

A large, stylized, light-colored logo resembling a wing or a stylized 'E' is positioned on the left side of the image. The background is a dark, textured green with a mottled, grainy appearance.

**EVE FANFEST 2011**

# EVE IS REAL

## Does that sound preposterous?

Take a moment to reflect upon the first time you heard about EVE Online. Maybe a friend told you about it; or perhaps you just stumbled upon it by accident. Whatever the case, think back and ask yourself: in your wildest dreams, did you ever think that first impression would eventually lead to a journey all the way to Iceland?



Clearly, what started as just “playing a game” has evolved into something much deeper. That’s because EVE is a meaningful experience. It’s something you never forget. On behalf of us all at CCP, we are honored to host you here in Reykjavik to celebrate your experience, and to bond with the community that’s been with us since 2003.

EVE is always changing, but this is last time we’ll celebrate it as a purely ship-centric experience. We first discussed Walking in Stations years ago, but today, we have never been closer to bringing this aspect of the virtual world to life. Incarna is a paradigm change; it will make EVE an order of magnitude more immersive, and more accessible to people than ever before.

As the evangelists of EVE, we rely on you to spread the word to newcomers, and to those who have since left us that you are so much more than just your ship. Let them know that EVE is Real. We promise that Incarna will make that claim perfectly clear.

Welcome to Iceland. Now let the fun begin!

Yours truly,

A handwritten signature in black ink that reads 'Hilmar Veigar Pétursson'.

Hilmar Petursson, CEO



## DODIXIE IX | MOON 20 | FEDERATION NAVY ASSEMBLY PLANT

### FIRST FLOOR



1. ENTRANCE 2. INFORMATION / FRONT DESK 3. COMMUNITY CENTER 4. SILENT AUCTION 5. PRESS / PHOTO SCAVENGER HUNT  
6. SINGULARITY 7. PARTY AT THE TOP OF THE WORLD 8. ROUND TABLE I 9. TRANQUILITY 10. ROUND TABLE II 11. PVP ARENA

## DODIXIE IX | MOON 20 | FEDERATION NAVY ASSEMBLY PLANT

### SECOND FLOOR



12. MULTIPLICITY 13. ROUND TABLE III 14. EVE STORE 15. CATERING  
16. DODIXIE PROMENADE 17. POKER TOURNAMENT 18. LIVE AGENTS 19. TRANQUILITY



THURSDAY

ROUND TABLE I	ROUND TABLE II	ROUND TABLE III	MULTIPLICITY	SINGULARITY	TRANQUILITY
13:00 Virtual Worlds 15:00 Marketing 16:00 Large Scale Warfare 17:00 QA	14:00 Wormhole Space 16:00 Web Development 17:00 Factional Warfare 18:00 T-1 Small Ships	14:00 Community 15:00 Fansites 16:00 GameMasters	14:00 EVE Security 15:00 Who needs a CEO? 17:00 Nice People, Bad players 18:00 PVE	15:00 Quality Assurance 16:00 Incursions 18:00 Character Creator 19:00 Battle of the Bands	14:30 Opening Ceremonies 15:00 Design Democracy 17:00 CSM Panel 18:00 Alliance Leader Panel 19:00 Open Mic Night

THURSDAY SPECIAL EVENTS

19:00 - 21:00 OPEN MIC NIGHT	Have you dreamed about being a speaker at Fanfest? Have an in-game story to share? Looking to start your stand-up comedy career? Toss your name in the fish bowl and see what happens!
19:00 - 21:00 BATTLE OF THE BANDS	Players and Devs will rock out in support of Get Well Gamers. This event will be held in Singularity with teams of four in competition and will feature tracks from Rock Band 1, 2 and 3 will be available to play. There is a surprise bonus song for the winners to play which should not be missed!

10:00 - 17:00  
ROYAL RUMBLE  
PVP TOURNAMENT  
AND DUEL-A-DEV

To make Thursday at Fanfest more exciting we are hosting a free for all Royal Rumble in the PvP Arena. This makes for a fun and casual battle that you do not have to preregister, train hard or assemble a team for. Find a bro. Chill in the PVP lounge. Blow up a dev. High-five your pals.

FRIDAY

ROUND TABLE I	ROUND TABLE II	ROUND TABLE III	MULTIPLICITY	SINGULARITY	TRANQUILITY
11:00 Public Relations 12:00 NPE 13:00 O.O Space 14:00 Russian Round Table 16:00 PVE	11:00 Eve on Mac 12:00 Science & Industry 13:00 Content 14:00 PVP 16:00 German Roundtable	11:00 Unconventional Gameplay 12:00 Women in EVE 13:00 The Economy 14:00 ISD Volunteers 15:00 Dev Track - Dream Apps	10:00 Dev Track 1 - Intro & IGB 11:00 D Track 2 - Static Data Dump 13:00 EVE Gate 14:00 Captain's Quarters 16:00 War on Lag	12:00 Sponsor Showcase 13:00 TQ's New Toys 14:00 Words, Words, Words	11:00 The Economy 13:00 Content 15:00 EVE Keynote 17:00 Dev Beer Quiz 20:00 Chessboxing

FRIDAY SPECIAL EVENTS

13:00 - 18:00 CCP RECRUITING	Look for the Human Resources table in Dodixie. Throughout the day HR and managers of different departments will be on hand to review resumes and answer your questions.
10:00 - 17:00 PVP TOURNAMENT	This year's Fanfest PvP Tournament will be a competition like no other. It will shake your perceptions of combat to its core; redefine the way you think about making other people explode; and make you think long and hard about what you fit to your ship.

20:00 - 22:00 CHESSBOXING	Two Devs at their physical and mental peak. Beating each other up, physically and mentally. What's not to like?
21:00 - 01:00 PUB CRAWL WITH A DEV	Experience the nightlife of Reykjavik with fellow attendees, spouses and the EVE Dev Team. Sign-ups on Thursday from 13:00 - 17:00 and continue on Friday from 10:00 until all groups are full.



SATURDAY

ROUND TABLE I	ROUND TABLE II	ROUND TABLE III	MULTIPLICITY	SINGULARITY	TRANQUILITY
11:00 EON Magazine	11:00 EVE Gate	11:00 EVE/Dust 514 Link	10:00 Dev Track 3 - EVE API	10:00 Movie Matinee	13:00 PVP Finals
12:00 Planetary Interactions	12:00 Low Sec	12:00 EVE Voice	11:00 Dev Track 4 - "I can do better than that!"	12:00 The Year in Review	15:00 CCP Presents
13:00 Character Creator	13:00 Dev Track 5 - 3rd party dev	13:00 Artificial Intelligence	12:00 GM Panel	14:00 Art Panel	17:00 CCP Panel
14:00 Research	14:00 User Interface	14:00 Word Hard, Play Hard	14:00 Live Events		

SATURDAY SPECIAL EVENTS

10:00 - 15:00 BUGHUNTER RECRUITING CENTER

Ever wondered what it's like to be a bug hunter or tester at CCP? Experience firsthand the priviledges and responsibilities that come with awesome power. Dive into the latest build in the PVP Plaza.

20:00 - 02:00 PARTY AT THE TOP OF THE WORLD

Legendary. This year our event headliners are: Booka shade, FM Belfast and our in-house band, RöXöR. You think you know what to expect. You are wrong!

PARTY AT THE TOP OF THE WORLD

- 20:00 PartyZone DJs
- 21:00 RöXöR
- 21:45 Permaband
- 22:00 PartyZone Allstars
- 23:00 FM Belfast
- 00:00 Booka Shade



From pulsing electronic rhythms to wailing electric guitars, the Party at the Top of the World will be jamming all night with the sounds of some of Europe's coolest talent. CCP's own RöXöR and Permaband will kick the party into high gear with Iceland's hottest act, FM Belfast, and the world-renown club sensation Booka Shade raising the roof the rest of the night through.





## ROUND TABLE I

### PUBLIC RELATIONS

Discuss and brainstorm messaging and press outreach strategies with CCP Manifest on topics such as dev blogs, social media, celebrating-the-player and how best to evangelize EVE. Spin the spinner and mold EVE PR in your image.

### PVE

The whole scope of Player versus Environment is open for discussion. Bring your topics to the table and lead our DEVs in discussion and creation of new ideas!

### RESEARCH

Curious about how we study patterns and player actions in New Eden? Join the Research and Statistics team for an open Q&A.



## ROUND TABLE I

### MARKETING

EVE Subscriber numbers keep growing year after year. If you want to learn how we do that, or make suggestions for more ways to spread the word, please join in on this session.

### LARGE SCALE WARFARE

Help brainstorm mechanics and design ideas to reduce the occurrence of lag inducing behavior whilst promoting a more diverse range of combat encounters and enjoyable strategic level combat scenarios.

### EON MAGAZINE

2011 is a big year for EVE's paper companion, with a new-look magazine, digital editions and the ISK player guide all in development. Join the team and have your say on the future direction of EVE's official magazine.

### NEW PLAYER EXPERIENCE

Share your opinions, experiences and suggestions with the team that oversees this aspect of the New Eden experience.

### QA

Join the QA gurus for a discussion about bug hunting!

### RUSSIAN COMMUNITY

(Held in Russian) Sit down with our translators, GMs and researchers and discuss EVE Online localization and our native-language community projects.

### VIRTUAL WORLDS

A day in the life of the EVE Cluster. Meet the team that run the servers powering EVE!

### PLANETARY INTERACTIONS

Raw Materials are the foundation of many growing empires. Share your ideas and suggestions for maximizing opportunity and give your direct feedback.

### CHARACTER CREATOR

If Thursday's presentation fascinated you, join this in-depth discussion about the technology behind the creator and ask us your burning questions.

### 0.0 SPACE

What do you want from 0.0 space in the coming year? Share your thoughts and ideas with the DEVs who work on this daily.



## ROUND TABLE II

### WORMHOLE SPACE

Do you like wormholes? We like wormholes too! We also like hearing what you think about them, so come and tell us.

### LOW SEC

How we can make Low Sec better for all inhabitants. 30min brainstorm/ 30min discussion on the topic area with some light harvesting of the ideas at the end.

### PVP

Covering the range of PVP from Fleet battles to single ship combat and everything in between.

### EVE ON MAC

Join our friends from Transgaming who will answer your questions about the client on Mac and hear about their future plans.

### SCIENCE & INDUSTRY

A brainstorming session focused systems like mining, manufacturing and research. Explore ideas to improve the existing features or suggest new features which could be added.

### CONTENT

Missions, Environment Design and Chronicles. Discover how the team makes it all go. Exchange tips and tricks to bring life to your own fiction and creative projects.

### FACTIONAL WARFARE

T-1 Small Ships Hosted by Battleclinic's Steve Greenwood, this session will cover fine-tuning T-1 small ships for optimal roles.

### USER INTERFACE

Take a bite of the EVE UI with CCP Sharq.

### WEB DEVELOPMENT

Technology, Methods and Future projects will be covered in this session. Join us and voice your opinion about improving you EVE Experience.

### DEV TRACK 5

Here is your chance to ask about the development of the API, static data dump and the IGB as well as suggest improvements.

### GERMAN COMMUNITY

Sit down with our German GM and QA and discuss the past, present and future of EVE Online localization.

### EVE GATE

Join members of the production team for EVEGate to ask about future plans, share your ideas and hear what we've learned in the past months of implementation.

## ROUND TABLE III

### COMMUNITY

Do you look forward to DEV Blogs? Read the Forums daily? Meet the people behind the scenes

### GAMEMASTERS

Customer Support requires the right mind set – a desire to help others have a good game. Sit down with some of our best and talk about issues that concern you.

### THE EVE/DUST 514 LINK

A unique session with EVE and DUST devs. Talk to the CCP devs about what you would like to see from an interconnected world where EVE pilots interact with DUST mercenaries.

### WORD HARD, PLAY HARD

Learn about what it takes to work at CCP in an open Q&A session.

### UNCONVENTIONAL GAMEPLAY

EVE is full of stories of extraordinary battles, betrayal and bamboozling. This group will talk about tactics that enliven gameplay and are not part of the standard experience.

### WOMEN IN EVE

Female Devs and Players are invited to take part in a one-hour session covering a variety of topics.

### THE ECONOMY

What are your predictions for the biggest market trends in New Eden this year.

### ISD VOLUNTEERS

Ever wanted to talk to or about ISD face to face? If you are thinking about applying, this is a great chance to learn more about our awesome good will ambassadors!

### FANSITES

Fansites are an integral part of the EVE Online community. This roundtable focuses on the current fansite program and its future.

### EVE VOICE

Our friends from Vivox stop by to meet with attendees and talk about both the current and future technology used to enhance our favorite virtual world.

### ARTIFICIAL INTELLIGENCE

We'll discuss the current state of AI in EVE and gather suggestions for improvement.

### DEV TRACK – DREAM APPS

Brainstorm and share your ideas and app visions, to inform and inspire future direction for what could happen with the EVE API.



## MULTIPLICITY

### SECURITY

Hear what CCP has done to improve security over the past few months and our developing process to deal with the various issues that can impact people's enjoyment of the game -such as bots, authentication and client security.

### WHO NEEDS A CEO

Influence without authority: Here's how you can grow your influence and get things done, even when you're not in charge.

### NICE PLAYERS, BAD PEOPLE

Folklorist Óli Gneisti Sóleyjarson will try to answer some basic questions about the morality of players and their characters. Why do (seemingly) nice people think it's alright to lie, steal and cheat within the game?

### DEV TRACK 1 - INTRO & IGB

Short intro of the topics and format of the upcoming workshops. There might also be an announcement regarding monetization of 3rd party applications. In this session we will also take a look at existing and upcoming IGB javascript extensions and request headers, and how they can be used to create custom game functionality.

### DEV TRACK 2 - STATIC DATA DUMP

In this workshop we will take a look at the contents of the CCP provided Static Data Export and how to use it to empower your applications.

### EVE GATE

CCP Producer Helga will deliver a 20 minute presentation/overview of current systems and work in progress on EVEGate.

### WAR ON LAG

The battle continues! The members of Team Gridlock review the year in optimization with a look to the future of massive EVE combat.

### LIVE EVENTS

Review last year's Sansha-themed live events and future projects of the Live Events team. Learn more about how this all works before the next storyline unfolds...

### PVE

The whole scope of Player versus Environment is open for discussion. Bring your topics to the table and lead our DEVs in discussion and creation of new ideas!



### DEV TRACK 3 - EVE API

In this workshop we will introduce you to the EVE API, best practices and helpful tips & tricks.

### DEV TRACK 4 – “I CAN DO BETTER THAN THAT!”

Combine the lessons learned from previous DEV Track sessions and create a rich IGB-integrated website using the API and data dump which can replace in-game functionality such as the asset list.

### GM PANEL

The Space Police are here to answer your questions and talk about life in Customer support.

### CAPTAIN'S QUARTERS

R1 CQ as it is on SiSi, presenting everything that's gone into it from design, art and tech, touching on things that will be worked on during R2 towards Summer Expansion.



# SINGULARITY

## QUALITY ASSURANCE

Our QA team shares their experience being the last line of defense before and after new code is released into New Eden.

## INCURSIONS

Pilots face challenges that require friends and allies on a scale that EVE has never had before. We'll discuss how this was implemented and what effects we are seeing across gameplay to date.

## CHARACTER CREATION

Want to know about the magic behind the scenes to make yourself as an avatar? Join this presentation on the technology that goes into the new portrait system.

## SPONSOR SHOWCASE

CCP's Favorite Partners on one panel to share with you the latest information about their efforts to help improve EVE Online for everyone.

## TQ'S NEW TOYS

EVE's Technical Director of Virtual Worlds and Sr. Virtual Worlds DBA will present data and designs for the latest hardware solutions put into place to beef up the database, support fleet fights, and generally save the world.

## WORDS, WORDS, WORDS

TonyG reads a selection from his upcoming novel "EVE: Templar One," followed by a Q&A session and a brief presentation on the state of the IP.

## MOVIE MATINEE

Free Popcorn, come in your PJs if you like! Join us for a mix of fan and CCP videos. A great way to start Saturday morning.

## ART PANEL

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

# TRANQUILITY

## OPENING CEREMONIES

Meet the staff who run Fanfest and the official kick-off and hear the most current information and updates to the schedule and events.

## DESIGN DEMOCRACY

One of last year's most popular events, the session attendees vote on the elements of a ship creation while one DEV designs it – LIVE!

## CSM PANEL

A moderated panel where the current CSM address- es the population of New Eden. Ask them anything.

## CCP PANEL

The Producers of EVE gather on the big stage to answer your questions.

## CONTENT

Learn about the process for brainstorming and implementation of the current EVE Storyline, then quiz the team behind the writing about their work.

## ALLIANCE LEADER PANEL

Hear directly from representatives of the major powers currently active in New Eden – where they are headed and why they are doing it.

## CCP PRESENTS

Find out from Hilmar and his all-star guests about the future of EVE and CCP.

## THE ECONOMY

Comparing Markets and Data. New revelations from ongoing research on patterns.

## EVE KEYNOTE

Senior Producer Arnar reviews the past year in EVE history with the help of the people who have made it happen. Revelations about some of EVE's immediate future are to be expected.

## DEV BEER QUIZ

A one hour contest full of mayhem where teams of your favorite Devs fight each other for a year's worth of bragging rights about who knows more, who is more entertaining and who cheats without getting caught!

## CCP PANEL

The Producers of EVE gather on the big stage to answer your questions.



## FANFEST EVENTS

### YOU SAY, I GUESS

This lightning-fast game will have teams of two going head-to-head to prove who knows EVE Online best. Grab a quick-thinking wingman as You Say I Guess should prove to be a challenge for most EVE players.

### SILENT AUCTION

Located on the ground floor, all the items for the auction will be on display and ready for bidding from the opening day of Fanfest through Saturday at 2 PM.

### LIVE AGENTS

Choose your faction and dive into the ongoing competition of completing missions and competing against other capsuleers.

### POKER TOURNAMENT

Players and Devs play for the title of "Fanfest No Limit Hold-em" Champion. Starting when Fanfest opens with the final table taking seats at Noon on Saturday in Dodixie.

### TRUE OR FALSE

Think you know EVE Online? Compete against others in EVE Online "True or False" trivia in this rapid-fire challenge of your game knowledge. Prizes awarded to the winners!

### DRESS TO IMPRESS

Everyone has a chance to win EVE Store gift cards which will be issued to those who come to Fanfest, in costume, and who dazzle the Community Team with their creativity and likeness to EVE characters.

### THE SCOPE - PHOTO SCAVENGER HUNT

Sign up with Community, make photo and film records of Fanfest to share with the world. The best scope scoops will be rewarded!

### EVE BAR

Hresso is the official EVE Bar. Stop by and show off your Fanfest badge to enjoy Fanfest specials

### BLUE LAGOON HANGOVER PARTY, SUNDAY MARCH 27

After three days of Fanfest, mind blowing presentations, and countless beers, nothing beats soaking in the soothing Blue Lagoon with their famous Blue cocktail in one hand and your ear occupied by DJ Margeir's Live performance from his Blue Lagoon soundtracks. Bus takes you straight to the airport or back to Reykjavik if you want to live it up in Iceland some more.

# 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 2011.





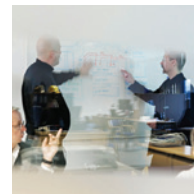
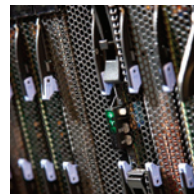
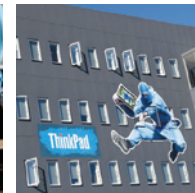
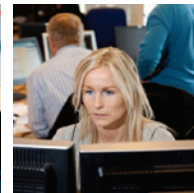
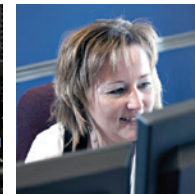
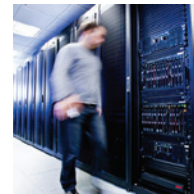
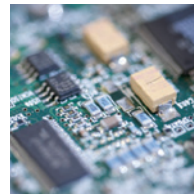
# Shattered Crystal

Game Codes and Items

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- It is FREE

Sign up now! or Get more information at [www.shatteredcrystal.com/supportyourcorp](http://www.shatteredcrystal.com/supportyourcorp) Today!



## 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 would like to thank Nýherji for it's technical assistance at EVE-Online's Fanfest 2011. With Nýherji's dedication, innovation and support, this Fanfest was made possible.



[www.nyherji.is](http://www.nyherji.is)

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tools, guides, videos, more

**BattleClinic**  
Deep Space Supply



timecodes | cd keys  
fast delivery  
player owned & run

## IT'S ABOUT THE EXPERIENCE AND WHAT'S BEHIND IT

Level 3 is committed to help CCP maximize your enjoyment of the EVE Online Tournament. CCP selected a platform with the power and scale to provide the best user experience and to deal with some of the potential challenges of today's online gaming world.

With extensive experience of running one of the fastest and most connected global IP networks in existence, we help CCP deliver the highest level of online gaming performance, the most reliable downloads and trailers, and allow Eve Online to reach you wherever you are in the world.

**If we miss you at Fanfest then visit [www.level3.com](http://www.level3.com); email [europe@level3.com](mailto:europe@level3.com); or call +44 (0)207 954 5454 to learn more.**

## ONLINE GAMING NETWORK SOLUTIONS

**Level 3**  
COMMUNICATIONS



## REYKJAVIK MAP



1. FANFEST 2011
2. HILTON REYKJAVIK · SUDURLANDBRAUT 2
3. HOTEL CABIN · BORGARTUNI 32
4. GRAND HOTEL · SIGTUNI 38
5. PARK INN · ARMULA 9
6. HOTEL LOFTLEIDIR · NAUTHOLSVEGI 52
7. HLEMMUR (MAIN BUS TERMINAL DOWNTOWN)
8. LAUGAVEGUR (MAIN SHOPPING STREET)
9. FOSSHOTEL LIND · RAUDARARSTIG 18
10. FOSSHOTEL BARON · BARONSTIG 2-4
11. FRON HOTEL · LAUGAVEGI 22A
12. HOTEL ODINSVE · THORSBOTU 1
13. HRESSO · OFFICIAL FANFEST EVE BAR 2011
14. RADISSON BLU 1919 HOTEL · POSTHUSSTRAETI 2

WANT TO SHARE YOUR THOUGHTS ABOUT THIS YEAR'S FANFEST AND GIVE US SUGGESTIONS TO IMPROVE THE NEXT ONE?  
AND BE ENTERED IN A PRIZE DRAWING? PLEASE GO TO THIS URL: [HTTP://FANFEST2011.QUESTIONPRO.COM](http://fanfest2011.questionpro.com)







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