



# MATERIA MAGICA IMMORTAL APPLICATION

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## **What does it take to be a good Immortal/builder in Materia Magica?**

We want all of our builders to be successful and happy with us. Over the years, it has become clear that there are some characteristics of those builders who are most successful. For example:

1. **Imagination and lots of it** - while drawing on examples from books, movies, and art are useful, in the end the more original and creative your thoughts are, the better. Allowing the player to live in your thoughts and dreams helps them develop their own sense of curiosity.
2. **Curiosity** - ask questions, lots of them! "How do I do this? Can I do that?" The more questions you ask, the more you will learn. Administrators generally like new builders who ask lots of questions. They do not mind answering them. Some Administrators enjoy it because it shows that the builder has a genuine interest. Answering questions also keeps them aware of commands and even might help



them come up with suggestions and changes that improve the function of the game.

3. **Patience** - patience is actually required in several ways when you are learning to build. The chances are good that your first area will not be the "Area to End all Areas." Very few people submit an excellent first area. Building is a learning process. If you stick to it, you will master it. We also have a backlog of areas that are slated to be designed, improved, or revamped.

The aforementioned Administrators who love answering questions can sometimes be quite busy. When your work is at a standstill, even if it is hard to wait, wait, but don't let it completely stop you – there's always something else that you could be doing. But also remind them: if they are not available online to answer a question, email them and work on something else until they respond. Building a good area is a long, sometimes tedious process. Parts of it are not that much fun, but are very necessary. If you take the time to do it right, other people will notice the difference and the end result will be worthwhile.

4. **Common sense and pride** - use what you disliked in areas to build guidelines for yourself. (i.e., don't you hate when you are walking west in a hallway that assumes you are going east?) For example, copied room descriptions; changing one line at the end does not make a difference. There are players who look at everything in the description. Flesh everything out with as much detail as you can. Do research. Investigate the way things work in the real world and then incorporate



that information into the game. It lends realism and logic to the way things work in the fantasy world. The more realistic a place feels, the more a player can identify with it. This does not mean everything has to work the same way, but there should be a reason or logic if you will for why things happen, why things are where they are. Keep your ideas within the already defined world. Don't tamper with the history of the known universe. Players will notice and it will bother them.

Take pride in your work. One new builder pointed out to us that most people do not pay attention to such things. The responding Immortal told him, "I do not build my areas for them, I build them for the people who do true exploration". Just because "most people" ignore the extra work does not mean it should remain undone. Some of the best areas have sense of completion, a "real" history behind them. These are the areas role-playing characters love exploring. It is the challenge of solving the puzzles. Take pride in your work, be thorough, and you will be a good builder.

5. **Flexibility** - not everything you come up with will meet with everyone's approval. You will be called upon to justify why things are the way they are. You can't take it personally or it will overwhelm you quickly. You need to be able to accept that everything is open to modification and change.
6. **A thick skin** - sometimes you will have players and others who are short or abrupt with you. You may even think they are being rude. It is inevitable that players will get upset when things aren't going right and they are very likely to take out their frustrations on the nearest



Immortal. You can't let it get to you. Also, when other Immortals get into a fixing/problem-solving mode they may be short or abrupt trying to get something done and they don't always phrase comments/statements in the friendliest manner. It's nothing personal; it's just a function of trying to do everything that needs to be done.

7. **A willingness to communicate** - no one here is a mind reader (much as we would all like to be). If you don't talk to others about what you think then you have a greater chance of being unhappy with the end result. We want you to feel free to talk to any of the Administrators regarding your thoughts and any problems you may be having. If we don't know about it, we can't work with you to deal with it. The same is true of the entire Immortal staff; only by being willing to talk to each other and share ideas/opinions, can we really deal with issues.

*Do you have what it takes to be an Immortal/Builder for Materia Magica?*



## QUESTIONNAIRE

Please answer the following questions and submit the results via email to: [admin@ingenii.com](mailto:admin@ingenii.com). An Administrator will review your application and will respond within 5-7 days.

1. How long have you been playing Materia Magica? What characters have you developed during that time? Provide a brief history of your activities within the game (areas explored, clan memberships, etc).
2. What sort of Bartle player type are you, and how does your history reflect that? (See: <http://www.gamerdna.com/quizzes/bartle-test-of-gamer-psychology>).
3. Do you have any previous building experience? If so, where and in what capacity?
4. Do you have any previous coding experience? Please specify languages and projects.
5. Why do you want to join the building staff at Materia Magica? If you were able to change anything about Materia Magica, what would you focus on first, generally and specifically?
6. What sort of expansion and refinement of current areas would you like to see?



7. How would you rate your ability to initiate a project and carry it out to completion? Please provide examples of how you have done so in the past (may be school or work related).
  
8. How would you rate your people skills? Please provide a list of your strengths and weaknesses along with any examples you think may better demonstrate them.
  
9. What sort of time can you reliably commit to building? What times are you typically active, and how comfortable are you communicating primarily by either email or in-game?
  
10. Is there anything else you think we should consider in reviewing your application?