

Contents

- Part I – Mission** 2
 - CCP’s vision 2
 - CSM’s vision 2
- Part II – Rules and Rights** 2
 - Voting requirements** 3
 - Voting process 3
 - Candidate Requirements** 4
 - Application Process 5
 - Non-Disclosure Agreement** 6
 - Duration of the term** 6
 - Summits** 6
 - Communication** 7
 - Meetings 7
 - Confluence 8
 - Chat channels 8
 - CSM e-mail 8
 - File sharing 9
 - Communication with the players 9
 - Account perks** 9
 - Level of conduct** 9
 - Cause of removal** 10
 - Replacement due to resignation or removal** 11
 - End of term handoff** 11
- Part III – History and development** 11
 - Social evolution within EVE Online** 11
 - Origins and first implementation of the Council** 13
 - CSM reborn** 14
 - Communication process** 16
 - All past Council representatives** 16

Part I – Mission

CCP's vision

CCP considers the Council of Stellar Management (CSM) a vital part of game development. The Council is included in the development process to ensure that feedback and opinions from EVE Online players are brought to the attention of the development team and that viewpoints from members of the EVE community across all demographics of play style are represented and heard.

The mission of CSM delegates is to voice ideas, concerns and feedback from their voters to CCP. CSM Delegates will be included early in the design process to help shape the final features. After features are shipped, delegates can forward community feedback to CCP.

CSM Delegates do not vote on features directly, but can offer opinion on community sentiment regarding game direction and feature prioritization.

CSM's vision

This section will be completed at the start of every CSM term and is determined by views of individual Council delegates.

Part II – Rules and Rights

A REVIEW OF PLAYER RIGHTS BY PARTICIPATING IN THE EVE COMMUNITY

By becoming part of the EVE community, players can be said to possess three intrinsic, broadly described rights. These rights are integral to the continued growth of virtual society and establishing the optimal balance in governance between individuals and the legislator.

FREEDOM FROM UNDUE EXTERNAL INFLUENCES

First, individuals have the right to be free of undue external influences in the virtual society. To enforce this right, the EULA, TOS and other legal documents define the boundary which separates a player's real-life actions from their virtual ones. This is a non-negotiable social contract that is essential for maintaining the cohesion of any virtual society. These rules establish a framework for real-world personal behavior and decision making that limits the amount of external influence that can be leveraged in the game world.

UNLIMITED INTERACTION WITH OTHER INDIVIDUALS

Next, individuals have the right to unlimited interaction with other individuals in the virtual society. Players are free to take any action allowable within the "natural laws" of the game, and as such are governed only by their free will. This right is universal to all individuals, regardless of intent. As such, this

freedom leaves them wholly unprotected from the consequences of their actions, regardless of if those consequences are just or not.

INFLUENCE ON HOW SOCIETY IS LEGISLATED

Finally, individuals have the right to influence how society is legislated. Until now, this right has not been fully accessible. The goal of CCP is to provide EVE's individuals with societal governance rights. In similar fashion to a real-world democracy models, candidates will be selected by fellow peers to be the voice of their interests to the legislator. Once elected, the responsibility of these representatives will be to uphold the society's views as best they can via direct contact and dialogue with CCP. Central to this concept is the idea that increasing the "utility" of EVE's society will encourage more individuals to join it. As the population grows, so does the urgency for individuals to participate in the society's political environment. A government model in which a single power holds all authority weakens the bond of trust between individuals and the legislator, and impedes the growth and overall utility of society. In most democratic models, government legislators can either be replaced by popular vote or are limited by finite term durations. Because EVE is a virtual society that relies on the technical support of CCP, this model cannot be emulated. What can be done is to redistribute some power back to individuals and increase the contact points where the most direct influence on society can be exerted: by awarding selected player representatives the same opportunity to discuss and debate the ongoing evolution of EVE that CCP employees have.

Voting requirements

Regardless of player's age, or game experience they are eligible to vote.

Only accounts that were active for at least 60 days before voting starts are eligible to vote.

Players can vote once with each of their active accounts.

Players are permitted to vote for their own candidacy.

CCP employees are not allowed to vote in the election in any capacity.

Voting process

The Council delegates are selected during the general election among the active EVE Online player accounts.

Voting is held in a web form at the CSM portal on EVE Online website for a limited period of time that is announced in advance by CCP.

To vote, players should drag and drop selected candidates from the list of approved candidates in the order of preference, from highest to lowest.

Votes are processed with an STV script, using [Wright's system](#).

Candidate Requirements

To become an eligible candidate for election to the CSM, a player must be 18 years of age or older, unless the legal age of majority in their home country is higher than 18, in which case the minimum age is the age of majority.

To become an eligible candidate, a player must have an EVE Online account that has been active for at least three months (90 days).

CCP employees, ISD volunteers, CCP interns, CCP affiliates, CCP strategic partners or employees of other gaming companies/gaming media and family members of CCP are all ineligible to run for the CSM. In cases where an active CSM delegate becomes involved in any of the above activities they must resign from the Council.

Clarification:

CCP Employees

- Full time and part time employees of CCP and/or CCP's wholly or partly owned subsidiaries, in this paragraph jointly referred to as 'CCP'.
- Contractors that have received any payments in the past six months from CCP for services rendered.

ISD Volunteers

- Individuals who are members of the ISD Volunteer Program.

CCP Interns

- Interns working with CCP.

CCP Affiliates

- Individuals who are part of the CCP Affiliate program, or work full time or part time for a business that is part of the CCP Affiliate program.

Employees of other gaming companies

- Employees of and contractors for companies operating in the video gaming industry that could reasonably be considered competitors of CCP.

Employees of the gaming media

- Employees, either on full time or part time basis, or contractors for companies that provide news and reviews on the gaming industry.
- This does not include unpaid volunteer writers for gaming media sites who write EVE related articles and may be compensated with in game ISK.
- This does not include non-profit websites and organizations which are part of the EVE Universe Fansite Program or those that provide community services for CCP products.

Family members of CCP

- Immediate family of CCP Employees, including spouses, parents, children, siblings and first cousins.

To become an eligible candidate a player must consent to provide their personal information to CCP. A CSM candidate can publish their personal information to the player base at their own discretion. On the application page field “Country” is visible publicly. The remaining information is visible only to CCP Staff and other CSM members and is held in full confidence unless a CSM candidate chooses to reveal it.

To become an eligible CSM candidate player must not have any records of serious breach of the EULA, TOS and/or forum rules. The player’s account will be submitted for a security background check. If any violations are revealed, the candidate will be removed from the election process.

All CSM candidates must ensure that their personal information and contact email address is up to date in account management before declaring their intent to run as a candidate for the CSM.

To become an eligible CSM candidate, player must provide a copy of a valid, internationally recognized identity document to CCP. This is required to confirm identity of the candidate and to prove the ability to sign a Non-Disclosure Agreement and travel to CCP’s office in Reykjavik, Iceland should a CSM delegate be selected to attend the CSM Summit.

If, due to candidate’s real-life circumstances or medical conditions, they are not able to physically attend any of the CSM summits or other CCP or player hosted conventions – we don’t require them to.

Participation in all CSM activities is entirely voluntary. However, complete inactivity will lead to the removal from the Council.¹

Application Process

Before the election begins, candidates can publish and let players discuss their CSM campaign on the official forums in the “CSM Campaigns” section. Any information can be provided as long as there is no breach of EVE Online EULA, ToS of forum rules.

CCP announces the dates for the election and candidates may submit their application to CCP within the stated period of time, called “Application Period”.

After a candidate submits their application via the EVE Online website, they must send a photocopy of their passport or other valid, internationally recognized identification document to csm-contact@ccpgames.com to complete their application. Any applicants who fail to provide a photocopy of their passport or other valid, internationally recognized identification document will have their application declared void.

¹ See section “Cause of removal” for more information

After receiving the application, all supporting documents and successfully passing the security background check, the CSM candidate will receive a confirmation email that their candidacy has been approved for the election.

Non-Disclosure Agreement

CSM candidates who are elected to serve as delegates on the CSM will be required to sign a Non-Disclosure Agreement with CCP Games. This is a mandatory requirement to serve on the CSM, given that delegates of the council are privy to sensitive information relating to future game development, the long term roadmap for CCP products, and other potentially sensitive material relating to the operation and business of CCP Games.

CSM Delegates are required to be 18 years of age to be able to sign an NDA with CCP, unless the legal age majority in their home country is higher, in which case the minimum age is the age of majority. Those under the age of 18 will not be considered valid candidates for election to the CSM.

Any behavior or actions considered being a material breach of the EULA, TOS or NDA by a CSM delegate is grounds for immediate dismissal and permanent exclusion from all pending and future participation in the council, as well as potential legal action depending on the severity of the breach. There are no exceptions or “first strikes” regardless of the infraction. Delegates are not only expected to uphold the social contract that all society members are held accountable to, but should also set a behavior standard for everyone else to follow.

Duration of the term

The term of each council is dictated by the dates of the annual EVE Online Fanfest. Election results are announced during Fanfest, and the next council is brought on board during a period of handover directly after the event concludes.

Handover period lasts for one month (30 days).

This means that on average, the length of a council term is 12 months, however this can vary depending on the announced dates of Fanfest.

Summits

At least twice in every CSM term, CCP Games will host a CSM summit at CCP Headquarters in Reykjavik, Iceland. These summits typically last up to five days, and up to ten CSM delegates are flown to Reykjavik, Iceland by CCP in order to attend in person, while the remainder of the CSM attends remotely via video conference.

A CSM Summit consists of a number of full days of meetings with various teams inside CCP, including but not limited to development teams, marketing, public relations, community, sales, localization, cinematics, operations, customer support, infosec and art. Each day is expected to host 4-8 sessions and CSM attendees are expected to participate in all of them.

Time is also set aside for a CSM review session in order for delegates to bring concerns or motions for change to the CSM Coordinator and EVE Universe Community Manager.

In addition to this, CCP will offer breakfast and lunch arrangements to CSM delegates during all weekdays of their stay in Iceland, and may organize team-building activities during the course of the summit.

CCP covers the following expenses for the selected delegates who are traveling to the Summit:

- Transport from/to the airport in both the departure country and in Iceland;
- Return flights;
- Accommodation in Iceland and in any transit point if required.

Summit attendees are partially selected by the general election and partially by CCP.

4 attendees are determined by running an STV-4 (4 seats) election against the CSM ballots. These attendees are permanent and entitled to participate in person in all CSM Summits.

Other attendees are selected by CCP based on their activity, competence and area of interest.

Any CSM delegate that was not selected to attend the Summit in person may attend at their own cost.

Communication

Communication with CCP is a core function of the council, and all CSM delegates will be expected to be willing to participate in the process.

Meetings

Representatives are expected to have the required equipment and connectivity to be able to join video conferencing calls. It is not a requirement to use video camera during such calls.

CSM delegates will meet with the CSM Coordinator and EVE Universe Community Manager on a weekly basis for a review of activity and progress, including a review of the development roadmap to ensure that the CSM are aware of all upcoming features. This meeting is also used to review CSM delegate activity, and is in place to allow CSM delegates to bring concerns and reports on community sentiment to CCP.

The CSM Coordinator will facilitate the organization of regular meetings with development teams in order to keep the CSM up to date and informed about current affairs in development, and CSM delegates are welcome to contact teams and specific developers directly in order to discuss potential features on the roadmap and provide feedback.

Additionally, CSM delegates may be called into additional meetings that are not part of the regular schedule of contact with CCP in order to assist with other aspects of EVE Online. CSM Delegates will have access to their team calendar in order to be able to see when meetings are booked, however sometimes meetings may be called at short notice.

If for whatever reason CSM delegates are unable to participate in a meeting, they are expected to familiarize themselves with the recording² and provide their feedback afterwards.

Confluence

After signing a Non-Disclosure agreement, all CSM members will receive a personal account for the collaboration platform used at CCP – [Atlassian Confluence](#)³.

Representative's profile will include their real name and CSM email (explained below).

Any information found or published on Confluence is considered confidential unless said otherwise, including personal information of other delegates or CCP employees. Any information leaks will be considered a breach of NDA, even if they occur unintentionally.

Council delegates are expected to communicate with the development through Confluence.

Anything published by any CSM delegate on Confluence will be kept there for further reference.

Chat channels

Council delegates are expected to utilize instant messaging tools and platforms provided by CCP.

All communication in these channels is considered confidential unless a permission to publish specific information from these channels has been granted.

Members of CCP staff will be present in these channel and specific developers can be added if required.

Council representatives are expected to ensure that their connection is secure and that any potential information leak is eliminated. Any information leaks will be considered a breach of NDA, even if they occur unintentionally.

CSM e-mail

All representatives will be provided with a personal email account for their CSM duties for the length of their term.

For security reasons, Council delegates are not allowed to set-up email forwarding to their personal accounts from their CSM account.

All representatives are expected to monitor their inbox frequently.

All representatives are expected to communicate with the development team and their constituents via their CSM email account and not via their personal email accounts.

² Some meetings are not being recorded

³ Web-based third-party software, that is used on a corporate level at CCP

File sharing

CSM representatives will be given a secure file sharing account that is tied to their CSM email with 30 GB of storage.

Representatives are allowed and expected to use these tools to exchange files with development team and/or their constituencies.

All meeting recordings will be available to CSM delegates via this file sharing platform.

It is not allowed to further share any of the files unless specific permission has been granted by the CSM Coordinator.

Communication with the players

Council delegates are allowed to communicate with players by any means they find suitable and necessary as long as communication process falls within EVE Online EULA and TOS and does not breach NDA.

Account perks

While a CSM delegate remains incumbent on the council, they will receive one free paid subscription to EVE Online for the character with which they ran for election to the CSM as a courtesy and benefit for their service on the council.

CSM delegates will also receive an account tag on the official EVE Online forums for the duration of their term on the CSM. This will be visible beside their character portrait, and denotes their service on the council. Delegates should be aware that this tag applies to all characters on the account it is applied to.

Additionally, CCP will provide secure accounts and access to internal communication tools that are required for CSM delegates to interface with CCP.

Instructions regarding specific tools and software are provided to the CSM delegates on an individual basis at the beginning of their term.

Should a CSM delegate decide to resign or is removed, account benefits are removed at the same time.

Level of conduct

Both CSM delegates and employees of CCP must recognize that in order for relations and productivity between CCP and the CSM to remain at their peak, flow of communication must remain direct, clear, concise and civil from both parties.

Both parties must be aware that while criticism is part of the function of communication between CCP and CSM, negative feedback from either side should be presented in a candid but constructive and neutral way.

While the CSM are considered an elected body, and operate as a single cohesive unit, delegates of the CSM must remember that they are democratically elected individuals who were voted into office to represent a given playstyle, and have a responsibility to bring forth the views and opinions of their constituents to CCP Games.

While the CSM is a team, each delegate operates on an individual basis. With this in mind, conflicts of interest may arise. This is acceptable so long as these conflicts are constructive in nature, and that relations between delegates of the council, and relations between the council and CCP Games are neither damaged nor jeopardized. Relations between delegates of the council and CCP Games should remain cordial and professional at all times. If any personal conflict should arise, it should be reported to the CSM Coordinator and EVE Universe Community Manager, rather than being allowed to escalate and cause risk to the relationship between the council and CCP Games.

Delegates of the council are permitted and encouraged to create and maintain any tools they feel are necessary to perform their duties as a CSM delegate, so long as the function of these tools falls within the boundaries of the EVE Online EULA and Terms of Service, and does not breach the CSM NDA.

Delegates of the council are held to a high standard of conduct and behavior while playing CCP products, more so than regular players. We expect all behavior and conduct of CSM delegates to be in line with our rules and policies, and we expect delegates of the council to respect the inherent grey areas of game related rules and policies.

Delegates of the council are free to communicate with players through any medium they feel is necessary, however it is always good to let the CSM Coordinator and EVE Universe Community Manager know if you are setting up a new method of communicating with players as we can provide support and coverage.

Delegates of the council are actively encouraged to communicate with players via CSM town halls, focus groups, podcasts, blogs and social media. All of the information gathered during these events is extremely valuable to us, and we will provide CCP participation, support and feedback for council run events wherever possible.

CSM Delegates may, at times, be approached at public EVE related events by delegates of the gaming press or wider media. Delegates who find themselves in this position are free to speak with the press, while remembering the limitations of their NDA and what they may and may not discuss publicly. CCP requests that CSM Delegates who will be involved in interviews inform the CSM Coordinator, EVE Universe Community Manager and CCP's PR department beforehand wherever possible as a courtesy.

CCP also remains on hand to give guidance and clarification to CSM Delegates regarding what is and is not acceptable to discuss in public.

Cause of removal

Any behavior or actions considered being a material breach of the EULA, TOS or NDA by a CSM Delegate is grounds for immediate dismissal and permanent exclusion from all pending and future participation in the council, as well as potential legal action depending on the severity of the breach.

There are no exceptions or “first strikes” regardless of the infraction.

If the delegate is inactive for more than one release cycle, the council can collectively initiate the process of removal due to inactivity.

Replacement due to resignation or removal

If a delegate decides to quit or has to be removed from the council, the process of replacement will be initiated. A delegate who has left or been removed from the council will be excluded from the ballot list and the election data will be re-analyzed to select a replacement.

This process will only be undertaken if there are at least 3 release cycles left until the end of the current CSM term. The selected new delegate will then sign into an NDA and will be put through the onboarding process.

“One release cycle” is defined as the period between two releases. On average this time varies between four and six weeks.

End of term handoff

Delegates of the Council will have one month (30 days) to hand over their knowledge and experience to the new term. The way in which this will be done is determined by both the retiring CSM and the new one. CCP does not police the handover and only supports new representatives with required tools and information required for their duties.

Part III – History and development

Social evolution within EVE Online

When the game was officially launched in May 2003, no established player infrastructure existed, and all players started with equal opportunity to advance within the society. Hunter gatherer structures emerged even before the launch date: anticipating the release of the game, groups of players participated in the game beta¹, gathering data and hunting for as much advanced knowledge as possible, including possible advancement paths in the virtual world and identifying which resources would likely hold the most value once the game went live.

The important distinction is that the beta—and thus the initial virtual society—was only available to selected individuals, since its purpose was to run a live test of the game’s technology before official release. Thus, the society existing before May 2003 could be regarded as a partly elitist society, which carried forward to the real launch in the sense that these players had advanced knowledge of how to accumulate value quickly once the official simulation began. At this stage, when EVE opened its doors for all, the society quickly evolved from hunter-gatherer status to tribal status.

Immediately after the game world opened, the first corporations formed. These social structures advanced EVE towards a tribal society, in which “structure” was necessitated as the population grew. Once in place, players began to claim physical (virtual) space for themselves, with one or more leaders providing direction to the “working force” of corporations. Identical to the real world’s tribal behavior, wars were fought for control over regions in space; even when individual members had differing notions about how these regions created value for themselves or their organization, corporations with strong leadership were able to maintain uniformity of purpose. Naturally, some corporations—or tribes—flourished in this sociocultural environment, often times at the expense of others.

As more inhabitants entered the game, societal evolution was increasingly shaped by the need to manage conflicts of interests within the corporation. This precipitated the formation of stratified divisions: diplomatic, mining, manufacturing, and fighting units all emerged to maximize the strengths of the corporation as a single entity. Those organizations with spare capacity began offering specialized services to other corporations, primarily as protectors or attack forces, and occasionally as resource gatherers.

As the relationships between groups of collaborating corporations matured, alliances were formally introduced in the game. This step marked the transition of EVE to a civilization, in which member corporations shared power in an advanced society with an established government structure. Just as individuals adapted to specialized roles within the corporation, entire corporations adapted to specific roles within the alliance, and the collective value of this collaboration flowed from the individual to the group and back. Players enforced alliance command chains on their own—only rudimentary technical support for an organizational hierarchy existed at the time. Socioeconomic pressure was the main driving force behind the creation and implementation of this structure. Powerful regional governments thrived in these conditions, claiming vast swaths of space to the envy of other citizens in EVE.

Clearly, a political evolution took place at the corporate, alliance, and society level as well. Corporate ambitions aligned at the alliance level were at constant odds with opposing alliances in the competition for resources. Players at each tier of the society were bound by the political mandates of the group, such as defining where players could and couldn’t travel, or which resources were accessible as determined by the group’s politics versus other alliances.

Different political models for value disbursement in support of the group also emerged autonomously. Fiercely capitalistic ventures appeared in which group members competed directly with each other to accumulate the most wealth, believing that the collective sum of individual gains would make the entire group stronger. On the other extreme, some purely communistic enterprises required members to surrender ownership of personal items to the group, believing that common ownership of value was paramount to thriving in the greater society.

But since this entire socioeconomic dynamic must exist within the technical framework provided by CCP, it must have also evolved in part because of CCP. In that sense, the inhabitants of EVE could view their society as a dictatorship, since they have had little direct say in how it has been governed. Any influence citizens may have exerted was more a consequence of the vendor-customer relationship, as expressed in the business terms of growth projections and client relations.

Yet feedback between CCP and its customers—or members of the society— was always present in the interest of adapting the product to meet consumer demands. In examining this with a political view,

describing the relationship as a “dictatorship” would be inaccurate, since it implies absolute control over the society with little regard to the opinion of those residing within it. On the contrary, constructive interaction and open dialogue between the legislator— CCP—and society members took place with the mutual aim of improving the society as much as possible.

Until now, comparisons of political philosophy and social structures in the virtual world have been drawn from parallels with the real one. But it cannot be stressed enough that today, with this many people comprising the civilization of EVE—and the potential ripple-effect of any change in the way this society is governed— further legislative applications based mostly on CCP’s interpretation of the real world are likely to cause more harm than good. To achieve continued success, EVE’s society must be granted a larger role in exerting influence on the legislative powers of CCP. Governance of virtual worlds is a unique endeavor; there is no precedence to follow. Thus, governance between CCP and society will be crafted with three specific observations about the game in mind:

First, every individual starts their experience in EVE on equal footing. There are no class differences— economic, educational, racial, or otherwise—to disadvantage the potential that any new player has to thrive within the game. All members of this society have the same opportunity, limited only by their own ambitions, innate abilities, and to a degree, luck.

Second, there is a social contract system in effect in EVE. New players cannot join the society without agreeing to the terms of the EULA, or “End User License Agreement”, which spells out not only the technical restrictions imposed, but also establishes the conduct by which players may treat each other in a real- world context via interactions in the game. Individuals have complete freedom in choosing whether or not to agree to these terms, and may even join temporarily to evaluate EVE’s society before committing to sustained participation. But in the end, becoming a permanent part of EVE requires entering into this social contract.

Third, although CCP establishes the rules by which players may interact with each other in a real-world context, they do not interfere with how individuals treat each other in a virtual context. Strictly speaking, CCP has the power to govern actions in the virtual world via “natural laws”, or the literal technical limitations of the game. But within this same virtual universe, abusing the trust of other individuals is an affair that is left to society itself to contend with. Crimes are not persecuted by the legislator here: the fate of peers who commit wrongdoings such as theft, fraud, destruction of property, and even “murder” is determined exclusively by the society. Justice, as it were, is in the hands of those who choose to exercise their right to take it, and under no circumstances will the legislator interfere— again, provided that the means of execution complies with the “meta-law” of the EULA and Terms of Service (TOS).

Origins and first implementation of the Council

Recognizing that the unique socioeconomic climate of EVE would eventually necessitate the implementation of a formal government structure, the idea of establishing a player representative body originated as early as 2001, when the game was still in its design stages. Two years later, the first attempt to create a “Council of Stellar Management”, or CSM, concept was spearheaded by then-acting community manager Valery ‘Pann’ Massey. In her words:

“This was a group of player representatives that would meet in-game every other week to discuss the most pressing topics related to the EVE game world with various members of the EVE dev team.

Even before the first iteration of the CSM, the need for a council of some sort was something that the CCP guards knew would arise some day and they discussed it from time to time. The CSM v.1.0 was a crude, fundamental experiment in how to go about it, but it was far from being the perfect solution. Something more was needed, even if no one was quite sure how to go about it...

In time, the program was abandoned for a number of reasons. Chief among these was that due to the nature of the text-only chat, it could be a bit dry and boring, and not very efficient, because of the long wait time for people to enter their questions or responses; only a handful of topics could be covered in each meeting. It was also inconvenient for the developers to take time out of their day to participate. Finally, putting the council together could be quite time consuming.”

In this first implementation, CSM delegates were selected from a pool of player applicants by CCP personnel. Selection criteria included factors such as the size of their respective corporation, total time spent online, and “visibility” on the EVE Online forums. Each week, representatives from differing playstyles would meet CCP developers in a private chat channel to discuss the game. Each council operated for six weeks at a time, with three to six total meetings occurring during period. At the council’s conclusion, the selection process started over again.

CSM reborn

At the 2005 EVE Fanfest, CCP’s Dr. Kjartan Pierre Emilsson presented the idea of a democratic voting system for EVE in a lecture he called “Empires: Managing Emerging Social Structures”. In it, he suggested the possible use of a constitution as a means of “deciding how to decide” among groups. Because of its “universal” visibility, the precepts of a constitution would scale to each tier of society, even without enforcement, among both individuals and groups. This very concept, combined with the idea of player representation in a formal governance structure, lends itself to the paradigm of a “deliberative democracy”.

The deliberative democracy is a hybrid governance solution which combines consensus decree with representative authority. In this system, every individual is considered equal and has the right to voice an opinion whose relevance carries just as much weight as every other voice in society. Since creating an authentic deliberative democracy is impossible due to the technical means through which EVE is supported, the proposed implementation of this concept will rest more upon representative individuals to steer a common voice. In this way, the consensus of deliberative minds and the open discourse of issues will be the primary vehicle of political change within society.

The key difference between a deliberative democracy and representative democracies is that Representatives do not rule on behalf of constituents.

Instead, they act with the consensus of the entire constituency as they present collective interests to the legislator. Every citizen owes the others justification for the laws imposed upon society; in this way, the

theory is “deliberative” because of the social cooperation required to bring issues to “lawful” conclusions before a governing assembly⁴.

In 2007 CCP re-initiates the CSM after making a list of vital changes to it. The biggest change was the change to the election process, rather than having CCP pick delegates of the council a decision was taken of holding a general election for EVE players to determine which candidates should sit on the council. This was done to ensure uncensored input from the players.

The number of seats on the council has been reduced from 12 to 9. Additionally, last two delegates who came close during the election were chosen to be “alternates” should any of the council delegates resign or be excluded. The formality was to be increased by having regular meetings and an in-person meeting between the developers of EVE and the council – the CSM Summit.

The updated design stated that the new CSM was a democratic council elected by the players and the elected council was to have a voice regarding EVE Online, but not a vote on how CCP would develop the game.

The draft of the design document was publicly introduced to players attending the 2007 EVE Fan Fest in Reykjavik, in addition to that, gaming industry luminaries with over 20 years of experience and scholars were asked for their professional opinions about the proposed design.

The first election for CSM1 was held in May, 2008, with almost 25 thousand accounts participating in voting to select 11 representatives.



Ankhesentapemkah



Bane Glorious



Darius JOHNSON



Dierdra Vaal



Hardin



Inanna Zuni



Jade Constantine



LaVista Vista



Omber Zombie



Serenity Steele



Tusko Hopkins

CCP has continued tweaking the structure and functions of the Council throughout the years. The most notable changes were made to the election process in 2013, when CCP has adapted Single Transferable

⁴ Amy Gutmann and Dennis Thompson. 2004. Page 126

Vote System for the CSM election process. Later on the pre-election⁵⁶ has been removed as it was considered unsecure and unnecessary. Permanent seats for the Council were also introduced, selected 2, and later 4, Council representatives were guaranteed the right to attend all CSM Summits.

STV has also allowed CCP to move from 9+2 seats to just 14 with the process of replacing retired representatives.

In 2014 changes were made to the internal structure of the CSM, removing their internal roles on the Council, to ensure that every delegate of the Council is seen equal to others.

The length of the CSM term has also been adjusted from 6 weeks, to, later, 6 and later to 12 months. Eventually CCP has tied the beginning and end of each CSM term to the EVE Fan Fest, so that the voting ends and results are announced during the Fan Fest, which meant that CSM term can vary depending on when the Fan Fest is hosted.

Communication process

Communication between the Council and CCP has changed drastically over the years. In the first implementation CSM was only allowed a certain period of time to communicate in-text with developers. After re-initiation of the Council, CCP has not only introduced in-person meetings, but also allowed CSM to communicate with developers at any time regarding any subject related to EVE Universe.

Later on, communication process has been revised and video conference meetings were also added to the communication process, allowing the Council to discuss their ideas, concerns and to bring feedback from their constituencies to developers through a video call.

CSM9 (2014-2015) has marked another era in CSM and CCP relationship, when the Council was introduced to internal communication tools used by CCP and a dedicated platform for file exchange and email for the Council. This allowed CSM to keep a track of the development roadmap and request features or provide ideas directly into the development tools.

All past Council representatives

⁵ “likes” based system, hosted before the general voting begins. Only the candidates with the most “likes” on their forum campaign thread were allowed to become full candidates for the CSM election.

CSM1



Bane Glorious



Darius JOHNSON



Dierdra Vaal



Hardin



Jade Constantine



LaVista Vista



Omber Zombie



Serenity Steele



Ankhesentapemkah



Inanna Zuni



Tusko Hopkins

CSM2



Ankhesentapemkah



Darius JOHNSON



LaVista Vista



Omber Zombie



Tusko Hopkins



Bunyip



Extreme



Issler Dainze



Meissa Anunthiel



Vuk Lau



Pattern Clarc

CSM3



Dierdra Vaal



Issler Dainze



Omber Zombie



Vuk Lau



Zastrow J



Weazy Z



Erik Finnegan



Avalloc



Chip Mintago



mazzilliu



Meissa Anunthiel



Serenity Steele



Shatana Fulfairas

CSM4



Serenity Steele



Zastrow J



Alekseyev Karrde



TeaDaze



Meissa Anunthiel



ZOD



Helen Highwater



Korvin



T'Amber



ElvenLord



Song Li



Mrs Trzzbk



Farscape Hw



Sokratesz

CSM5



Meissa Anunthiel



Vuk Lau



Korvin



Trebor Daehdoow



Sokratesz



mazzilliu



Mynxee



Dierdra Vaal



TeaDaze

CSM6



Meissa Anunthiel



Seleene



Elise Randolph



Krutoj



White Tree



The Mittani



Draco Llasa



Killer2



Darius III



UAxDEATH



Two step



Vile Rat



Prometheus Exenthal



Trebor Daehdoow

CSM7



Meissa Anunthiel



Seleene



Alekseyev Karrde



Elise Randolph



Trebor Daehdoow



UAxDEATH



Two step



Greene Lee



Darius III



Issler Dainze



Hans Jagerblitzen



Kelduum Revaan



Dovinian

CSM8



Trebor Daehdoow



Ripard Teg



Malcanis



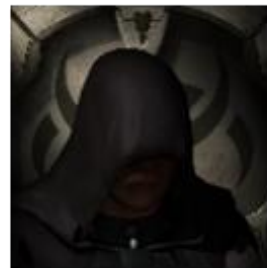
Mangala Solaris



Sala Cameron



Sort Dragon



progodlegend



Ali Aras



Chitsa Jason



James Arget



Kesper North



Mike Azariah



Korvin



mynna

CSM9



Sugar Kyle



Gorski Car



corbexx



Sion Kunitomo



Ali Aras



Mangala Solaris



progodlegend



Steve Ronuken



Mike Azariah



mynna



corebloodbrothers



Major JSilva



Asayanami Dei



DJ FunkyBacon



Xander Phoena

CSM10



UAxDEATH



Sort Dragon



Mike Azariah



Steve Ronuken



Sugar Kyle



Gorski Car



corbexx



Sion Kumitomo



Jayne Fillon



Manfred Sideous



Thoric Frosthammer



corebloodbrothers



Cagali Cagali



Chance Ravinne



Endie



Gorga