

MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 44

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CLANS SEASON 6!

BY: XUMBREON

It's the moment that many players have been waiting for. Clans Season 6 has been released on April 20th, bringing about many different positive changes as well as some balance updates to Champions! Clans Management and their team of assistants have been working extremely hard to push out this latest season, and all of their work has paid off.

There have been several new features that were implemented with the release of season 6, some of them being clans stats (/cstats), clan leaderboards (/leaderboard), player stats (/stats), a new Clans hub, and a new Clans map!

Not only this, but there were two new Clans events that were released; those being the Eclipse Event and the Traveling Merchant Event. The Eclipse Event can happen at any time during the night, where boosted mobs will spawn that can drop emeralds and their weapons and armor. The Traveling Merchant Event happens on the weekends, with the Traveling Merchant exploring across the Borderlands. Finding the Merchant can give you the opportunity to trade emeralds for rare items that you normally would not find in the shops. Keep your eyes peeled for both of these events, don't miss out on them!

Along with new features, there has been a plethora of bug fixes, as well as some quality of life changes such as updated help messages and confirmation messages to commands before disbanding or leaving your clan.

The full update changelog can be found here:

<https://www.mineplex.com/threads/clans-season-6-changelog-including-champions-balances.37522>

Grab your friends and find out what else this awesome new season has to offer!

STAFF MILESTONE INTERVIEWS!

BY: AGLTHREE

During the recent Staff Management Q&A, the Staff Management team introduced Staff Milestones as a way to recognize dedicated staff members who had been on the team for more than a year! Starting at one year and going all the way up to five, the Staff Milestones showcased all the staff members who had hit milestones, as well as when those milestones were reached. As this program is relatively new and will now be included in the Newsletter in the Staff Statistics page, the Newsletter team decided to interview staff members who had hit these milestones. We were lucky enough to interview three different staff members who had each reached a different milestone: Dulciloquy, Phamtastic, and happilycam.

How long have you been on the staff team?

Dulciloquy: 2 years and about 6 months.

happilycam: I hit my one-year milestone back in February, which has been an exciting ride ever since. I applied back when I turned 14 on February 10, and was accepted a week later on February 17; it was delayed as this was the first weekend the Recruitment team started implementing the Trainee announcements on Saturdays.

Phamtastic: I have been staff for 3 years, 1 month.

What type of work do you do on the staff team?

Dulciloquy: I am on Staff Management so I focus on mentoring both mods and trainees and making sure our general staff team is happy and productive. I also lead the MA subteam and I'm on Translations Team for Spanish.

happilycam: I haven't been on many subteams, and like most staff, Reports Patrol was my first. It was extremely exciting, as not many teams I was interested in actually accepted Trainees. I resigned from RP, and ended up resigning not long after. However, ever since I reinstated, my goal has been to join the Forum Moderation team, which I achieved a few weeks ago! I basically moderate the forums, organize it appropriately so that all threads are in the appropriate sections, and work to make sure that the community has a place to express their ideas. As a general Moderator, I don't come on as often anymore, given my other commitments and responsibilities; but I'm usually doing reports or helping out people as best as I can when I do get online.

Phamtastic: So right now, I am still currently a Moderator rank here in Mineplex. I am currently on 5 subteams which will be Stream, Forum Moderator, Reports Patrol, Event Assistance, and Ideas Team. I do general moderations too like moderating, handling the in-game reports, and helping out some players. I am also a CMP mentor!

STAFF MILESTONE INTERVIEWS!

BY: AGLTHREE

What do you enjoy about the staff team and the work you do on it?

Dulciloquy: I really cherish my position because it enables me to connect personally with my mentee group. I really enjoy getting to know new trainees and helping older moderators along their own paths. I enjoy being able to help out not only the staff team, but the player base as well.

happilycam: Regardless of if it is online or not, I try to make sure that everything I apply myself to is something I truly care about; something that is rewarding. From my time here, I have met tons of wonderful people. They've all treated me kindly, and I cannot say that I've had a bad experience with anyone. Along with that, in the ways I help out, it makes me feel accomplished. By answering someone's question, or removing a hacker from someone's game, it makes me feel good. Everything and anything I do is for the community, and that is something that will never change for me.

Phamtastic: I enjoy doing most of my subteams' work and it motivates me everyday. I love to interact with most of the Sr. Mod, Moderators, and some of the Trainees too! I also love to talk to some of the admins, and developers too. It shows my dedication towards the staff team and they have noticed that I am a hard working staff member. I also achieved MOTM for August! They are also cheering for me to become a Sr. Mod too! Although, I still have not received my promotion to Sr. Mod yet, but it will happen soon!

Considering you've hit a milestone recently, why would you say you've stayed on the team for so long?

Dulciloquy: I think I've stayed because this is really just the position for me. I was really dedicated to Trainee, and I've kept that motivation. I'm a person that really likes to follow the rules, so it's easy for me to continue to enforce the rules. My position on StM also allows for creative expression in the form of documents, themes etc. I haven't felt a need to leave the Mineplex community, and I don't think I would enjoy being a player while still active on the server. I can see myself staying as a staff member until I lose interest in Minecraft as a whole which hasn't happened yet!

happilycam: I hadn't even remembered this milestone was coming, as when you're doing something you enjoy; the time literally flies. The community keeps me coming back every time and especially the friends I've made throughout my time here. I would have never reinstated if it weren't for them. Nostalgia is a great thing and it can show you where you're meant to be. It shows you what you left behind and how much better and happier you were when you were there. That happened to me, and I'm extremely glad I came back. I've grown into a more mature person by being here, and continue to mature every day. I enjoy what I do and that hasn't changed over the course of a year. I've had amazing mentors that have always boosted me and picked me up when I needed it. I couldn't have asked to become a staff member anywhere else.

STAFF MILESTONE INTERVIEWS!

BY: AGLTHREE

Phamtastic: I have stayed on the team for a longest time because I am the oldest community member in overall. When I officially joined Mineplex, I started to make friends, interact with some of the older staff members before, and setting some of my goals. I remember I applied for Helper the first time since March 12, 2015 because I want to become a staff member just like them. I remember one of my oldest best friend, RosaEpicBeauty got accepted to staff member on March 14, 2015. The reason why I stayed on the team for so long is because I am still working on my promotion to Sr. Mod. Most of the community and staff members are still asking me why I was not a Sr. Mod yet. It gives me the insight that I have to keep pushing towards one of my ultimate goals.

What are you still hoping to accomplish on the staff team?

Dulciloquy: I'm currently on all the subteams that interest me, so I think I'm just looking to continue with what I'm doing. Every new trainee is a new experience, and I'd like to continue helping out staff members in any way that I can. I feel important and valued in my current position, so I'm not looking to change anything big moving forward.

happilycam: Obviously, as some may already know, becoming a Forum Ninja is the goal. I've had a lot of time to think about what I want to do in the future and which team would be best for me. I've bounced around several different teams, and while Forum Ninja was one of the last ones to come to mind; it showed me that is was also one of the best ones. The interactivity with the community is wonderful. Along with the fact that appeals are a huge part of the server, and handling something like that, having that responsibility, is exciting to me.

Phamtastic: Currently right now, I am still aiming one of my ultimate goal on the staff team will be Sr. Mod, Event Squad. This is one of my primary goal that I will need to focus on as an Event Assistance. I have been in the Events team for a year, and I feel like I am ready to become an Event Squad. Although if I cannot make it to Event Squad, I have other backup goals I want to aim for. It will be Forum Ninja or Staff Management.

Thank you to these three staff members who agreed to participate in an interview! If you see these three individuals or any others who have achieved milestones around on the network, be sure to congratulate and thank them for their dedication and hard work on the staff team!

Missed the Staff Management QnA? Don't worry, the recording can be found here:
https://www.youtube.com/watch?time_continue=140&v=0Ax4SfEbxcl

SPRING HAIKUS!

BY: SPOILER

Springtime has dawned upon us, making it the perfect season for haikus about flowers, sunshine, and beauty! On behalf of the Newsletter Program, we would like to congratulate the following winners of the haiku contest:

1st Prize Winner - unopened!

Blooming bright flowers
Newborn lambs stand on weak legs
A fresh start to spring.

2nd Prize Winner - Kippy_!

Oh joy, it's spring time.
Pollen is everywhere
I am going to sneeze

3rd Prize Winner - Snowwii!

Love spring I do too,
Though it makes me go achoo,
My Birthday's there too!

Congratulations to the three writers of these beautifully written haikus! You will all be receiving your prizes accordingly in due time.

COMMUNITY MANAGEMENT INTERVIEWS!

BY: XUMBREON

Community Management (CoM) is the most upfront Sr. Mod team on Mineplex. If you didn't know, the team specializes in focusing on the community. Some of their many different jobs include interacting with players via platforms like XenForo and taking feedback from the community to consider in future updates! CoM runs three different subteams; those being Ideas, Feedback, and Game Insights.

Recently, two new people were accepted onto CoM - Augend and Enunciated! These two have continuously shown their passion for the community and all the duties associated with the team. Recently, we were lucky to grab Enunciated for an interview on the reasons why Community Management was the right team for him. Not only that, but the one and only CoM Admin, EmmaLie, also devoted some time to answer these questions. Read on to learn what being a Community Manager is all about!

Why did you decide to apply for Community Management?

Enunciated: I can't really decide a specific moment or a specific reason but part of the reason why I applied was because of the fact that I really love the community and the interactions I personally have with the community. The work I have with my community teams (such as Ideas, Game Insights, Feedback) really inspired me to apply for Community Management because I really love how these teams work. Working in these positions is both a privilege and an honor, and I really wanted to engage more in terms of management & making Mineplex better as the "eyes and ears" for the server. The job really stood out to me, and ever since then, I've really been inspired to become a community manager. So I guess that's why.

EmmaLie: When I applied for trainee, I already knew Community Management was something I wanted because as a community member, I felt like our suggestions & feedback were being overlooked and I wanted to help change that. I was already on the Ideas Team when applications came out and because I was so passionate about the work I was doing there, I just knew I had to be on CoM so that I could do more for our community.

COMMUNITY MANAGEMENT INTERVIEWS!

BY: XUMBREON

What does being a Community Manager look like on a day-to-day basis?

Enunciated: It really depends on the day. Sometimes it's a handful, sometimes it's chaotic, but sometimes it's relaxed. On a busy day, I answer and process a number of 5 threads. Then I send ideas to Game Insights to get those processed. Often times when a new update is released, I'll be on the clock looking for feedback as well. So it really depends on the day and how chaotic it is. But we're always on the clock, no matter what.

EmmaLie: Our work varies every day depending on what needs to get done. However, a lot of our day-to-day consists of Ideas Team work. We manage Ideas together as a team and most of our work is responding to threads and forwarding suggestions to production. Feedback is a little bit different because the work we do depends on when a new update gets pushed. When updates do get pushed, we stalk the forums, discord, in-game and twitter for feedback and then we compile everything into a report to send to production.

What would you say your favorite part is about the community? Being a member of CoM?

Enunciated: I'd say my favorite part revolves around seeing the creativity, passion and drive community members have. Every day I'm so surprised by the amount of work and drive community members have to put into their ideas. This sounds corny but cheesy but this part is absolutely true: the reality that no community teams would be possible without the community's constant support is surprising to me as well. I really love how the community comes together, whether it be in the MCL, events, in-game, or parties; there's always something to be unexpected from them and it's really shocked and surprised me. I haven't been a member of CoM too long, but I really love and enjoy making ideas become a reality. Currently ah I'm forwarding ideas to Game Insights and what that means is that I'm always able to work with people of new background and bring new ideas to them and make those same ideas become a reality. It's really inspirational and I've learned a lot from this alone.

EmmaLie: There's so much I love about being on CoM but my favorite part is probably seeing suggestions from our players get implemented onto the server itself. It's really rewarding because the work we do positively affects our community and that's our goal here. One of my favorite things about the community is how passionate a lot of our players can be when it comes to their suggestions. I really enjoy having discussions with players who are just as passionate about these topics as I am.

COMMUNITY MANAGEMENT INTERVIEWS!

BY: XUMBREON

Did anything or anyone inspire you to become a Community Manager? If so, who/what?

Enunciated: I really wouldn't say anyone or particular thing inspired me. There's a lot that inspired me. However, the moment I got inspired to become a Community Manager was when the community manager back in December, named Catherine or Nuclear_Poptart started to bring forth a revamp in Community Management. That really set the "bar" for me if you will, and I started to get inspired by that. However, I've always really loved working with Mineplex and giving back to the community, and seeing a team that did this appealed to me the most. It was a "Wow, what is this?" So I started to research more and had gotten more interested. I've also been inspired by others, like EmmaLie for example, because she always kept her head up high with the community so it was a great inspiration to me as well.

EmmaLie: The community is what inspired me to go for Community Management. I know that sounds super cheesy but it's 100% true. All of us have been community members at one point and I think we all understand what it feels like to not be listened to. I joined CoM because I wanted to help give players a way to express their feedback & suggestions to us and be listened to.

Do you have any tips for anyone aspiring to become a Community Manager?

Enunciated: To me, it all depends if you're interested. Do you like handling ideas? Managing a team that handles ideas? Dealing with feedback/ criticism? Working with community members? If you're all interested in this, I'd say go for it. Try applying for Ideas. Join our GI discord. Show your interest in feedback. It takes time, but if you're interested in Community Management, I have no doubt you'll get it eventually. Good luck :)

EmmaLie: When it comes to recruiting new community managers, the main thing we look for is experience and you'll get a ton of that through joining one of our sub-teams, especially the ideas team. Interacting with players and sifting through feedback/suggestions is a bulk of what we do at CoM so if that's something you're interested in, feel free to reach out!

We can't thank the Community Managers enough for all the work they put into community interaction and ensuring that ideas are heard. CoM members are here to make your experience as enjoyable as possible, so if you ever want to talk with one of them, or if you have any more questions about how the team operates, you're more than welcome to message a member of the team! Make sure to congratulate both Enunciated and Augend on their recent promotions; we can't wait to see their contributions to the team! Special thanks to both Enunciated and EmmaLie for giving lots of insight on CoM.

CONTENT CREATOR'S COUNCIL!

BY: ENUNCIATED

Whilst walking around in the Mineplex lobby, you may come across users with the 'Youtube' or 'YT' rank. The YT rank is awarded to growing YouTubers who have met the content creator requirements. Who are these users, and how do you get this rank? Well, the Content Creators Council, or CCC, is responsible for accepting new Content Creators and then monitoring these members. They are also responsible for making sure the YT team itself is innovative.

We recently had a talk with TeaSpiller and Stxne in order to learn more about the Content Creators Council.

Why did you apply for the Content Creator Council?

TeaSpiller: I applied for the YT Council (now Content Creator Council) a few months ago since I was really active with our social media team / my involvement with Streams Team opened me up to our creators so I decided being able to directly work with them (the creators) would be amazing and right up my "alley" of work.

Stxne: I applied because I really like to watch and do my part in helping content creators grow and expand their community. I strive to do my best and ensuring everyone has the best possible experience including players that make content for the server.

What are CCC's responsibilities?

TeaSpiller: Mainly our job consist of processing YT/Streamer/YouTuber applications and dealing with reports on our current creators if we get them. Outside of that, we work directly with the creators on collaborations, seeing how we can make it better for them, and just open them up to our community.

Stxne: Content Creator Council's responsibilities include but are not limited to; Reading, reviewing, monitoring, and promoting content creators to their perspective role based on their application and channel, whether it be YT, Youtuber or Streamer, all content creators are run under us. Unfortunately, there come times when content creators are reported based on inappropriate actions or actives they've taken part of, whatever it may be, CCC also deals with reports for all content creators.

Do you have any tips for aspiring content creators?

TeaSpiller: I'd say just be yourself in your Content, trying to come off as someone you aren't really does show and I promise you being original/ sticking to your roots will be the best. When it comes to applying for a media rank on Mineplex I'd suggest being an active person within' the community especially if you want to grow off of Mineplex Content only.. as-well as just putting hard work into your content.

Stxne: If I could give two tips or advice to someone that is looking to improve their content or looking to start uploading or streaming. The first being an upload or streaming schedule: Give your audience something to look forward to or an incentive for them to keep coming back to you looking for more content to watch. Without a schedule, your audience may feel left in the dark or you may lose that important interaction and engagement that may cause a disconnect between you those individuals. my second piece of advice would be to take constructive criticism and engagement with your audience: Be open to constructive criticism from your audience, after all, they want to improve your channel as much as you do and it's important to stay connected with them even if it's just a simple reply to a comment or interacting with your chat while live streaming.

We thank Stxne and TeaSpiller for taking their time to answer these questions!

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MARCH STAFF STATISTICS!

BY: HUSKIEALS

This month, we want to give a shoutout to recently promoted and returning staff members, as well as our thanks to those who have decided to resign.

Promotions:

Builder

March 30 - xCyy

Java Trainee

March 2 - BBoy2003, Coyly, lukafin, Luvli

March 16 - Ayeconic, MInty, uhKia

March 23 - MintletsGo, Glitz, SkarmMines, Slipest

March 30 - StephenTries

Bedrock Trainee

March 23 - VVNN Sniper

March 30 - Paradise Luxur

Java Mod

March 3 - Sven

March 16 - Idut

March 21 - Nolawn

March 23 - ezlee6, shirinyoku

March 30 - wixco

Java Senior Mod

March 18 - Augend, Enunciated (Community Management)

March 18 - Lionatthezoo (Forum Ninja)

March 23 - korniDE (Staff Management)

Resignations:

March 8 - SoulHardy

March 8 - BlueeFiree (Builder)

March 17 - Cousinss (Builder)

March 20 - Aledai

March 23 - xAshtonia

March 30 - AvroVulcan

1 Year Milestones:

March 3 - 0113581321

March 10 - DarkNinja2004X

March 10 - GuardianInASuit

March 24 - Busjack5

March 31 - Ralfiee

2 Year Milestones:

March 10 - Bjd1126

March 24 - SnowyKitty

3 Year Milestones:

March 14 - Pamphlet

4 Year Milestones:

March 4 - ShinyRukii

APRIL STAFF STATISTICS!

BY: HUSKIEALS

This month, we want to give a shoutout to recently promoted and returning staff members, as well as our thanks to those who have decided to resign.

Promotions:

Java Trainee

April 6 - Eat, KawaiiTeemo
April 20 - Evgeen, Jadguar

Bedrock Trainee

April 20 - Pritt03, TeaSpiller

Java Mod

April 1 - Luvli
April 6 - Evence, SickieMode
April 11 - xJon
April 20 - Glitz
April 28 - PyroWrites, Waspter, ZTB

Resignations:

April 4 - SweetNeopolitan
April 24 - SpikeCreates (Builder)
April 27 - ProtonOrange (Staff Management)
April 28 - dragontiger34
April 29 - Beelnc

1 Year Milestones:

April 7 - Chron
April 14 - Adriannaa
April 21 - Spoiler
April 28 - Enunciated
April 28 - FabianTuck

2 Year Milestones:

April 7 - Puffiest
April 7 - wattywatty14
April 14 - AttemptOne
April 14 - Dudeguy
April 21 - Marzie
April 21 - ssnip

3 Year Milestones:

April 8 - Block2Block

4 Year Milestones:

April 10 - Ecal

6 Year Milestones:

April 7 - Artix
April 26 - Tortelett

CAPTION THE IMAGE!

BY: XUMBREON

Do you consider yourself creative? Are you stressed out from school and just want to have some fun? If that's the case, then Caption the Image is just the right thing for you! Brought to you monthly by the Newsletter Program, this simple game is for everyone and anyone to try. All you have to do is take a look at the image below, and come up with the most creative, funny, or realistic caption that you can! Everyone is welcome to participate, so give it a try if you're feeling up to it.

Are you ready to unleash your creativity? We're ready to see it! The image that you need to caption can be found here:



Submit your creative caption(s) here! <https://forms.gle/9Vq6PgdhzJrfRE8C9>

We will be selecting the winners and announcing them in the next issue of the newsletter. The deadline for submissions is May 24th, no later. Good luck to all who participate!

GUESS THE LOCATION!

BY: EMILIEE

Are you willing to test your memory? It's that time again... time for the Newsletter's original game: Guess the Location! This game has been featured in Mineplex's Newsletter for over two years now! The rules are super simple: a screenshot of a random place in the Mineplex lobby is provided and, using the Google Form below, you'll submit your guess as to where the picture was taken. Three winners will be chosen and rewarded two Mythical Chests each!

Here's this month's screenshot:



Submit your guesses using this form: <https://forms.gle/fxqMkNhdrUXE2EwWA>

Now, last but not least, last month's winners!

Sweatiess
2Fat2FlyHack
Jaekub

Congratulations to our winners and good luck to those participating!

NEWSLETTER STAFF BIOS



Tortelett: Hi I made the pdf this month.

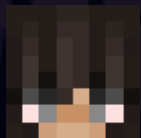
Celebrating six years as staff!!



SnowyKitty: Hey there! I'm SnowyKitty and most call me Snowy. I am a Java Sr. Moderator here on Mineplex and the manager of the Newsletter Program. I love to read and write fiction stories, from realistic to sci-fi! My favorite game is Draw My Thing, though I'll really play anything even though I'm not the best at PvP. If you see me somewhere, don't be afraid to shoot me a hello!



ssnip: Hey, I'm ssnip, and I'm a Community Manager here on Mineplex. I manage the Ideas Project, work as a member of the Feedback Team, host weekly events, and I'm a writer and editor for the newsletter!



Emiliee: Hey, my name is Emilie! I'm a Mineplex Titan and a writer for the Newsletter. I'm also a previous Social Media Sr.Mod. Outside of Mineplex, I am a psychology major on a pre-med track. I am currently a research assistant researching new anxiety treatment methods as well! Hope you enjoy this issue!



HuskieALS: Hey! I'm Huskie and am a Sr.Mod on Staff Management! I'm also also the Mentoring and Documents Manager for StM. In my free time I love watching ASMR and binge watching Netflix series. I'm usually hanging somewhere around the network, so feel free to poke me!



Enunciated: Hey! I'm Enunciated, a writer for the Newsletter. I'm currently a Sr.Moderator who is on a variety of teams including the Newsletter. Outside of Mineplex, I enjoy biking, hanging out with friends, and swimming. I'm always up for meeting new people and love playing games in my free time, and can usually be found in Nano Games, so don't be afraid to say hello!



flawsome: Hi sisters, flawsome here, and welcome back to the Newsletter! I'm a proud writer for the Newsletter Program, and you may have even seen me around the forums doing Ideas work here and there. I absolutely love chatting about practically anything, so don't be afraid approach me if you ever see me around! Until the next one — bye, sisters!

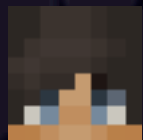


Spoiler: Hi! I'm Spoiler, a writer and editor for Mineplex's newsletter program. As a senior in high school, I'm officially enrolled at Stony Brook University as a Linguistics major.

NEWSLETTER STAFF BIOS



AGLThree: Hiya! I'm AGLThree and I am a writer and editor for the Newsletter! I'm currently a Sr. Mod on Recruitment and am on two subteams, including Newsletter. I love to hang out in lobbies and play games like Super Smash Mobs, Cakewars, and NANO Games. Outside of Mineplex, I enjoy chilling with my dog and my family, as well as watch Netflix, read, write, and knit! If you see me around on the network, feel free to say hi!



Silvohs: Hi there! I am currently a writer for the Newsletter, however, I'm probably most known for being an ex staff member on Mineplex. Outside of the screen, I work in retail and when I have some spare time, you will probably find me binge watching something on Netflix or Youtube.



xUmbreon: Heyo! I'm Umbreon, but feel free to call me Alex. I'm currently a Moderator on Mineplex, and a writer for the newsletter! In terms of other subteams, I'm on MA, RP, IT, and FM. Outside of Mineplex, I play a lot of tennis (I'm on my school's varsity team) and I also love to play with my two cats. Feel free to say hi whenever :)

