MAY

MINEPLEX NEWSLETTER

C O N T E N T S

COMMUNITY AID INTERVIEW

BY:WOWNAH

There are several programs around the community that are run by the players themselves! If you haven't heard of Community Aid before, it's run by Inv3rt3d, and has been around for almost a year. I was given the opportunity to interview Inv3rt3d about this program!

Why did you decide to found Community Aid?

Well, I founded Community Aid in its first BETA testing phase shortly after I departed from the staff team at the beginning of 2015. In saying that, I had the intial will and desire to prove that community members can help Mineplex just as much as any staff member could. Although, in our current day, that is not at the core ideology of what Community Aid stands for. Private BETA testing to test the given concept happened between January-February 2015 and public BETA testing happened in March-April/May 2015 and was launched fully in August 2015.
CA is quite different from what it was initially but still manages to have a similar essence about it. :)

What is the main goal of Community Aid?

At this point in time, I'd think that the primary goal of Community Aid is to develop on the individual and communal growth of the Mineplex community. Individual growth being catered to helping members where they are able to augment themselves to a desired standard through accolades and goals. Communal growth being catered to helping Mineplex build a cohesive network of members (community) who are able to effectively tackle situations, providings opportunities for bonding and so forth.

What are some things your team does to reach this goal?

So, I think we can split this into two primary sections, the individual aspects and communal aspects.
In regards to the individual aspects, heaps of things, although at this point, they've been a bit more directed to the members rather than the public which is something that is undergoing change in our latest update (check the CA wall for the exact details of the update, not a self promo xD).
At the epicentre of the organisation, CA works on goal setting and achieving on Trello (a program used to organise items into cards and lists) in which each member has their own list where they can choose to try to achieve their goals on their own, with others or alternatively help others with achieving their goals. Goals are not limited to Mineplex itself; we've had many members trying to achieve a higher standard in their abilities in other areas such as coding, sporting, design and other general areas. Using Trello to achieve these means has allowed for many people within the organisation to benefit from it, especially on the Mineplex side of things in which between 40-60 members of CA became staff while being in CA. But, goals are only achieved through working towards them; the harder members work, the more likely they are to achieve their desired goal. :)
As for the second prime aspect of individual growth, we have teams in Community Aid. Teams not only allow for Community Aid to be self-sustaining in its ability to function on a daily and weekly basis, it also allows for great experience, understanding of how to work in a team with mutual interdependence and bonding with new people to make friends and contacts. Community Aid currently has the following teams: Recruitment, Media,

Mentoring/Inductions, Activity Assistance, Server, Organisational, Social Media and NLE (events/projects), allowing all members the capability to join 9 different teams which grant differing areas of experience. These teams equip its members to have the necessary tools and understandings on how to work efficiently for a cause they believe in and can therefore allow for members to be more experienced when applying these skills outside of Community Aid, whether it's applying for Trainee or any paying job. In regards to communal growth, while we do work in that area and strive to empower the community, a majority of our efforts go towards self-sustainability as CA is very large with ~150 current members. There are a couple of key things which we have done and will continue to expand on in the future. Firstly, Community Aid has run and will continue to run many events. Our events provide people with individual and unique experiences as we strive for our events to be rather individual and memorable. We have run events such as "The 12 days of Community" in which we had 12 days of events which all had prizes, a recent St Patrick's day event, some of our old projects such as Project Cheer and Project Message and all of the event which are hosted by our "Next Level Events" team, ran by Dozzy. Secondly, as stated in the aforementioned CA update, we will attempt to run workshops in the community in the near future. These workshops will allow for some of our members to mentor members of the community in some basic working and playing areas, such as working on making documentation aesthetically appealing and efficient in the way it conveys its information on the page. Other workshops may soon also be created for the community but are based upon favourability and popularity. In regards to both of these actions, we may collaborate and consult with the staff team to create a combined effort towards good causes.

How far do you think Community Aid has come since you started it?

Community Aid has really developed into something that was beyond my initial dreams and idealisms. In our first round of BETA testing, we started with ~12 people in which the program barely functioned with unfortunately high levels of inactivity among members. We had one Trello board with individual lists for everybody and that was the whole "Community Aid" of January 2015. Nowadays, Community Aid is something beyond simple measure. We have managed to reach 1250% of the number of members we had from the original BETA testing in Jan 2015 (from 12 to 150 members). We have also managed to go from the use of 1 Trello board to using almost 20 boards. We've managed to go from having 12 lifetime members when initially beginning to about 350 lifetime members in our April of 2016. Finally, we've managed to accumulate approximately 1,500 replies and 120,000 views on the thread; the 3rd most successful non-stickied and non-staff thread in Server Discussion. Although these are analytical results that only display quantitative data, even the prospect of such numbers never crossed my mind once when creating the organisation. Beyond the numbers, Community Aid has given people opportunities, friends and support to all who wish it, inside and out. We aren't perfect and we've encountered many inhibitors to success, but the absolute notion of friendship is embodied the enterprise that is CA. It was just today that I witnessed at least 10-20 members help a fellow member out in a chat regarding personal life issues, giving them support and direction on how to deal with those issues.

How has Community Aid affected you personally?

It has affected me in such a variety of ways that words sometimes may not be able to express them. However, the most prevalent feeling I get from running Community Aid is the feeling of being a father. Not necessarily a father to the members of the organisation, but rather to the organisation itself. I've nurtured it from when it begun as an infantile idea to the fully functional adult it is today and through that I've managed to create a metaphorical bond between myself and everything that Community Aid is and stands for. Ever since January 21st 2015, Community Aid has been the air I breathe at Mineplex, everything I do and stand for today is for not only Community Aid, but also the surrounding community.
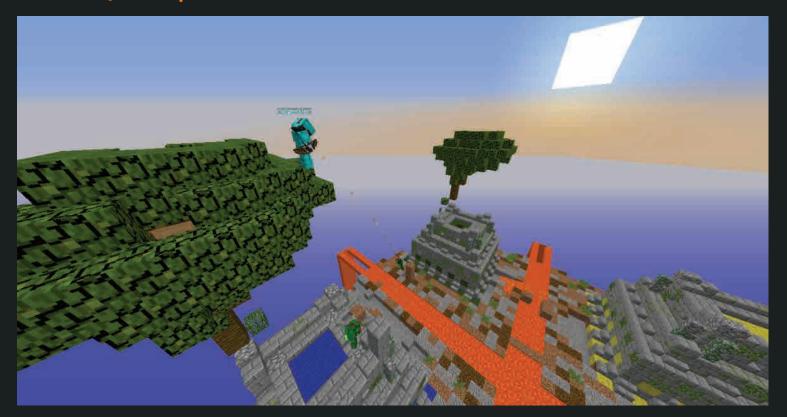
CAPTION THE SCREENSHOT!

BY: REDICEBERGZ

The winner of the last newsletter's
Caption the Screenshot competiition
is Cowifa with:
"When the Mineplex Build Team makes a clan"

Now, there is a new screenshot to caption!
What are your captions for this screenshot?

Submit them here! http://goo.gl/forms/htsVYM6XkZ

A DAY IN THE LIFE OF STAFF

BY: PERSIS

WHAT IS YOUR DAILY LIFE LIKE AS A STAFF MEMBER?

Diar (Administrator of Trainee Management)

The first thing I usually do when I get on my computer is check Slack, and respond to all of the messages I have received from staff members overnight (usually around 30-50). As the day goes on, I continue responding to more and more messages as they come. These range from questions to complaints, to ideas, to requests - it varies a lot! Throughout the day, I tend to pop on TeamSpeak and check the forums, but I also spend a lot of time on the server. At the end of the day, I check and respond to my emails, and then I'm done! Most of my time as an Admin is spent talking to people and managing and coordinating my team, but throughout the week, other particular tasks come up. These include deciding which Trainees we are accepted, reviewing Trainees and the work they're doing, deciding whether they are being promoted to Mod or demoted, etc. It's a lot of work, but I love it. Every day is different, and there's always something new.

Heavenss (Senior Moderator on the Forums Team)

My daily life as a staff member is always full of surprises, as you'll never know what you'll come across - It's pretty busy. I mentor Reports Patrol and do appeals and moderate the forums. Although it's a heavy workload I really enjoy doing these tasks. There's always something to do and it keeps me from getting bored ^-^

Swimmer_ (Moderator)

Well, I go on Mineplex and play with some friends, playing games, answering questions, and punishing rule breakers. I'd consider it a simple Mineplex life for any staff.

Hubblez (Trainee)

My favorite part of being a staff member is being able to interact with the community and help players out. I enjoy being looked up to and being able to help fix issues that players are having, whether that be a new bug, a hacker, or a problem that they're facing.

A DAY IN THE LIFE OF STAFF

BY: PERSIS

WHAT IS YOUR FAVOURITE PART OF BEING A STAFF MEMBER?

Diar

My favourite part of being a staff member is getting to meet so many great people. Whether it be staff members, community members or complete outsiders to Minecraft, it's always a lot of fun to meet and get to know people!

Heavenss

My favourite part about being a staff member is the community.
There are so many different people all with their own personality. I love meeting new community members and getting to know them.

Swimmer_

My favourite part is probably all of the friends I've made in the community, as well as being able to help out others on a daily basis

Hubblez

My favorite part of being a staff member is being able to interact with the community and help players out. I enjoy being looked up to and being able to help fix issues that players are having, whether that be a new bug, a hacker, or a problem that they're facing.

RECRUITMENT INTERVIEW

BY: IDONTHAVE1

We interviewed a member of recruitment, FireStar891, and asked her some tips on how to get trainee; if you are an aspiring trainee, this should help you out!

What qualities do you look for in a Trainee?

What I personally look for in a Trainee candidate, first and foremost, is dedication. Someone with drive and passion won't quit until they reach their goals, sticking with something so long and being patient in such a manner reflects greatness of character. That love is also reflected in their work, both in attention to detail and in effort. Another important trait is maturity, as it is paramount to providing good customer service. While being relaxed and casual is great in-game when hanging out, if you're trying to reign in a difficult situation with rule breakers or due players then you need to know how to also be serious and professional. People with good grammar, positive attitudes, calm demeanors and fun personalities who don't sacrifice their own selves for the sake of the position all draw me in and make me want to consider them for staff. We're not looking for robots, but rather people who are passionate about Mineplex and making it a better place through whatever means they are best able to.

Are there any one or two qualities that most staff should possess?

Any (and all) staff members in general should possess conviction. People who have a lack of conviction don't stick to their goals and end up sort of just laying there like dead fish; they're not really contributing to anything at all. If you have goals, you need to work for them until you've reached them. No matter how many times you get denied, no matter how far away it seems, if you improve bit by bit and a little each day, soon it'll be months later and you'll be a different person. The willingness to improve and stay true to both your goals and yourself is massively important both for the individual and the group. Passionate people get things done. Nobody says "oh I got Trainee, time to stop working hard!". Successful staff members say "I'm striving for Mod next, then I'll join the subteams I think I can be useful on, and if I work hard I can work to join a Sr. Mod team and beyond!". So, I feel like most staff members should possess this quality because it will positively impact the community, staff team overall and themselves individually.

APRIL MOTM AND SOTM

BY: PRINCESSLIVI

It's a new month, which means only one thing for the staff members here at Mineplex- a new SOTM and MOTM! For those of you just hearing about these awards, they stand for Staff of the Month and Mod of the Month, respectively. These titles are given to deserving staff members who have gone above and beyond in their work on the staff team. They have shown that they can exceed any and all quotas given to them and have made a positive contribution on the staff team. If you want to find out who has received these recognitions in the past, you can simply go to a staff member's wall and look for the SOTM/MOTM tag (not in-game).

For the month of April, the MOTM award went to _H2O! She is currently on six subteams on top of performing the every-day duties of a Mineplex Moderator, which is just incredible. Not only this, but she goes above and beyond in her work on all of these teams, even if it means helping to manage a buggy staff document or spending time on Teamspeak helping others with their rank! Here on the staff team, we'd all like to thank _H2O for what she's done and wish her the best as she shoots for a mentoring position on TM!

Our SOTM for April was RavenWings! Raven is a member of Mod Coord and has been a staff member for quite some time. She does a great job helping Mods adjust to the staff team and helping them to meet their goals. On top of this, she is an RPA and a member of our Game Insights program! Raven has made an extremely positive contribution on the staff team, and we hope she will continue to do so for months to come!

Again, a huge congratulations to these wonderful staff members! We're so glad to have you on the team. Good luck with your future endeavors!

STAFF MEMORIES

BY: XSTAR_89

April is the month of spring, and spring means new beginnings for memories! I've interviewed a couple of staff members and asked them what their favorite memory on Mineplex was. Here are their responses!

Cosmic_
My favorite memory at Mineplex would be when I rejoined the Mineplex team after resigning for school reasons. I had the best reinstating process a girl could ask for with the help of JackAddaway. He helped motivate me to keep trying for reinstatement and made me feel as if he truly cared about what I enjoyed. I was welcomed back with such warmth as well just reassuring me more that the Mineplex staff community was the place I wanted to be!

CombatMedic_Doc
My favorite memory from Mineplex was at my first karaoke as a host in training. I loved to be able to hear everyone sing and be able to to interact with the community and talk with everyone.

xXMoonlightRose
When I was in Bridges, there was a trap I didn't know about so I decided to run up the stairs and fell into the trap. But, I also met HeyImBee when she was just a Legend which was really memorable for me!

Kanebridge
My favorite memory at Mineplex was becoming a Trainee, when my name was announced at the TAP I got so excited. I was greeted by new people, new friends and new opportunities.

MrRevolver2
Meeting all my friends who are practically my family. Just meeting all these new people. Starting out as someone who no one knew, and finding my new family.

xMini
Ah, there are so many memories that I have experienced here on Mineplex. However, If I had to pick one, it would be when I was promoted to Mod. There were 40 people in the staff lounge and we were all so excited to see who was getting promoted. I was last to find out (of course xD), and I was very scared and nervous and so many emotions were flowing through me. When it was my turn and found out I was promoted, all 40 people congratulated me and took screenshots and it just felt wonderful. This is one of many amazing experiences that I have had on this wonderful, fantastic, dream-making, server.

graza
One night a long while ago, we played SG until insane hours in the morning and then watched movies. It's great to just be around my friends and spend way too much time together xD

What's your favorite Mineplex memory? Thanks to all the staff members that participated in this article!

GUESS THE LOCATION!

BY: EMILIE
& CYBER700

Do you think you know every detail in the Mineplex lobby? Well, here's your chance to put your knowledge to the test! Once again, it's time to play an official Mineplex newsletter game - Guess the Location! A screenshot of a random location in the lobby will be provided at the end of the article, and you'll fill out a form guessing where the screenshot was taken. Three players that guessed correctly will be chosen at random and rewarded two Mythical Chests each!

Before we get started, lets congratulate the winners from last months issue!

-The_Emerald_Pig
-TRAEYBOY529
-xCobqlt

You'll receive your chests soon!

Fill out this form to guess the location: http://goo.gl/forms/byuNUzwLOj

SPRING POEMS!

BY: CYBER700

As you may remember, last Newsletter issue we challenged readers to write the most detailed and thoughtful poem they could create about Spring! Any type of poems were allowed - from haiku's to acrostics!
After going through them all, I believe that I found two of the best ones. It was really hard to decide as their were so many good and talented poems, but these two really stood out; you will receive two mythical chests each!

Banksy - Enchanted

Dedicated to JP.
MARCH
A tree is born,
A breathe there lies,
Upon a green hill,
Where a cover of snow dies,
And it melts,
The frost from the wind,
The ice from the north,
The coldness from within.
APRIL
A tree is living,
It has the roots to tell,
The story of an immigrant,
An explorer as well,
Many have sat under it's shade,
Or played in it's leaves,
I personally have watched it circle the earth,
But maybe that's just me.

MAY
A tree is dead,
I can know only so much,
I was told how it lived through many wars,
And settlements from the Dutch,
Traders used it's leaves for warmth,
Today we take the sun for granted,
Except for the birds that miss the tree,
A lovely song that is so enchanted.
JUNE
A tree is remembered,
At least by myself,
Maybe it still lives with you and I,
Perhaps a book on the shelf,
And as painful as it is,
To lose something you grew fond of,
We all lose things that meant a lot,
But that doesn't make them less loved.

SPRING POEMS!

BY: CYBER700

ItzSophie

Spring is a time to shine bright
It brings us more warmth and light
It makes us feel more cheery and glad
It is a place where we have the most fun we ever had
It is the start of the season where you can fly a kite.
Spring is a time to do more
We are able to soar
And we have much fun
And we hope we are never done
Spring never brings me a bore.
Spring time is a time to be kind
It's a time for people to come together and bind
We are always looking to meet more
Spring does not create a minor war
Spring is a place to find
Who people truly are.

STAFF BIOS

BY: TORTELETT

WebGlitch: Hello there! My name is WebGlitch! I am the Social Media Admin and one of the first Newsletter managers. Hope you like this issue!

Crumplex: Hi, I'm Crum. I have been a staff member on Mineplex since 2014, and I am currently on the social media team. I manage the Media team, Newsletter team, and YT. I also spend a lot of time on the Mineplex Twitter! Follow us @Mineplex :)

Emiliee: Hey! I'm Emilie. If you ever need someone to talk to, feel free to message me on the forums! In my spare time I love playing volleyball and water polo.

TheDairyCow: Hi, I'm a manager for the newsletter on the Social Media team! Outside of Minecraft I'm in band, jazz band, chorus, and theater!
I've been a staff member for about 9 months now, and am a part of the Karaoke team, and Reports Patrol Assistance! I'm looking forward to continuing my career here!

Harvvey: Heya! I'm Harvvey, and I'm a part of the Social Media team on Mineplex. I'm a member of MMT, RPA and KH, and spend my days showing people adorable pictures and videos of pugs!

iPBJSammich: Heyo! I'm iPBJSammich, and I've been a staff member on Mineplex since June 2015. I am currently on the Karaoke Hosts and Newsletter Teams, and have a lot of fun working with others on the staff team! If you ever see me, don't be afraid to say hello!

Persis: Hey there! My name is Persis, and I am a moderator for Mineplex. I am part of the Newsletter program and I also work in the Recruitment Assistance team. I enjoy reading and writing, as well as meeting new friends! Enjoy this issue!

STAFF BIOS

BY: TORTELETT

PrincessLivi: Hello there! I'm PrincessLivi, a Mod on Mineplex. I'm currently also a TMA and a RA, and I'm aiming for TM (Recruitment). In my spare time, I like running and dancing. Have a nice day!

xStar_89: Hey there! My name is Star, and I've been staff since April of 2015. I'm currently a Senior Moderator and a mentor for Mod Coordination, alongside being on 4 different sub-teams, including the Newsletter Team! I love to meet new people and try new things, music, and ice-cream. I'm usually in-game or on TeamSpeak, so I hope to see you around!

Tortelett: Hi! I am a moderator on the Newsletter, Media Team, and Music Management Team! I am in charge of designing and assembling all the written articles and images into this newsletter. Hope you enjoyed reading it!

RedIceBergz: I am a Mineplex Moderator on the Newsletter team. I like to help people in-game while also playing mini-games with others. Also, I am a whale.