
Subject: Re: Server opinions

Posted by [Veyrdite](#) on Thu, 02 May 2024 03:06:31 GMT

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Rencorner has brought in a new UI for their map skip voting. It's really nice, clear and visual; but it reveals how the voting system is fundamentally flawed.

The problem is caused by the combination of two things:

- (1) Options to vote are !yes and !no
- (2) A minimum of 70% of players must participate in the vote for it to succeed

On their own they each seem sensible, but together they create a system where not all votes are equal and some votes do the opposite of what the players intend (!)

Let me give an example situation:

Total online players: 10
5 players have voted yes
1 player has voted no

Now let's say that you don't want to skip the map. You should NOT vote !no, that would actually cause the opposite of what you want (the map will get skipped). Instead you can vote more powerfully by simply not participating.

Always: if don't want to skip then NEVER vote. This way your choice is more powerful than any !yes voter. If only a few players that want no-skip simply don't participate then it's dramatically more effective than them actually voting !no, especially given how hard the 70% is to achieve.

In statistical language: the current voting system has stability and predictability issues. What the player thinks they are doing is not what actually happens. The vote can be gamed in a non-representative fashion.

A better solution would be to only accept !yes votes and have NO way of voting !no. Simply assume that non-participants all voted no. Then display a graphic that shows the proportion of players that have voted !yes and a little tic mark to show the 70% (or whatever threshold) required. This way the players instantly understand how the system works and there are no special ways of gaming it.
