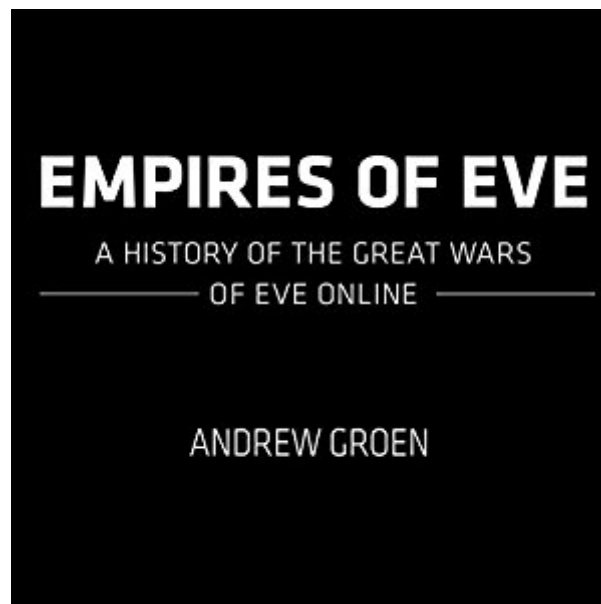




The book was found

Empires Of EVE: A History Of The Great Wars Of EVE Online



Synopsis

Empires of EVE: A History of the Great Wars of EVE Online is the incredible true story of the dictators and governments that have risen to power within the real virtual world of EVE Online. Since 2003, this sci-fi virtual world has been ruled by player-led governments commanding tens of thousands of real people. The conflict and struggle for power between these diverse governments has led to wars, espionage, and battles fought by thousands of people from nations all over the world. There have been climactic last stands, wars for honor and revenge, and spies who caused more damage than a fleet of warships. Empires of EVE is the history of how political ideas first began to take hold in EVE Online, how that led to the creation of the first governments and political icons, and how those governments eventually collapsed into a state of total war from 2007-2009.

Book Information

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Customer Reviews

Full disclosure: I've never played EVE Online. I probably never will. This did nothing to diminish my enjoyment of this incredible book. Whatever your level of interest in the subject matter, it is an absolutely fascinating look into a highly dedicated subculture. I'm a game developer, and the accomplishments of the EVE community are an inspiration to me. I particularly like that the author treats these players, who clearly devoted a huge amount of time to the game and its surrounding events, with a great deal of respect: this isn't a book that ever says "what a bunch of nerds." It's easy to get swept up in the journalistic accounting of these tremendous space battles, and then suddenly something happens that makes you remember it's a video game on the internet -- a situation which

comes with its own set of surprisingly entertaining limitations. I can't begin to imagine how much research went into trying to piece together the real history of an online world. It makes me wish for a player-focused historical record of all of my favorite MMOs. In the meantime, I'll buy many more copies to give away to friends and lend to my coworkers. Edit: if you can, get it in hardcover. You won't regret it.

I was initially very skeptical. I played and lived through the events of this book, practically from beginning to end. The stories Andrew Groen tells in this book are part of my own personal history and the memories are special. I was very nervous that an 'outsider' would be writing our stories and was concerned that no matter how many people he interviewed a lot of the magic would be lost. Eve's a notoriously political game as well and all of us involved in Eve's space politics drive our own agendas with vigor, so in my mind there was a risk that the facts may have been twisted to align with the agendas of some of the people interviewed. I can comfortably say that I am pleasantly surprised with how well the book has turned out. My fears were unfounded, I really enjoyed reading it and will be recommending it to anyone who would like to know more about the long and intricate history of the capsuleer empires of Eve-Online. If there's one thing I am slightly disappointed in it's that a number of supporting characters roles within the tale have been minimized or excluded. The main flow of the narrative and a lot of the key players are there but it's been very much streamlined to the point where some people must be reading this thinking "what about me/us". I think Andrew Groen would have been writing this for 2 more years and we'd have ended up with a tome of 50,000 pages if he'd included everyone so I get why it's been done. Sadly it does mean some of the colour and depth has been lost a little and many people's contributions will go undocumented. Overall a great book though. Thumbs up.

Maybe you're thinking "a whole book about a bunch of online wars in a game I've never played?" This also I was thinking, but if you like epic stories of intergalactic rivalry, warfare, betrayal and heroism, it's all here in the story of this online community and the players, leaders, factions and alliances that have fought to control New Eden. It's a very complex history of events to pull together and report upon. I found myself picking sides and rooting for factions all through the book as the conflicts grew larger and larger, eventually involving thousands and thousands of players. And that made for very compelling reading. I thoroughly enjoyed it. Groen knows how to mix the real life of players, the rules of the game, and the events in it, all in the right measures to make it understandable and interesting for people outside of this game. I don't know what I would draw from

this book, except that the online worlds we create are as real as our train stations, and some amazing things are happening in them.

Absolutely fascinating as a treatise on international relations theory as it plays out the real world. I'm a very new EVE player with no firsthand knowledge of the events chronicled in this book, but I have masters degrees in both International Relations and Strategic Intelligence and felt like I understood the events from that context. I originally purchased the book as a starting point to understanding some of the current conflicts occurring in the EVE universe, but quickly found myself marveling at how New Eden is very much a time-compressed microcosm of the larger human experience. The motivations and emotions governing the game are the very same ones governing our own real world history. Many of the worst elements in the game are driven by greed, jealousy, anger, aggression, and hatred (much like real life). Likewise, many of the best elements are rooted in pride, hope, affection, selflessness, and commitment. And I would argue that the various ways these emotions play out is imminently predictable based on our own real world history. In short, what makes EVE special is that it's the first game that allows flesh and blood human beings to be true digital human beings with all of their merits and faults. People get bored and go looking for a fight; people want more stuff so decide to take it from their weak neighbor; people make immense sacrifices for things bigger than themselves; people struggle mightily to avoid letting down their friends who are depending on them. It's all there. From the opening pages, I found myself thinking "Wow - that's Classical Realism in action" or "That lends credence to Neorealist philosophies" or "That's exactly what Balance of Power Theory says is supposed to happen." As I continued to read, I recognized other theories rooted in Liberalism, Constructivism, Functionalism, and even Marxism and World-System Theory. And those are just the political aspects of the meta game in the EVE universe. When you drill down to combat operations, it looks very much like how real world naval fleets and field armies are organized and employed. The challenges inherent to an invasion campaign in EVE closely mirror the challenges faced by Hannibal, Napoleon, von Schlieffen, Schwarzkopf, or Tommy Franks. If I were writing a master's thesis (and maybe even a doctoral thesis) today, I'd be sorely tempted to examine the ways in which MMOG's can serve as a useful tool in the development and proofing of various social theories. All of the elements are there if you look for them. In short, to quote Andrew Groen's opening line in the book, "Eve is real."

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