black Ops
Vote Result: Passed 8 to 1
Inanna Zuni abstained
Delegated to: Jade Constantine

Alliances and Faction Warfare
Vote Result: Passed unanimously
Delegated to: Inanna Zuni

Making suicide-ganking more difficult
Vote Result: Passed unanimously
Delegated to: Ankhesentapemkah

=====

Meeting Closed by Jade Constantine at 31st of May, 21:02 Hours