EVE Online:

<http://community.eveonline.com/community/>

EVE is a Massively Multiplayer Online Role-Playing Game (MMORPG), begun in 2003, in a science fiction setting. Characters/players can customize their ships through a galaxy, participate in professions within game, and advance their skills. Communities, alliances, corporations, etc can be formed and joined. Governance is conducted through a Council of Stellar Management (CSM) of 9 positions (players release their real names to stand for Council) – requests for changes, content, etc are handled through Council (which met in real life in 2008 for the first time). Players can engage in numerous in-game and “real world” forums, communities, publications, fan fiction, etc .

The documents you have are minutes from CSM meetings. Feel free to use other documents, the Website, etc.