

Villoux Server System

House of Players Proceedings

Order, order! I, Dr. Baskerville, do hereby call to order this 28th meeting of the Villoux House of Players on this 24th day of July in the year of 2014. There will be but one topic of conversation for this evening: House of Players vote At this time, the House of Players channel chat will be closed. If you type into this channel at any time, you will be moved out of the channel, and will be marked absent from this meeting.

----- Baskerville Cabinet -----

Baskerville Advisors-

mason917061
Crepim
ShadowBoo
Necroww

Baskerville Assistants -

DinoEme
Earl554
DagsonB
Hazemfigo
Piefferfam
BlackTwinky21
xCreeperx

Baskerville Assistant Manager -

Axew6000

Baskerville Advisor Manager -

Alch

Executive Baskerville Assistant -

Steve

----- System Building Department -----

Minecraft Builders-

DevasionX

Minecraft Engineers-

Minecraft Economists-

Building Manager-

Beameron

Executive System Builder-

Ssup_Dawg

----- System Coding Department -----

System Coders -

Zaaeen

Mezamog

System Host-

Capta1nTurtles

Coding Manager-

Executive System Coder-

Icytheory43

----- System Press Department -----

System Press -

Coolkidss

BajanHero

McNaughton

L55655

Art Designers -

Gecc

Commercialists -

Radio Villoux DJ's -

Botmfeeder

Templox

Commercialist Manager-

Radio Villoux DJ Manager-

Press Manager -

Flogknw

Executive Press Officer -

----- TeamSpeak Operation Department -----

TeamSpeak Operators -

MystiA
DemonKingz
Bourneo
Mazin

TeamSpeak Helpers-

Irondogdog
Pandakiin
Qmen
WafflezWTF

Operative Manager-

Ace

Executive TeamSpeak Operator -

Nexemonsta

----- League of Legends Department -----

League of Legends Tournament Directors-

League of Legends Department Chairman-

ChewOnDiss

----- Realm of The Mad God Department -----

Realm Of The Mad God Tomb Master-

Kaidren

Realm Of The Mad God Guild Masters-

DevilDuke

Realm Of The Mad God Department Chairman-

SoulThief

----- Minecraft Department -----

Minecraft Server Heads-

_Soul_Sniper_

Jdaca
Cronus
Zombieslayer935

Minecraft Department Chairman-
Dr. Baskerville

----- Team Fortress 2 Department -----

Team Fortress 2 Tournament Directors-
ASAP Tyca

Team Fortress 2 Server Heads-
Tixie

Team Fortress 2 Department Chairman-
Sweethear

----- Villoux Affiliates -----

International System Alliance Ambassador-
Dr. Baskerville

Lyllox Server System Representative-

----- Villoux Grand Council Veterans -----

Grand Council Member Veterans-
DeathAngel
ZdPanthr
Flosion
Cap1991
Smudd

Executive Baskerville Assistant Veteran-
Madison

Executive System Builder Veterans -
Pbarron88
Sammygman
Siyal2

Executive System Coder Veteran-
Sullivan
Dr. Wilson

Executive IRC Opeartor Veteran-
elly

Executive System Press Officer Veteran-
KingKiro

Executive TeamSpeak Operator Veteran-
Gooky
Pwnzy

----- Villoux Grand Council Members -----

Grand Council Members -
Crokeykid
Jdaca
Cronus

Board Of Executives -
Executive Baskerville Assistant - Steve
Executive System Builder - Ssup_Dawg
Executive System Coder - Icytheory43
Executive System Press Officer - Flogknw
Executive TeamSpeak Operator - Nexemonsta

Villoux Chief of Staff-
Dr. Baskerville

Excused Absentees:

The Baskerville Advisor Mason917061 for Personal Issues

The Baskerville Advisor Necroww for School Interference

The Baskerville Assistant DinoEme for School Interference

The Baskerville Assistant Hazemfigo for Time Zone Differences

The Baskerville Advisor Manager Alch for Personal Issues

The Minecraft Builder DevasionX for Time Zone Differences

The Building Manager Beameron for Time Zone Differences

The Executive System Builder Ssup_Dawg for Time Zone Differences

The System Coder Zaaeen for Time Zone Differences

The System Host CaptalnTurtles for Work Related Issues

The Executive System Coder Icytheory43 for Personal Issues

The TeamSpeak Operator MystiA for Time Zone Differences

The TeamSpeak Operator DemonKingz for Time Zone Differences

The Operative Manager Ace for Time Zone Differences

The Realm of the Mad God Tomb Master Kaidren for Time Zone

The Minecraft Server Head Zombieslayer935 for Personal Issues

The Team Fortress 2 Tournament Director ASAP Tyca for Personal Issues

The Grand Council Member Crokeykid for Time Zone Differences

The Grand Council Member Jdaca for Work Related Issues

The Grand Council Member Cronus for Vacation

Unexcused Absentees:

House of Players as Read by Dr. Baskerville

Good evening, Villoux House of Players. As I mentioned in the Opening Ceremony, this will not be a typical House of Players meeting. If this is the first House of Players meeting that you have attended, allow me to give you a brief synopsis of how the meetings generally work. The meetings always open with what is referred to as the "Opening Ceremony". In this time, I call the House meeting to order, I rap my gavel, and I reveal the topics that we will be discussing during the meeting. After the Opening Ceremony, we start "Department Updates". The Department Updates consist of each respective Department Chairman presenting a brief summary of all the activity that has transpired in their department over the past month. The Department Updates start with the largest department, the League of Legends Department, and work their way down to the smallest department, the Team Fortress 2 Department. It is common practice for the League of Legends Department Chairman to announce the winner of that month's League of Legends tournaments, encourage members of the House to register for next month's tournament, and give a brief update on how they are advertising their department to bring in new users. The Realm of the Mad God Department Chairman usually provides insight into the activities of each of the system's guilds, discuss problems facing the Realm Department and seek user solutions, and discuss new ways to make the Realm Department interesting to people outside of Villoux. The Minecraft Department Chairman, which has been me since the very first House of Players meeting, always gives brief updates on each individual Minecraft server, and asks for feedback from the House about how the servers could be doing better. Finally, the Team Fortress 2 Department Chairman generally discusses the results of last month's Team Fortress 2 tournament, whines about how no one pays attention to the TF2 Department, and begs for staff members. That then concludes the Department Updates portion of the meeting, and we move to a TeamSpeak Announcement. The TeamSpeak Announcement is an article read by the Executive TeamSpeak Operator, presently Mr. Nexemonsta, in which they discuss the flow of activity on Villoux's TeamSpeak server, inform the House of any changes to the TeamSpeak regulations, and highlight anything else the Operation Department feels necessary to bring to the userbase's attention. Once the TeamSpeak Announcement is completed, we move to the Closing Ceremonies. In the Closing Ceremonies, I recognize an individual that has gone above and beyond in their line of duty, publicly thank that individual

and present them with some form of gift certificate usually equating \$25 USD. I then proceed to thank all other members of the system's staff, and end on some heart-touching quote about coming together and doing something grand. If you have never attended a House of Players meeting before now, I hope that you now have a much better understanding of how our meetings work.

For over two years, the House of Players has served as a means of communication between the Chairman Committee and the Grand Council to the junior staff. Originally, when the Grand Council established the House of Players in February of 2012, it was said that the House would act as a way for users in Villoux to express their comments, questions, and concerns about the system's administration and any of our properties. Additionally, the House was to strive to serve as a community-building type program in which users would give recommendations and criticisms to the System Officials directly, and would then be able to proceed to debate and discuss the idea. Unfortunately, it seems that since the House's establishment, it has not served as a grounds of debate or constructive conversation. Whereas I will not argue that many great things in the system came as a result of House of Players meetings, the majority of the meetings only consist of the System Officials providing updates. Instead of serving as a public forum, the House has instead served as a type of media outlet to provide general updates and announcements to the userbase.

In December of 2011, when deliberating on whether or not to create the House of Players, one of our former and most well respected Grand Council Members, the honorable Mr. ZdPanthr posed the question "Is it really necessary?" The question stumped me for a moment, but after a brief moment to consider, I responded with "Yes. I feel that by establishing the House of Players, we make Villoux even more unique and different than other online communities. In founding the House of Players, we create a direct link between the smallest people in the system and the biggest people in the system. It is rare that I find such a link in many other large gaming organizations. Furthermore, if we give authority and power to this body of people, it makes Villoux even more unique because it makes the system a player-run community." Since the system's establishment, Villoux has been different from other communities because, unlike the majority of other communities, Villoux is neither a dictatorship nor an autocracy. Meaning that there is no one "Owner" or "Leader" of Villoux, instead the system's power and authority lies with a group of individuals, the Grand Council.

This makes Villoux's government an oligarchy, meaning that a group of people hold all of the ultimate authority. In most cases, this "group" is the Villoux Grand Council, consistent of six Grand Council Members, five Executives, and the one Villoux Chief of Staff, all of whom have exactly one vote on the Council. However, often times that group that holds the authority will instead be the Villoux Chairman Committee, the second tier of our government, which consists of each of the four respective Department Chairmen. The House of Players' role in the oligarchy is to decide what the Chairman Committee and the Grand Council have a right to vote on. Before any department or server can join the system, they must first receive approval from the House of Players. This gives Villoux's community an opportunity to voice support or opposition to potential new additions to the system. The power to strike a department or server's right to apply to the system lies with the House of Players, meaning that it lies with the community. In my five years as serving as Villoux's Chief of Staff, I have not once come across another online community in which the members of said community have the ability to override actions done by the owner or owners of the community. Yet despite the power that anyone is granted by attending a House of Players meeting, these last few months the attendance to House meetings has never been lower.

When the House was first established, it was common practice for nearly all but five members of the entire system's staff to be in attendance; this included everyone from the Press Department to the Minecraft Department to the Grand Council. Most members looked forward to attending the meetings. However, in recent months only a quarter, if not fewer, members of the system's staff have attended the meetings. That then makes the House of Players redundant, for with less than 50% of members in attendance, nothing can be voted on. Furthermore, it wastes the valuable time of myself and my fellow Department Chairman. Most of us spend hours on end each month writing our Department Update speech for no one to hear except for people that are already aware of what is taking place in our departments. Personally speaking, I feel degraded and embarrassed to stand before a group of individuals to present something that is meant to be a serious and helpful speech, only to have users turn up their music over my voice, mute their sound, walk away from their desk, or simply tune me out. That is not even the beginning of the grief that I feel associated with the House of Players. Nowadays, it is a struggle to get users to attend the meeting. My Cabinet must spend time every day the week of the meeting informing users that the meeting is mandatory for all staff members, and that

they are to contact me if they are unable to attend the meeting. Within moments of the announcements being delivered, I am bombarded with users informing me that they cannot attend the meeting. Whereas some of the users do have very valid reasons as to why they must be absent, most of them are either purely ridiculous or unbelievable. Comments such as “why do you like to waste an hour of my time every month?”, “you know no one really listens to any of you when you talk”, and “I don’t even sit at my desk during the meetings, I just walk away and pretend like I was there” do not only embarrass and degrade me, it soils the purpose of the House of Players meetings.

With that being said, at this time I would like to hold a vote in the House on a new idea. I am proposing that opposed to having House of Players meetings on a monthly basis, we instead have them during the work months of the system – January, May, and September. These months are referred to as the “work months” because it is at those points that we hold the System Census, which decides in what order the channels will be listed on TeamSpeak, and we hold Grand Council nominations. Should the House of Players continue its present function, but only three times a year opposed to eleven, I feel that we could bring back to former respect and attendance that the House once boasted. However, before making such a drastic decision, I wish to consult you, the House of Players. How do you feel? Are there too many House of Players meetings? Can the system do without holding them every month? Will Villoux still be able to boast our reputation of being a player-influenced community? I pose these questions to you. At this time, I open the floor to debate on the issue of reducing the number of House of Players meetings. If you wish to speak in favor or in opposition to this topic, please send me a private message, not a poke, stating “In Favor” or “Opposition”, respectively.

If there are no further speeches to be given, the House of Players will prepare to open the voting docket. For those unfamiliar with the voting process, it works as follows. Each member of the House will temporarily be granted talk power in order to cast their vote. You simply cast your vote by stating “In Favor”, “Opposed”, or “Abstained”. In Favor means that you support the proposed item, opposed means that you do not support the proposed item, and abstained means that you are unable to form an opinion, essentially you are neutral. Please note that these three forms of voting are the only three acceptable answers when casting your vote. “Yay”, “Nay”, “Yes”, “No”, etc. will not be cast as votes. If you respond with one of these

responses, your vote will be marked as absent from the meeting. Finally, there are two other types of votes: Absent and Non-Voting. Members that vote absent on a topic either were not present at the meeting, or responded with something other than “In Favor”, “Opposed”, or “Abstained”. Members that vote non-voting on a topic were excused from the House of Players, and were therefore not in attendance. Since the majority of the House is not present tonight, the House will submit two percentages to the Grand Council. The first percentage will be the number of votes in all categories, and the second percentage will be the number of votes excluding the absent and non-voting members. Again, when you are granted talk power simply respond with “In Favor”, “Opposed”, or “Abstained”.

----- Baskerville Cabinet -----

Baskerville Advisors-

mason917061

Crepim

ShadowBoo

Necroww

Baskerville Assistants -

DinoEme

Earl554

DagsonB

Hazemfigo

Piefferfam

BlackTwinky21

xCreepex

Baskerville Assistant Manager -

Axew6000

Baskerville Advisor Manager -

Alch

Executive Baskerville Assistant -

Steve

----- System Building Department -----

Minecraft Builders-

DevasionX

Minecraft Engineers-

Minecraft Economists-

Building Manager-

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Executive System Builder-

Ssup_Dawg

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Mezamog

System Host-

CaptaInTurtles

Coding Manager-

Executive System Coder-

Icytheory43

----- System Press Department -----

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BajanHero

McNaughton

L55655

Art Designers -

Gecc

Commercialists -

Radio Villoux DJ's -

Botmfeeder

Templox

Commercialist Manager-

Radio Villoux DJ Manager-

Press Manager -

Executive Press Officer -

Flogknw

----- TeamSpeak Operation Department -----

TeamSpeak Operators -

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DemonKingz

Bourneo

Mazin

TeamSpeak Helpers-

Irondogdog

Pandakiin

Qmen

WafflezWTF

Operative Manager-

Ace

Executive TeamSpeak Operator -

Nexemonsta

----- League of Legends Department -----

League of Legends Tournament Directors-

League of Legends Department Chairman-

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----- Realm of The Mad God Department -----

Realm Of The Mad God Tomb Master-

Kaidren

Realm Of The Mad God Guild Masters-

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----- Minecraft Department -----

Minecraft Server Heads-

_Soul_Sniper_

Jdaca
Cronus
Zombieslayer935

Minecraft Department Chairman-
Dr. Baskerville

----- Team Fortress 2 Department -----

Team Fortress 2 Tournament Directors-
ASAP Tyca

Team Fortress 2 Server Heads-
Tixie

Team Fortress 2 Department Chairman-
Sweethear

Grand Council Member –

Crokeykid

Color Code: Green – In Favor, Red – Opposed, Gray – Abstained, Purple – Non-Voting,
Black – Absent

Are there any eligible members of the House that were not called upon to vote? I shall take that as a no. At this, the House will enter a brief recess in order to tally the votes. While in the recess, we request that you continue to stay in the channel and keep in mind that the House of Players channel chat is still closed. Thank you.

Order, order! The House is now back in session. The votes have been tallied, and are as follows: the first vote out of 52 voters - 2% In Favor, 24% Opposed, 4% Abstained, 40% Non-Voting, 31% Absent; the second vote out of voters - 6% In Favor, 73% Opposed, 22% Abstained, 0% Non-Voting, 0% Absent. I appreciate the House's time and shall report the results to the Grand Council at our meeting this Sunday. Until the Grand Council has decided how to act on this information, the House of Players meetings will continue as regularly scheduled. Unless the Grand Council decides to act otherwise, their decision will not be implemented to the House until 2015. The Grand Council's ruling will be announced at next month's House of

Players meeting. Before we conclude tonight's meeting, I would like to emphasize a quote by the 26th President of the United States of America, Theodore Roosevelt: "It is only through labor and painful effort, by grim energy and resolute courage, that we move on to better things." Finally, I would like to thank you – the hard working members of the system that make Villoux a system in which "Excellency" is your only option. With that in mind and in heart, I, Dr. T. Baskerville, do hereby adjourn this 28th meeting.