

Meeting – In Real Life

Simming with the same people every week and getting to know your fellow simmers over an extended period of time tends to leave many of us with the intrigue of what the players behind the characters might be like for real. Of course, it's not everybody's wish to meet up with their crew mates for real – some are very private – but many have and want to, nonetheless.

Several crew members of the USS Hermes have had the same aspirations and actually took steps to meet in real life. What was it like? Were there any unexpected surprises? Did it change how they looked at each other afterward? Was it simply all great fun?

Let's find out!

Meet-Up: Jerrid Billings – Ken Kennesaw – Tanok

interview conducted by Lt. Cmdr. Kayshl Durandus

So! Word on the street is you gentlemen have been busy arranging some off-duty meetings? Care to enlighten us with regard to your mischievous endeavors?

Lieutenant Tanok: Well of course it involved food. (lol)

Commander Ken Kennesaw: You mean other than the truth in it?

Captain Jerrid Billings: Well, Tanok and I live together in Ohio, and Ken and I had been trying to get together for awhile. So one day, we just made plans and Ken came down from Kentucky.

Ken: Down? Try up, Dude.

Tanok: I actually wasn't sure if I was going to make it, but i tweaked the schedule cause I really wanted to meet Ken in person.

Ken: I'm that special. (chuckles)

(grins) Sounds like trouble to me.

Ken: You know it.

Jerrid: Nah. We were only trouble to the waitress who had to keep giving us refills for three hours.

Ken: I have to admit it was an interesting 3 hours.

Tanok: It really was. I've known the Captain for a long time, but he is the only person I've known and seen that sims, so it was interesting to meet someone else who does it.

Jerrid: By the way - Ken is the shortest dude I have ever seen in my life. Totally not what I expected.

Ken: (LOL) Hey, I cant help I didn't get the TALL genes. Going back to Billings place and all three of us simming at the same table with 3 laptops was funny also.

Tanok: Definitely made taking care of things through the chain of command very easy.

I can definitely see how face-to-face SIM-ing can come in useful.

Ken: VERY!!!!

Tanok: It really was! Having another person to bounce ideas of off instead of messaging really changed the situation for the better.

Jerrid: It was funny, because for the first time, Ken got to see how I maniacally run a sim. I always have my own little comments like, "Let's try this," or "THAT WOULD BE AWESOME!"

Ken: He's not joking. He was saying those things all sim. As far as me being short, I was surprised to see how young Tanok and Billings were.

Do you think SIM-ing as a group in the "real world" is more effective than other VOIP systems?

Jerrid: Depends. What's VOIP?

Voice-Over IP, like Skype, Ventrillo, Teamspeak...

Tanok: I think at some point if you have too many people in the same room it takes away from the idea of simming in the first place. I'd say depending on the ship it varies. For our ship the 3 of us was perfect.

Ken: Never tried that. VOIP that is.

Do you think that knowing the real person behind the character takes away any of the mystique?

Jerrid: Nah. I AM my character. Jerrid behaves exactly the way I would in any given situation.

Ken: I would have to say it depends.

Tanok: Only a little bit. And yes the Captain is this way in real life as well. And Ken plays his character so well, many times I completely forget what I remember about him from meeting him. (lol)

Ken: (LOL) Tanok. NOOOO comment.

(gives an awkward grin at the inside joke) Well, I suppose full envelopment into your character is the overall goal, right?

Jerrid: Definitely. I feel like I know Jerrid just as well as I know myself. They're both equally complex.

Tanok: Yes. The same as acting. By doing so, it really brings a character to life, one that people are going to remember and appreciate as a simmer.

Ken: Yes I agree with the both of them

So has your meeting inspired you at all? Would you seek out other members of the USF?

Tanok: I would definitely. I often times find myself sitting here, reading what people sim, and wondering, "Geez I wonder if they are like this in real life?" (lol)

Jerrid: Oh, there are so many people I want to meet. One of the things that makes the Hermes so unique is that we are constantly talking to each other outside of the sim. Sharing ideas, chatting up the latest sim plot, etc. I've gotten to know many of my ship mates personally. I would love to meet all of them in real life.

Ken: I have met others from other groups. And yes, if someone was in my area or I was going to an area where I knew a player lived, I would ask if they would be interested in meeting up.

So are there any other words of wisdom or awesome stories about your meet-up that you care to share before I let you fine gentlemen go?

Jerrid: Awesome stories? I know we have at least one good one.

Ken: Well I wouldn't mind doing it again, Matter of fact if it wasn't for Ohio State and KY playing in semi finals in the NCAA I would have met up with the others for dinner or something. On my way back from vacation, I drove right by there.

Jerrid: I wish had gone out and done something. All we really did was sit there and chat, and then sim together. There aren't really many radical stories that can come out of that. Haha.

(laughs) Well, with the way you SIM, Captain, I would beg to differ...

One of the advantages of having a local around means that you can go off the beaten path, a bit. We went go-kart racing and even went to a shooting range!

(shudders at the thought of Ethan with an actual IRL weapon) Sounds like a fabulous trip! Have you visited ZoLak often since he's been in Vegas?

Ethan: When he first moved out there, we actually didn't see each other for a long time. Eventually I bit the bullet and made the trip. Ever since, we've established a pretty good pattern where we take turns. I'll go to Vegas one year and he'll come out to the east coast the next. He's got a lot of friends and family here so he can usually get a nice vacation out of it.

Wow! Sounds like a pretty decent arrangement. So you've known each other for a while? Did you know each other prior to your time together on the Hermes?

Ethan: Oh yes. We go back a long, long time. In fact, it was I who brought him into the USF fold.

(slaps him on the back) Well on behalf of the entire Hermes crew, and USF, we thank you for your fabulous recruiting skills! I shiver to think what life would be like without him on the crew.

Ethan: I know, right?!

So, do you have any parting advice to fellow SIMmers seeking to unite in the vast and daunting world outside of USF?

Ethan: Well, I have met other USFers along my many travels. They turned out to be just as great OOC as they were in the USF. I think that it can be really cool to get to know the person behind the character. I'd love to meet more.

Well, I am happy to hear that! I can't wait to hear about your future travels and encounters. (leans in her voice softer) In fact, I'd love pencil myself onto your list...

(smiles) Perhaps that could be arranged.

(smiles excitedly) Well, thank you Mr. Grimms, and best of luck on all your future travels!

A banner for the USS Agamemnon. At the top, the name "USS AGAMEMNON" is written in large, stylized, orange-yellow letters. Below the name is a detailed illustration of the USS Agamemnon, a dark grey Star Trek-style starship with blue lights on its nacelles and a red light on its bridge. The ship is shown from a three-quarter front view, flying towards the left. To the left of the ship, the text "Looking for:" is followed by a list of interests: "Science", "Medical", "Engineering", and "Security/Tactical", each on a new line. To the right of the ship, the text "Email:" is followed by two email addresses: "Czajka@sector001.com" and "Simon.A.Trent@gmail.com". At the bottom center, the text "Tuesdays @ 10:30 ET" is followed by "USF Webchat - <http://chat.sector001.com>". The entire banner has a black background with a thin orange border.

USS AGAMEMNON

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