Dave Anderson wrote on Sat, 19 May 2007 18:37Here at DCOM Productions I run everything single-handedly and I wish I had more help. However, I know that if I recruited more help for administrative tasks it would just slow things down.

Though, for my development team, it has greatly sped up the process of concept and design tasks and has really helped make the release date of our biggest project earlier.

For NeoGods though, I'm not sure why you would really want more people to help you run the teamspeak. When I went on their, there were 4 people on their who all had SA privileges and no one else. Generally, I wouldn't bother hiring people to help run your teamspeak if its just a few people and you all have SA.

As for your forums, I know from personal experience that its extremely hard to get a community going. Right now, I would say that your forums don't need people to help manage them. They don't really get any posts or action, but I see why you want to hire people.

What I suggest is that instead of hiring people, you get more people interested in Neo Gods. Advertising in a non-annoying manner, get people involved in your projects (NeoServ for example).

For me, the main flow of my community is my website (www.dcomproductions.net) which gets over 1,000 unique hits a week. However, that doesn't mean all those people will magically want to use the forums either. You have to provide these people with content that they will want to share their opinions and thoughts with. Right now, I would say that the C&C 3 AutoReplay project was the best thing I have ever done, which increased hits to my website vastly. If you can do something like that your community can be well on its way to success.

Also on a side note, I would ask Scargon (or whoever owns Neo Gods) to hand ownership over to you. He/She doesn't do jack crap in regards to managing your website and forums I and I never seen him or anyone else really involved in the things you do.

I'm not trying to come down on you with this post, but I'm trying to give you some well rounded advice to help improve the quality of your community.

Well, that was what I ment to say
Ofcourse, in some things you may need more staff, but, get the staff when you need it. Not before you have atleast somewhat of a community.
And ofcourse, you can never have enough coders But, you do need to keep in mind that you will need to coordinate them, and that can take vast amounts of time if you don't organize that properly (by like having too many people work on 1 project)