

awdream

Explore. Inspire. Dream.

[REDACTED], Governor

[REDACTED]

Two proven leaders

A decade of AWTeen experience

Four years combined experience as sole AWTeen Caretaker

1. change world name
2. host a major event
3. eliminate harassment

It's time to dream about a change.

AWTeen Governor, November 2007

AWDream: Dream about a change

The time has come for a new direction for AWTeen. That's why we want you to dream – to AWDream. Our proposal doesn't just reinstate bots or reform committees, but it transforms AWTeen into an exciting new experience – one where people of all ages are welcome to express their creativity. Whether your strength lies in building, bots, events, or just hanging out at ground zero to chat, there is a place in AWDream where you will prosper.

Representing the only democratically-administered world in Activeworlds, we propose to reinvent AWTeen by changing its world name and completely reforming every aspect of its management and structure. Our number one priority will be to host a major, Activeworlds-wide event, and to do so within our four-month term. This event will involve a monumental effort that will bring the community together through its development. At the same time we are planning the event, we will also be working to restore the world to its former glory – by reviving key projects, reducing beaucracy, and creating a harassment-free environment where anyone is welcome.

AWTeen: A world for teenagers in name only

AWTeen has long ceased to be “for teens, by teens.” Many of its most involved users grew up with the world, and are now in their twenties and even thirties. A continual influx of new visitors as a result of the world's strong community and technological foundation has made AWTeen a destination for all ages.



The word “Teen” is limiting the potential of the world, and we thought that we should find an age-neutral name that emphasizes the world's ability for achievement. Those who are chronologically gifted

should be welcome as well as those who have yet to experience all of life. AWDream is the culmination of hours of detailed discussion and brainstorming.

Through rebranding AWTeen to AWDream, we hope to leave behind the negative image that has developed in recent years, and lay a new foundation that will allow our world to become the premier community in Activeworlds.

Projects: More effective than committees

AWTeen's committee system promoted inefficiency and corruption. Committee leaders, once appointed, did not have fixed-length terms, and were content to remain in their positions of ever-increasing responsibility with little action. Committee leaders often contested the Caretakers for their power, creating bitter struggles and infighting. There was no incentive for a committee leader to stop down at any time, because the position had no term limit.

That's where our system of "projects" can help. "Projects" are groups of people assigned to a specific task. An example of a project might be to organize paintball games during the month of January. Another example might be to complete the February object path update. Still another example would be to oversee the Just Ask Me program for three months.

By assigning ideas and tasks to self-contained projects, project leaders have specific goals to aim for, providing clear criteria for performance assessment. Using the examples above, having a bug-free paintball game with 10 participants could be the first project's goal. Or adding 50 objects during February might be the second project's goal. Or increasing the ranks of the JAMs to 20 might be the third project's goal.

Projects also provide leaders with the opportunity to try new things. Activeworlds should be a fun place, and nobody wants to do the same task day in and out – that's what paying jobs are for. After one project is finished, its leader can move onto another, gaining experience in many different areas of leadership.

A major event: Redefining the community

Immediately upon election, we will begin planning a major event that will draw Activeworlds together. The event will be intended to draw hundreds of people, similar to other massive AW events such as the Cy Awards, the Storage Easter Egg Hunts of the past, and AWTeen's events such as the Renaissance Faire and New Year's Eve parties. It will be aimed not just at the AWDream community, but at the greater community as a whole.



This event will be directly led by us, and will involve the efforts of everyone in the community who wants to participate. Suggestions for the event will be considered from everyone at a public meeting, and all types of help will be needed: from building to logistics to development. We plan to host the event before the next campaign season begins.

With this successful event, the community will have achieved something great, and will have something to be proud of. Gone will be the days where people talked about what happened years ago, and instead we can look forward with hope for bigger and better events in

the future.

Bots: A restrained approach

Bots and technology afford many opportunities in differentiating AWDream from the hundreds of other worlds in the Activeworlds universe. Unfortunately, hasty deployment of bots without careful consideration of the bots' effects has led to unintended consequences. Bots should be used in moderation to enhance the user experience, not to completely rewrite AW from the ground up.

The Hermes global chat relay bot has, in recent times, been abused by leaders and community members alike, and was an easy target for spammers and troublemakers. Global chat relay also destroys the smaller communities within the current AWTeen. When is the last time you recall big towns in AWTeen with strong sub-communities? These smaller communities have been destroyed by the intrusion of global chat. They have also been weakened by increased uniformity throughout the world.

While the elimination of default global chat will be a difficult transition at first, we believe that providing an opt-in solution, instead of an opt-out network as previously existed, will benefit AWTeen by reducing harassment and restoring the heterogeneous community that existed previous to the introduction of Hermes.

We propose to provide visitors to AWDream more variety, not less. If given the opportunity, we will work with Strike Rapier or other talented bot developers to implement zone-based building.

First things first: Time is short

Four months is simply not enough time to accomplish everything we would like to do. Instead of setting unrealistic goals and failing to achieve them, we will set the following priorities:

1. Restore critical services and world settings, such as increasing the cell data limit, restoring world rights, and returning the Just Ask Me program to service
2. Rebrand and get the word out with the AWDream theme
3. Begin planning a major, Activeworlds-wide event
4. Slowly create and manage other smaller projects, such as designing a new ground zero, or updating the object path, if time permits



We will not make empty promises and say that we plan to do everything. There is simply not enough time. What we can promise is to stick to our two main goals: rebranding and a major event, and then simultaneously and methodically rebuild the world in other areas with the help of the community.

Teen Patrollers: A waste of resources

The Activeworlds, Inc-sponsored Peacekeepers currently patrol AWTeen, and we propose no changes to this state during our tenure. Training a new Teen Patrol committee is time-consuming at best, and creates discord and argument at worst. Project members of AWDream shouldn't have to waste their time deleting vandalism for hours on end. They should be having fun participating in events, creating great builds, or programming new technologies. The hours spent patrolling can be more productively diverted to other areas of the world where help is needed.

We propose to allow the Peacekeepers to continue to perform their current duties in AWDream. Yes, we realize that the Peacekeepers aren't perfect – but neither are we.

Nobody will exercise Eminent Domain rights, not even us. This restriction will prevent conflicts of interest and conserve previous time to concentrate on other matters.

Time: Active, but within reason



Any Governor of AWTeen would be expected to spend a significant amount of time online, and we would be no exception. The community, however, sometimes expects a copious amount of time online, unrealistic to that available of any responsible person. With one full-time college student, one student worker, and one

fully employed, our time is precious. We will likely focus our efforts on weekends, logging on less often during the week and not logging on some days at all.

We feel that a work-life balance is essential to any Governor. Anyone who spends 80 hours per week in Activeworlds will quickly become burned out and lose direction and motivation. We plan to be online frequently, but not continually.

That's not to say we won't work hard. There's a lot to do, and we're up to the challenge. But if you're looking for someone who always has a checkmark next to his name in your contacts list, you should look elsewhere.

Honesty: Returning responsibility to the world

Recent times have seen an increasing amount of business being conducted behind closed doors. Secret committee votes and private forums lead to mistrust. The only case when discussion should be kept secret is when accusations of wrongdoing could be construed as slander or libel. Period.

We will not create private forums or hidden meetings under any circumstances. Important issues will be discussed publicly, but we don't want to commit to regular public meetings when there might not be anything to discuss. Everything we decide will be published or available upon request. We will be active in the AW newsgroups and respond to community requests and feedback.

We will work with project leaders to ensure that they are aware of how they are doing at all times. Nobody should be blindsided with accusations of laziness or ineptitude. Open communication is one of the top issues that has plagued the community in years past.



Harassment: Not to be tolerated under any circumstances

AWDream will NOT be a place for harassment of any kind. Everyone, regardless of age or political viewpoint, is welcome, and those who strive to make others feel unwelcome will not be tolerated. There will be no exceptions, and no stretching of the rules. Furthermore, the only punishment will be ejection. Muting from global chat or restricting of other privileges breeds contempt and encourages troublemaking. If you don't adhere to the rules, you're out – it's that simple.

To moderate the world, we will train members of the Just Ask Me program to responsibly assume eject privileges. JAMs will be asked to respect different points of view and to restrain themselves when presented with a different point of view. However, in cases of profanity or personal attacks against another user, JAMs will be directed to immediately eject the offender, and to log the chat at the time of the offense. Ejection logs will be posted publicly so that everyone is clear who is exercising the right of ejection and what reason. JAMs falsifying logs or improperly ejecting users will be terminated from the program.

Members of the JAM program will not receive Eminent Domain privileges and will not be responsible for resolving property disputes.

Intellectual property: Clear guidelines

Under our leadership, anything a community member contributes to an AWDream-sponsored project becomes property of the AWDream organization, and the organization will not have the power to reassign rights to specific individuals.



No one person, including us, will have the authority to strand the world without its most important assets. If you contribute to building a new ground zero, your work becomes part of the project for others to improve upon. If you write a bot to be run in AWDream, you grant an irrevocable right for AWDream to run the software indefinitely. And if you coordinate an event, you don't have the right to bail out at the last minute and take your work elsewhere.

Withdrawal of work with the sole purpose of harming a project is irresponsible, and is disrespectful to those who have put in hundreds of hours towards making that project a success. By requiring the organization to control rights to its creations, we hope to limit the potential for damage caused by those who have decided to leave the organization.

Getting started: How you can help

If you are looking for a return to the status quo, then there are other choices of candidates that will better match your ideals. If you're looking for a definitive step in a different direction, then AWDream promises a new start.

Tell your friends and contacts about our proposal, and send a telegram to AWTeen Elections with the name [REDACTED] by November 1 to nominate us. We will also need your help to assist in implementing the dream after the election concludes. With your support, we can put aside our differences and work together, taking a huge step forward in virtual reality technology. Whatever you use Activeworlds for, AWDream will be your premiere destination.

Activeworlds has turned the corner and is drawing new increasing numbers of new users. Virtual worlds are on the rise, with over \$1 billion as invested in virtual communities in 2007 alone. AWDream is the only true democracy in Activeworlds and has a tremendous opportunity. AWDream has the chance to catch this rising tide, and now is the time to either ride this growing wave – or to fall under.

Let's start dreaming!

