

A dramatic, high-contrast image of a cloudy sky. The clouds are dark and swirling, with bright, golden light breaking through from the left, creating a sense of intense energy and drama. The overall color palette is dominated by dark browns, greys, and a touch of golden yellow from the light source.

EVE FANFEST 2013

THE SECOND DECADE OF THE EVE UNIVERSE

Welcome to the beginnings of New Eden

Ten years of a living, breathing universe.

Ten years of dark and dangerous expanses of space destroyed and reborn in tens of thousands of ways each day by the most compelling forces imaginable—human interaction.

Stories about the beginnings of EVE inevitably begin with a small group of guys huddled around computers in small rooms in a small green house on a small volcanic rock in the middle of the cold north Atlantic Ocean—sometimes forgoing pay and often forgoing sleep—all chasing what would seemingly be impossible given the circumstances. People of passion. A bit crazy too. Men on a longboat furiously paddling towards a dream of a distant shore.



When we finally arrived on May 6th 2003, the boat wasn't in the best condition. Everyone was a bit battered but still the arrival was when the journey began.

The stories of EVE's beginnings often start that way, intimately intertwined with the land you find around you. On your way here from the airport you probably "saw EVE" in the lava fields. You can catch whiffs of it in the harbor air. Sometimes you can glimpse it in the eyes of black-shirted devs.

You are now where EVE began, but not where it was born.

It was born the second players started streaming into those lifeless solar systems, fanning out into the unknown and carving up the constellations. It was born when that very first pod was cracked open. Then again when celebrations over comms signaled the first Titan kill. It was born when betrayal crumbled huge empires and when a frantic phone call at 4am from people a world away roused a talented FC from sleep to help win the field. It was born yesterday when a noob in a mining frigate decided to jump into low sec for the first time. And it will be born again today when you chat with a new friend about the seriousness of the business of internet spaceships and mercenaries in Reykjavik, Iceland.

EVE FANFEST 2013

We now say with confidence what we used to only whisper about: that EVE is real. The strong emotions and camaraderie that come from a gaming universe where loss has meaning and you can truly choose to make an impact make it undeniable.

Yet, increasingly, the EVE Universe is real too. It's had life experiences—both triumphant and difficult. It has gravity to it. It has history. That history is the cornerstone of Fanfest, especially this year as we also gaze past the horizon to the next decade and beyond, knowing that if we do this right, it will outlive us all.

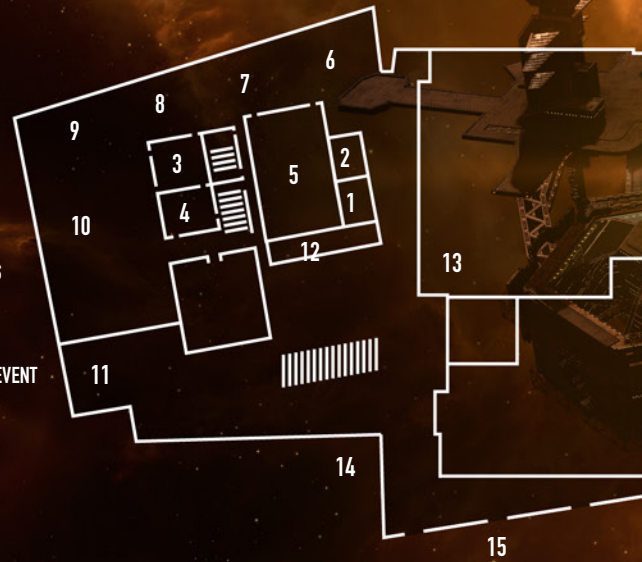
This Fanfest we are celebrating the birth of the EVE Universe. We are celebrating those very first EVE pioneers and the mercs that enlisted just yesterday. We hold this event because the reality of EVE is that, whether you realize it or not, you're on this longboat with us paddling towards a distant shore.

And we thank you for it.

Hilmar Petursson, CEO

FIRST FLOOR

1. ROUND TABLE 1
2. ROUND TABLE 2
3. ROUND TABLE 3
4. ROUND TABLE 4
5. MULTIPLICITY / KALDALÓN
6. STEELSERIES BOOTH
7. HR & GM BOOTH / LIVE AGENTS
8. GAMING AREA
9. FOOD COURT
10. POKER & SECRET SATURDAY EVENT
11. MUNNHARPAN RESTAURANT
12. EPAL DESIGN & GIFT STORE
13. 12 TÓNAR - MUSIC STORE
14. SMOKING AREA
15. ENTRANCE



SECOND FLOOR

16. FOOD COURT / BAR
17. SINGULARITY / SILFURBERG
18. PVP ARENA / NORÐURLJÓS
19. TRANQUILITY / ELDBORG
20. INFO DESK
21. EVE STORE
22. EVE TATTOO STATION
23. EVE HAIR & MAKEUP / AIRBRUSH
24. RAZER BOOTH
25. VIKING PORTRAIT STUDIO



THURSDAY

ROUND TABLE 1		ROUND TABLE 2		ROUND TABLE 3		ROUND TABLE 4		PVP ARENA		MULTIPLICITY		SINGULARITY		TRANQUILITY	
10:00		10:00		10:00		10:00		10:00	EVE PvP Tournament	10:00		10:00		10:00	
11:00		11:00		11:00		11:00		11:00	EVE PvP Tournament	11:00		11:00		11:00	
12:00		12:00		12:00		12:00		12:00	EVE PvP Tournament	12:00	Overview*	12:00	Retribution Roundup	12:00	
13:00		13:00		13:00	PvE in EVE	13:00	User Interface of EVE	13:00	EVE PvP Tournament	13:00	CREST + API*	13:00	DUST 514 Reflecting the Universe	13:00	Ship Balancing
14:00		14:00	Wormholes	14:00	Live Events	14:00	User Experience	14:00	EVE PvP Tournament	14:00	CREST + API*	14:00	Remixing EVE: You did WHAT?	14:00	Make EVE Real - Bringing FTL to IRL
15:00	EVE Marketing	15:00	DUST 514 Social Interaction	15:00	Null Sec	15:00	Tech Art	15:00	EVE PvP Tournament	15:00	License and Policing*	15:00	Game Design: Bal. Tears & Laughter	15:00	
16:00	UK Roundtable	16:00	The Art of EVE	16:00	DUST 514 - Community	16:00	Virtual World Operations: AMA	16:00	EVE PvP Tournament	16:00	License and Policing*	16:00	Lowsec PvP/Crimewatch	16:00	
17:00	Scandinavian Roundtable	17:00	QA - Whole Team Quality Revisited	17:00	Ship Balancing	17:00	DUST 514 Council of Planetary Mgmt	17:00	EVE PvP Tournament	17:00		17:00	(e)Merging Economies	17:00	
18:00		18:00		18:00		18:00		18:00		18:00		18:00		18:00	DUST 514 KEYNOTE
19:00		19:00		19:00		19:00		19:00		19:00		19:00		19:00	DUST 514 KEYNOTE
20:00		20:00		20:00		20:00		20:00		20:00		20:00		20:00	
21:00		21:00		21:00		21:00		21:00		21:00		21:00		21:00	
22:00		22:00		22:00		22:00		22:00		22:00		22:00		22:00	

THURSDAY SPECIAL EVENTS

10:00 – 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.

17:00 FANFEST WEDDING: A union of two hearts hosted right here at Harpa, balcony area. Come celebrate this momentous occasion in the life of a couple who requested their wedding to be held at Fanfest 2013.

20:00 – 00:00 CHARITY POKER TOURNAMENT: The fourth No Limit Hold-em elimination tournament with players competing to take home some very unique prizes.

20:00 – 00:00 CHARITY DINNER WITH CEO AND DEVS: The sold out dinner with CCP devs in support of Get Well Gamers at the Harpa top floor restaurant, Kolabrautin.

*DEVTRACK SESSIONS: Sessions for 3rd party developers

FRIDAY

ROUND TABLE 1			ROUND TABLE 2			ROUND TABLE 3			ROUND TABLE 4			PVP ARENA			MULTIPLICITY			SINGULARITY			TRANQUILITY		
10:00			10:00			10:00			10:00			10:00			10:00			10:00			10:00		
11:00			11:00			11:00	Null Sec		11:00			11:00	DUST 514/EVE PvP Tournament		11:00	Single SignOn & Authent. into EVE*		11:00	World of Darkness		11:00	EVE Economy: A Decade in Review	
12:00			12:00			12:00	Factional Warfare		12:00	Graphics Programming		12:00	DUST 514/EVE PvP Tournament		12:00	Single SignOn & Authent. into EVE *		12:00	CSM Panel		12:00	DUST 514 Planet. Conq. in Low-Sec	
13:00	Test Servers & Bug Hunters		13:00	One Universe // Many Languages		13:00	Ship Balancing		13:00	EVE Economy. A Decade in Review		13:00	DUST 514/EVE PvP Tournament		13:00	WebGL*		13:00	Alliance Panel		13:00	DUST 514 Advancing the Core	
14:00	Sound, Music and Mood in EVE		14:00	EVE Merchandise		14:00	EVE Community Discussion		14:00	DUST 514 Planet. Conq. in Low-Sec		14:00	DUST 514/EVE PvP Tournament		14:00	WebGL*		14:00	Art Panel		14:00	Make EVE Real- Asteroid Mining	
15:00	Russian Community		15:00	Future Gaming Peripherals		15:00	The Un-Frankenstein Experiment		15:00	DUST 514 The Sandbox		15:00	DUST 514/EVE PvP Tournament		15:00	Dev. & Ops are in a Relationship		15:00	Prog. w/ Ship Identification System		15:00	EVE Security	
16:00	The Art of Eve		16:00	EVE Companion Apps		16:00	Story in EVE		16:00	DUST 514 Advancing the Core		16:00	DUST 514/EVE PvP Tournament		16:00	Coaching Them Up in "EVE"		16:00	Game Design - Live Session		16:00		
17:00			17:00			17:00			17:00			17:00			17:00			17:00			17:00	EVE Keynote	
18:00			18:00			18:00			18:00			18:00			18:00			18:00			18:00	EVE Keynote	
19:00			19:00			19:00			19:00			19:00			19:00			19:00	Battle of the Bands		19:00		
20:00			20:00			20:00			20:00			20:00			20:00			20:00	Battle of the Bands		20:00		
21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl		21:00	Pub Crawl	
22:00			22:00			22:00			22:00			22:00			22:00			22:00			22:00		

FRIDAY SPECIAL EVENTS

10:00 — 16:00	LIVE AGENTS: Tired of the life of crime? Visit the faction agents located around Harpa and complete tasks to improve your standings with CONCORD for a chance to win a mystery prize. Please note the agents will favor those dressed in faction regalia.	15:00 — 16:00	PORTRAIT DRAWING: Get a portrait drawn by a CCP artist	17:00 — 19:00	EVE KEYNOTE: CEO Hilmar Veigar Pétursson and the EVE development team look back at the last 10 years of EVE Online and forwards to Odyssey and the Second Decade. Please note that doors to hall open at 17:00 and keynote starts once everyone is seated.	19:00 — 21:00	BATTLE OF THE BANDS: Players and Devs will compete in Rock Band.
		11:00 — 17:00	DUST 514/EVE PvP TOURNAMENT: Compete in the first EVE Universe PvP tournament with DUST 514 mercenaries fighting on the planets and EVE pilots scrambling for orbital strike.			21:00 — late	PUB CRAWL WITH A DEV: Experience the nightlife of Reykjavik with fellow attendees, spouses and the CCP Dev Team.
							*DEVTRACK SESSIONS: Sessions for 3rd party developers

SATURDAY

ROUND TABLE 1		ROUND TABLE 2		ROUND TABLE 3		ROUND TABLE 4		PVP ARENA		MULTIPLICITY		SINGULARITY		TRANQUILITY	
10:00		10:00		10:00		10:00		10:00		10:00		10:00	EVE Movie Morning	10:00	
11:00		11:00		11:00		11:00		11:00		11:00		11:00	EVE Movie Morning	11:00	
12:00		12:00		12:00		12:00		12:00	PvP Finals	12:00		12:00		12:00	
13:00		13:00		13:00	Resource Rebalance	13:00	EVE Development Roundup	13:00	PvP Finals	13:00	CCP, IBM and Nyherji	13:00	EVE in China	13:00	
14:00	EVE Websites	14:00	German Community	14:00	Lowsec PvP/Crimewatch	14:00	CSM Member's Roundtable	14:00		14:00	DUST 514 Progression & Gear	14:00	Prototyping the Future of EVE	14:00	Make EVE Real – Space Elevators
15:00	Ladies with Laz0rs	15:00	ISD Roundtable	15:00	eSports, Streaming & PL Events	15:00	DUST 514/EVE Corps. & Alliances	15:00		15:00	Reimagining the Apocalypse	15:00	Improving EVE's Player Experience	15:00	Games as Art – EVE at the MoMA
16:00		16:00	EVE Security	16:00	Exploration	16:00	DUST 514 Comb. Roles & Tactics	16:00		16:00	Player Fiction Panel	16:00	Concept Art – Live Session	16:00	
17:00		17:00		17:00		17:00		17:00		17:00		17:00		17:00	CCP PRESENTS!
18:00		18:00		18:00		18:00		18:00		18:00		18:00		18:00	CCP PRESENTS!
19:00		19:00		19:00		19:00		19:00		19:00		19:00		19:00	
20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World	20:00	Party at the Top of the World
21:00		21:00		21:00		21:00		21:00		21:00		21:00		21:00	
22:00		22:00		22:00		22:00		22:00		22:00		22:00		22:00	

SATURDAY SPECIAL EVENTS

12:00 – 14:00 **PvP FINALS:** The grand finale of both Fanfest PvP tournaments. The winners take away great honor as well as amazing prizes.

17:00 – 19:00 **CCP PRESENTS!:** Find out from CEO Hilmar and his all-star guests about the future of EVE, DUST 514, and CCP

20:00 – 02:00 **PARTY AT THE TOP OF THE WORLD:** Legendary! This year our event headliners are: Skálmöld, Retro Stefson, RoXoR, DJ Margeir, and DJ Z-Trip. You think you know what to expect. You are wrong!

RETRO STEFSON

PARTY AT THE TOP OF THE WORLD

Get ready to bring the house down with an entire night of turbo-charged performances from an international line up bands and DJs. Choose between the hot and heavy dialed-to-11 sounds of the main stage room or dial it back to a conversational level in the exclusive Fanfest lounge.

FANFEST LOUNGE*

20:00 RealX
21:00 CCP Whitenoisetrash
22:00 Hangedman and Saucy Miso
00:30 Z-Trip - live camera feed
02:00 CLOSED

*Exclusive for fanfest pass holders.

MAIN STAGE

20:00 DJ Margeir
21:00 RöXöR
22:00 Skálmöld
23:00 DJ Margeir
23:30 Retro Stefson
00:30 Z-Trip
02:00 CLOSED



SKÁLMOELD

LIVE PERFORMANCES

The CCP rockstars will take to the stage, with cover band RöXöR belting out the classics. Skálmöld brings the ice and fire to Harpa with a powerful Icelandic Viking metal vibe sure to please the headbangers in the crowd. Back to the baseline, we've got the alternative pop sensation Retro Stefson, taking to the stage with their infectious dance tracks and disco licks.

DJS AND MIXED MUSIC

Fanfest fave dj Margeir once again takes to the 1s and 2s, spinning on both the main stage and the Fanfest lounge set and RealX shows us what he has got. The decks get no breaks tonight because we've got plenty of DJs to keep the party rocking, including a massive finale by the world-class Z-Trip, pioneer of the mashup movement and recipient of Americas BEST DJ award.



Z-TRIP

EVE FANFEST SPECIAL EVENTS

BATTLE OF THE BANDS **FRI 19-21**

Players and Devs will compete in Rock Band.

CCP LIVE MUSIC **THU 21.00**

CCP Hunter and his band "Munaðarleysingjarnir" will be performing at Gamli Gaukurinn, a Fanfest Partner bar. They will be playing music from various artists, including Pearl Jam, Robert Plant, John Mayer and the Icelandic reggae-band Hjalmar. 1500 ISK admission fee.

CHARITY DINNER WITH CEO & DEVS **THU 20.00**

The sold out dinner with CCP devs in support of Get Well Gamers at the Harpa top floor restaurant, Kolabrautin.

CHARITY POKER TOURNAMENT **THU 20.00**

The fourth No Limit Hold-em elimination tournament with players competing to take home some very unique prizes.

DUST 514/EVE PVP TOURNAMENT **FRI 11-17**

Compete in the first EVE Universe PvP tournament with DUST 514 mercenaries fighting on the planets and EVE pilots scrambling for orbital strikes.

EVE HAIR & MAKE-UP - AIRBRUSH **THU-SAT**

Get into character! Professional Hair & Make-up and/or temporary Airbrush tattoos/decals from the people that have been styling our Party at the Top of the World staff from the beginning.

EVE MOVIE MORNING **SAT 10.00**

Sit back, relax and enjoy watching EVE Movies on the big screen.

EVE PVP TOURNAMENT **THU 10-18**

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

EVE STORE **THU-SAT**

You don't have to spend time salvaging to get your hands on the really good stuff at Fanfest. Get an up-close look at the ship models or try-on the hoodies to find the right size. Plus some new swag will be unveiled!

EVE TATTOO STATION — RVK INK **THU-SAT**

Immortalize the occasion with an EVE faction logo, tattooed by Iceland's own Reykjavik Ink. Choose your favorite logo from a collection of the most popular EVE Online icons and art, including playable and pirate faction logos, various NPC corp logos, Quafe and the classic "EVE" and "DUST 514" logos.

FANFEST WEDDING **THU 17.00**

A union of two hearts hosted right here at Harpa, balcony area. Come celebrate this momentous occasion in the life of a couple who requested their wedding to be held at Fanfest 2013.

HR & GM BOOTH **FRI 12-16**

Do you want to work at CCP? How is working at CCP? Come talk to us and find out.

LIVE AGENTS **FRI 10-16**

Tired of the life of crime? Visit the faction agents located around Harpa and complete tasks to improve your standings with CONCORD for a chance to win a mystery prize. Please note the agents will favor those dressed in faction regalia.

GAMING AREA **THU — SAT**

A casual gaming area to kill time with EVE Conquests, trading card games, traditional playing cards, board games, arcade machines, foosball tables and other surprises. CCP Developers will exhibit Warhammer 40k games on and off. Come and play with the devs or fellow Fanfest attendees.

PVP FINALS **SAT 12-14**

The grand finale of both Fanfest PvP tournaments. The winners take away great honor as well as amazing prizes.

PUB CRAWL WITH A DEV **FRI 21.00**

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

PARTY AT THE TOP OF THE WORLD **SAT 20.00**

Legendary! This year our event headliners are: Skálmöld, Retro Stefón, RoXoR, and Z-Trip. You think you know what to expect. You are wrong!

PORTRAIT DRAWING **FRI 15-16**

Get a portrait drawn by a CCP artist

ROUND TABLES

CSM MEMBER'S ROUNDTABLE SAT 14.00

Come and meet the members of the 7th Council of Stellar Management for a chat.

DUST 514 & EVE CORPORATIONS & ALLIANCES SAT 15.00

Explore the new Corporation and Alliance features coming with Uprising, and discuss your empire building wish list with the dev team.

DUST 514 ADVANCING THE CORE FRI 16.00

Join the team in a collaborative discussion about the development roadmap for DUST 514. A can't-miss opportunity to help shape the future.

DUST 514 COMB. ROLES & TACTICS SAT 16.00

Get insider tips on Dropsuit & Vehicle fittings and advanced tactics from the team, and share your own wild methods. Logibros, heavy snipers, knife ninjas, join us!

DUST 514 COMMUNITY THU 16.00

Join the DUST 514 Community team in an open discussion regarding future community events and plans.

DUST 514 COUNCIL OF PLANETARY MGMT THU 17.00

Stop by and talk to the very first DUST 514 CPM. Discuss the potential roles and formats the Council might take on as they grow. Voice your opinion on important changes to the future of DUST 514.

DUST 514 PLANETARY CONQUEST IN LOW-SEC FRI 14.00

A chance to discuss the current and future ideas surrounding Planetary Conquest in DUST 514 and EVE.

DUST 514 SOCIAL INTERACTION THU 15.00

An opportunity to discuss what tools are needed or wanted to further the social interaction and communication in DUST 514, be it corporation management tools, chat channels, or other methods.

DUST 514 THE SANDBOX FRI 15.00

Discuss the evolution of the DUST 514 battlefield from high-sec to low-sec. We'll share our plans for unleashing immortal mercenaries of New Eden into null-sec space.

eSPORTS, STREAMING AND PLAYER EVENTS SAT 15.00

Join members of the EVE eSports team to talk about Alliance Tournament, new Eden Open and other potential future tournaments and streaming.

EVE COMMUNITY DISCUSSION FRI 14.00

Join the EVE Community team in an open discussion regarding future community events and plans.

EVE COMPANION APPS FRI 16.00

What does "EVE everywhere" mean to you? Share your thoughts and ideas on what game and community features you would like to use on your smartphone, tablet, websites, etc.

EVE DEVELOPMENT ROUNDUP SAT 13.00

Find out more about how CCP develops EVE and the back story on how the game continues to move forwards after nearly 10 years in operation.

EVE ECONOMY A DECADE IN REVIEW FRI 13.00

Roundtable following the presentation by Dr. Eyjo on 'EVE Economy: A decade in review'

EVE MARKETING THU 15.00

Sit down with the EVE Global Brand Director and his team for an open discussion on how CCP can further support the community and its efforts to introduce the wonders of EVE to potential capsuleers.

EVE SECURITY SAT 16.00

How has 2012 been from your perspective? Are the bots running wild? This roundtable will be discussing the actions taken against botting and RMT, and what other things could be done in the fight against it.

EVE WEBSITES SAT 14.00

The EVE websites are constantly evolving and improving. Do you have feedback on the recent Community website update, what other websites or web based features would you like CCP to focus on next?

EXPLORATION SAT 16.00

Discussion on current and long term situation of exploration.

ROUND TABLES

FACTIONAL WARFARE **FRI 12.00**

Discussion on current and long term situation of Factional Warfare.

FUTURE GAMING PERIPHERALS **FRI 15.00**

How Would You Design Them? If sky is the limit, what innovative features would you like to see in future gaming mice, keyboards & headsets? It may not be possible today, but let us hear your creative ideas and make us think on how we can build the next generation of gaming peripherals! Join us in the open discussion at the SteelSeries round table.

LIVE EVENTS **THU 14.00**

Join the team responsible for bringing you in-game events for an EVENT-ful roundtable discussion!

GERMAN COMMUNITY **SAT 14.00**

What is going on in the German community? From language specific in-game support and localization over forum activities to real life events and gatherings — everything is on the table. Attention: This roundtable will be held in German.

GRAPHICS PROGRAMMING **FRI 12.00**

Want to learn about the nuts and bolts of making pretty EVE look pretty? Talk to the EVE Devs responsible for space rendering and the graphics engine.

ISD ROUNDTABLE **SAT 15.00**

Learn more about the fantastic ISD volunteer program and the incredible work done by ISD. Get an overview from insiders and submit all your feedback and questions.

LADIES WITH LAZORS **SAT 15.00**

An open round-table session for women gamers to share and discuss their experiences playing EVE, whether they mine, mission, pirate or hotdrop. Gentlemen are welcome, too!

LOWSEC PVP/CRIMEWATCH **SAT 14.00**

Discussion on current and long term situation of crime-watch and lowsec PvP.

NULL SEC **THU 15.00 & FRI 11.00**

Discussion on current and long term situation of null-sec and sovereignty.

RESOURCE REBALANCE **SAT 13.00**

Let's talk about the resource distribution in EVE.

ONE UNIVERSE // MANY LANGUAGES **FRI 13.00**

This roundtable covers the practical aspects of interaction between players of varying linguistic, cultural, and national backgrounds. Come and talk about how you experience managing multinational corporations, fleets and trade enterprises.

PVE IN EVE **THU 13.00**

A sit down with EVEs content devs to discuss the future of PvE.

QA – TEAM QUALITY REVISITED **THU 17.00**

One year on, we re-examine the radical change to QA practices discussed last Fanfest. Join CCP's diligent QA staff to go over the intent of the new approach, and how things have gone since implementation.

WORMHOLES **THU 14.00**

The future of wormhole space and content iterations to them

RUSSIAN COMMUNITY **FRI 15.00**

Do you speak Russian? Come to our roundtable and learn about the latest plans for EVE in Russian-speaking countries straight from CCP developers, game masters and community managers. Attention: This roundtable will be held in Russian.

SCANDINAVIAN ROUNDTABLE **THU 17.00**

Come join players from the other Scandinavian countries in a session where we talk about any issues specific to this region! If you're looking for a Nordic corp/alliance or just to share a few Viking war stories, this is a great place to go as well.

SHIP BALANCING **THU 17.00 & FRI 13.00**

Discussion on current and long term plans for EVE ship balancing.

SOUND, MUSIC AND MOOD IN EVE **FRI 14.00**

Review of recent audio developments made for the last couple of releases as well as current audio development in EVE.

STORY IN EVE **FRI 16.00**

Discussing the story and lore of EVE, you have the opportunity to ask the pants off the people that are the driving force behind EVE's fiction.

ROUND TABLES

TECH ART THU 15.00

EVE tech art manages the internal tools used to produce content, from validation to publishing to QA tools, as well as creating visual effects. If you're interested in the tech behind the art come for a talk, we'll have an informal introduction to the tools and workflows we use and what it's like to work with the assets of EVE.

TEST SERVERS AND BUG HUNTERS FRI 13.00

Goliath, Habakuk and Vertex will be on hand to discuss your theories and questions on Singularity, public testing in general, and the ISD ECAID (Bug Hunter) program.

USER INTERFACE OF EVE THU 13.00

Meet the EVE UI Team and get a glimpse of what they have been working on and a chance to discuss with them the various aspects of the EVE User Interface.

THE ART OF EVE THU & FRI 16.00

A roundtable discussion on everything EVE-art related, including topics such as the concept art process, ship redesign, and translating the EVE aesthetics into other mediums. We are especially interested in hearing player requests for what they would like to see added or improved in EVE's second decade.

THE UN-FRANKENSTEIN EXPERIMENT FRI 15.00

Discussion with Team Pony Express on how to make the process of becoming familiar and comfortable with EVE more fun, and less of an academic pursuit. Includes: team introduction, upcoming changes from TPE, brainstorming of new focus areas and sharing of player stories.

USER EXPERIENCE THU 14.00

EVE Developers are utilizing UX tools and techniques more and more in their everyday work. Meet members of the UX Community where they talk about the use cases of using UX to improve the end result in recent development. Come discuss with us what other tools and techniques can be used to improve the User Experience of EVE and what you think of the ones we have already started using.

UK ROUNDTABLE THU 16.00

Join devs and players from the UK and chat about EVE over tea and crumpets.

VIRTUAL WORLD OPERATIONS — AMA THU 16.00

Come and talk to the devs taking care of our Virtual World.



MULTIPLICITY / KALDALÓN

COACHING THEM UP IN “EVE” **FRI 16.00**

The simple “how to” in developing EVE organizations. This session will be focusing in on the steps it takes to develop an EVE corporation – DNSBlack & ExookiZ.

DEV. & OPS ARE IN A RELATIONSHIP **FRI 15.00**

...and it's complicated! An inside look at the people, processes and infrastructure that powers the EVE Universe.

DUST 514 PROGRESSION AND GEAR **SAT 14.00**

Take an in-depth look at the new skills and gear coming in the Uprising release. We'll talk dropsuits, weapons, vehicles, modules, nanites and more. Followed by Q&A.

PLAYER FICTION PANEL **SAT 16.00**

CCP Falcon and CCP Eterne will host an open panel discussing the lore of EVE and how players can contribute to making great EVE fiction.

CCP, IBM AND NYHERJI **SAT 13.00**

Partnership still strong after 10 years! Looking back, at the present and into the future.

REIMAGINING THE APOCALYPSE **SAT 15.00**

Thought process and step by step presentation of the Apocalypse redesign.



DEVTRACK SESSIONS: Sessions for 3rd party developers

CREST + API **THU 13.00**

Hands on with CREST and the EVE API – the programmers working on CREST and the EVE API present plans and features.

LICENSE AND POLICING **THU 15.00**

An update on the Developer License and how CCP will handle 3rd party applications in cases of malicious or misleading applications.

OVERVIEW **THU 12.00**

CCP Seagull presents future plans for 3rd party development for EVE and an overview of the tools we have available and where we are taking them.

SINGLE SIGN ON AND AUTHENTICATION INTO THE EVE UNIVERSE **FRI 11.00**

An introduction to CCP's Single Sign On service. The SSO is a service that unifies authentication into the Eve Universe; it is also a service that allows 3rd party developers to write applications that use EVE authentication. This session will go over what SSO is, how to sign up as a 3rd party developer and use it.

WebGL **FRI 13.00**

Discussing recent work and future plans for use of WebGL in representing 3D objects on the web, including the shipviewer and starmap widgets.

SINGULARITY / SILFURBERG

ALLIANCE PANEL **FRI 13.00**

Come and see the state of the EVE Universe, see through the eyes of Alliance Leaders.

ART PANEL **FRI 14.00**

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. They will talk about the creative process and answer your questions in an open forum.

PROGRESSING WITH SHIP IDENTIFICATION SYSTEM **FRI 15.00**

Presentation on visual tools used to display ship planning and progression in-game.

CONCEPT ART LIVE SESSION **SAT 16.00**

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!

CSM PANEL **FRI 12.00**

Members of the 7th Council of Stellar Management review their term and answer questions from the audience.

DUST 514 REFLECTING THE UNIVERSE **THU 13.00**

Technical Art Director Anders Caspersson will draw back the curtain and show how the amazing DUST 514 map generation technology works to populate the planets of New Eden with dynamic, playable environments.

(e)MERGING ECONOMIES **THU 17.00**

Learn the complexities and intimate details of running the most sophisticated virtual economy ever created from CCP's own in-house economists.

GAME DESIGN: BALANCING TEARS & LAUGHTER **THU 15.00**

CCP Soundwave talks about the EVE's design principles, direction and general feature creation. If you're interested in what thoughts and guidelines go into the creation of EVE, this is the session to go through. This session will not touch on the balance of individual attributes on a single ship, but rather the inner workings of how the game is made.

EVE MOVIE MORNING **SAT 10.00**

Sit back, relax and enjoy watching EVE Movies on the big screen.

GAME DESIGN LIVE SESSION **FRI 16.00**

Participate in an interactive game design session, with a selection of developers writing a design document live on stage based on audience input!

PROTOTYPING THE FUTURE OF EVE **SAT 14.00**

Team Avatar and Team Prototyping Rocks have been developing new gameplay ideas for EVE over the past year and a bit. Come along and find out what prototyping is all about and see some of the ideas they came up with for features as diverse as Mining and Exploration. They will also be discussing the new features they are implementing for the summer expansion which were generated as a result of these efforts.

EVE IN CHINA **SAT 13.00**

A presentation from EVE's publisher in China, Tianscity, on the Chinese server: Serenity.

IMPROVING EVE'S PLAYER EXPERIENCE **SAT 15.00**

CCP Fear explores this sticky subject and how it might affect you!

LOWSEC PVP/CRIMEWATCH **THU 16.00**

Team Five 0 review the last year of Crimewatch developments, and announce their next new feature aimed at Low-Sec.

BATTLE OF THE BANDS **FRI 19-21**

Players and Devs will compete in Rock Band.

REMixING EVE – YOU DID WHAT? **THU 14.00**

What happens when you take the EVE graphics engine and graphics, and recombine them into something completely different? Just how far can you get using only existing EVE assets and some Python code? One such experiment will be shown at Fanfest, and this presentation reveals how it was made.

RETRIBUTION ROUNDUP **THU 12.00**

A chance to discuss and gather feedback on the Retribution expansion, its features and success.

WORLD OF DARKNESS **FRI 11:00**

Senior Producer — Chris McDonough and Creative Director — Reynir Harðarson discuss the tools being used to create World of Darkness and answer appropriately vague questions about features and timetables.

TRANQUILITY / ELDBORG

KEYNOTE ANNOUNCEMENT

Please note that the doors to the keynotes open at the advertised time but it will take some time for everyone to get seated. Once the room is full the keynote will start shortly after. We do expect every seat in the main hall to be full for the DUST 514, EVE, and CCP keynotes so just in case you are not able to grab a seat we will show the keynotes live in one or all of Singularity, Multiplicity, and PvP Arena. Good news is that you can drink in there while Tranquility has a no drinks inside limitation.

Fanfest attendees and press do of course get priority seating so you can expect the devs to be hanging around in the other halls.

CCP PRESENTS! SAT 17.00

Find out from CEO Hilmar and his all-star guests about the future of EVE, DUST 514, and CCP. Please read the Keynote announcement in this brochure.

MAKE EVE REAL – ASTEROID MINING FRI 14.00

Our Search for Riches Enters the Final Frontier! First it was the gold rush, then we began hunting for oil and soon, we'll begin trekking across the solar system in search of new and rare resources. In this session, the Flight Director for NASA's Mars rovers "Spirit" and "Opportunity" will show us how plotting our resource expansion by rocketing across The Milky Way to mine asteroids is just around the corner. This engaging presentation will discuss the near-future of space exploration and asteroid prospecting - Chris Lewicki, President, Planetary Resources.

DUST 514 ADVANCING THE CORE FRI 13.00

Join the team in a collaborative discussion about the development roadmap for DUST 514. A can't-miss opportunity to help shape the future.

MAKE EVE REAL – BRINGING FTL TO IRL THU 14.00

The Quest for Warp Speed! The thought of traveling to distant star systems has captured humankind's imagination for millennium... so what is being done to get us there? This lively discussion will delve into the challenges associated with FTL propulsion and tantalizing possibilities raised by the latest research in theoretical physics - Dr. Richard Obousy, President and Co-Founder, Icarus Interstellar.

DUST 514 PLANETARY CONQUEST IN LOW SEC FRI 12.00

Player controlled Planetary Conquest is coming with the next DUST 514 release, Uprising. Get an in depth look at the creation and details of this amazing new feature!

DUST 514 KEYNOTE THU 18.00

Uprising revealed! Please read the Keynote announcement in this brochure.

EVE ECONOMY – A DECADE IN REVIEW FRI 11.00

This lecture will review major milestones in the history of the EVE Economy in addition to reviewing the current state of the Economy. It will also include a future outlook for what the second decade might bring on the economic front for EVE.

EVE KEYNOTE FRI 17.00

CEO Hilmar Veigar Pétursson and the EVE development team look back at the last 10 years of EVE Online and forwards to Odyssey and the Second Decade. Please read the Keynote announcement in this brochure.

EVE SECURITY FRI 15.00

Team Security will be doing the annual "Year in review" about the war on botting and "RMT" in EVE, and discussing some of the new initiatives that were started in 2012 and the first quarter of 2013.

GAMES AS ART – EVE AT THE MOMA SAT 15.00

EVE was recently acquired with 13 other games into the New York Museum of Modern Art's permanent collection, and displayed in an ongoing exhibition titled „Applied Design“. Paola Antonelli, senior curator at the MoMA will be joined by Adam Saltsman, designer of Cananbalt and Tarn Adams, co-creator of the cult-classic Dwarf Fortress, both of which have their games featured alongside EVE at the MoMA. The presentations will be followed by a panel on the topic moderated by Goddur, professor of design at the Icelandic Academy of the Arts.

SHIP BALANCING THU 13.00

Presentation of goals, vision for current and future ship balancing in EVE.

MAKE EVE REAL – SPACE ELEVATORS SAT 14.00

Past, Present, and Future of Space Elevators. Take a look at the early concepts behind the Space Elevator, its history and evolution, its current status and where humanity goes from here! This multi-media conversation (it's not a lecture!) will examine social, political, technological and military implications of building "the biggest thing, ever." Both Lunar (gravity-based) and Earth (spin-based) Space Elevators will be discussed - Michael Laine, President, LiftPort Group.

APEX



VISIT STEELSERIES
BOOTH FOR HANDS ON
TRIAL

<PRESS ANY KEY TO WIN>

WORLD'S FASTEST KEYBOARD

Achieve faster reaction times and key combinations via raised macro keys and unique key optimizations.

ACTIVEZONE ILLUMINATION

Visually determine profiles, macros, and layers with programmable color schemes.

MASSIVELY MORE MACROS

88 more ways to win thanks to 22 macro keys that each feature up to 4 layers.

STEELSERIES ENGINE

Create advanced macros, analyze your performance, optimize your layout, and much more.

WWW.STEELSERIES.COM/APEX

 **steelseries**

**FLY ICELANDAIR TO 35 DESTINATIONS
IN EUROPE AND NORTH-AMERICA**

+ www.icelandair.com

ICELANDAIR



ALIENWARE
GAME VICTORIOUS™



RISE WITH US

www.ALIENWAREARENA.com



Copyright © 2012 Alienware Corporation. All rights reserved.

A LEADING TECHNOLOGY COMPANY

Nýherji hf. is a group of cutting-edge knowledge companies in the IT-sector, offering complete solutions in the fields of information technology.

CCP Games likes to thank Nýherji for it's technical assistance at **EVE-Online's Fanfest 2013**. With Nýherji's dedication, innovation and support, this Fanfest was made possible.

Nyherji.is


NÝHERJI

PS3
PlayStation 3

Cross Platform

PSVITA
PlayStation Vita



Bring PS®Vita and PlayStation®3 users together to enjoy additional gaming experience.

Remote Play

TV busy? Then use your PS Vita to access compatible game and video content on your PS3 and keep the fun going.

Cross-Buy

Enjoy incredible value for money - buy a game for your PS Vita or your PS3 and get the same title for free or at a discount on the other system.

Cross-Goods

Unlock or create in-game items and share them between your PS Vita and PS3.

Cross-Save

The fun never needs to stop - begin your adventure at home on PS3 then continue on PS Vita wherever you go.

Cross-Controller

Discover cool new ways to play your PS3 games by using the PS Vita system's unique features to control selected titles.

Cross-Play

Enjoy live head-to-head gaming as you race, fight or team up with other players on either PS Vita or PS3.



and more on playstation.com

"PS3", "PlayStation", "PSVITA", and "DOXO" are registered trademarks of Sony Computer Entertainment Inc. "SONY" and "PS" are registered trademarks of Sony Corporation. "make.believe" is a trademark of the same company. All rights reserved.

SONY
make.believe



RAZER
UROBOROS
ELITE AMBIDEXTROUS GAMING MOUSE

HOLD INFINITY IN THE PALM OF YOUR HAND

www.razerzone.com



FOR GAMERS. BY GAMERS.™

Special thanks

CCP Games would like to give our sincere thanks to Premium Sponsor **NVIDIA** for all their assistance and support of EVE-Online's Fanfest. They have helped make our ideas become a reality and we are extremely pleased to be partnered with them for Fanfest 2013.





This year we are using QR codes a lot, mainly for surveys and feedback, so get ready and install a QR code reader on your phone or tablet. There are multiple options available for all kinds of devices.

Enjoy the experience!

REYKJAVÍK MAP

1. HARPA · FANFEST 2013
2. HLEMMUR (MAIN BUS TERMINAL DOWNTOWN)
3. LAUGAVEGUR (MAIN SHOPPING STREET)
4. CENTERHOTEL PLAZA
5. CENTERHOTEL ÞINGHOLT
6. CENTERHOTEL SKJALDBREID
7. CENTERHOTEL ARNARHVOLL
8. CENTERHOTEL KLÖPP



THE
REYKJAVÍK
GRAPEVINE

MAP PROVIDED BY REYKJAVÍK GRAPEVINE