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Conference Log NO.2

Host: "IShowRentDue"

Attendee's: O5-6, O5-7, O5-7-F

Classification: **RESTRICTED**

Conference topic: [Roleplay Issues]

Time: [REDACTED] UTC, 28/3/25

Location: Site-Virtus Administrative Department meeting room

[Summary of Discussion]

The conference was held to address the decline in role-play quality and engagement within the SCP role-play community on Roblox. I opened the session by highlighting the importance of structured role-play and how the lack of depth, commitment, and adherence to SCP lore has negatively impacted the overall experience.

[Key issues discussed included:]

- A lack of character development, resulting in plain and inconsistent role-play.
- A disregard for SCP lore and regulations, leading to immersion-breaking interactions.
- Minimal effort in role-play dialogue and actions, creating disengaging experiences.

[Proposed Solutions:]

- Higher Role-Play Standards: Encouraging players to develop well-thought-out characters and maintain consistency in their interactions.
- Training Programs: Introducing structured training sessions or guides to educate new players on role-play etiquette.
- Enhancing Role-Play Scenarios: Creating detailed scenarios to reduce over-reliance on combat and increase immersion.
- Stronger Moderation and Enforcement: Assigning role-play moderators to guide and ensure adherence to role-play standards.



[Conclusion & Next Steps]

The meeting concluded with a strong consensus on the need for immediate changes to enhance role-play quality and the need to actively promote and implement these solutions within the community. The next steps involve forming a dedicated team to oversee training, moderation, and structured role-play events.

[End of Log]
