

MINIPELEX

NEWSLETTER



Issue 60
September 2020

Unofficial Bedrock Events, Feedback
Collectors Team Showcase, and more.

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Have any feedback? We'd love to hear it. Share with us on our [feedback form](#)!

From the Editor

Happy September! Over the past month, the team has reviewed your feedback on the changes we made last edition and discussed our own opinions on the matter internally. Due to the positive responses that we received in conjunction to the feedback from previous months and our own thoughts as a team, we have decided to continue moving the Newsletter in the direction of last month's edition in terms of tone and content. As the team experiments further with our style and approach to producing the finalized edition at the end of each month, we will work to find a balance between the community's suggestions and our own preferences.

Furthermore, a few community members expressed interest in seeing updates to our design, especially the cover page. As I am sure you saw when you first clicked the link, this edition of the Newsletter is introduced by a brand new cover image! Thank you to Iscariot for not only offering this feedback originally, but for then working with myself and the team to create artwork for the Newsletter!

The past two months have certainly introduced a variety of changes for the team in the process of producing the Newsletter and for the finalized version

that you all read. Though you may not be able to see it, I am thoroughly impressed with the team's ability to adjust the way they approach their

work and to find ways to improve the suggestions that we received. Furthermore, many of the changes that we introduced may not have occurred for quite some time, or even at all, if readers had not offered us their feedback. If you have ideas for the Newsletter and what we can do to improve, please send us your thoughts through the feedback form, in a post on the thread, or in a DM to me. While we cannot cater to everybody's individual preferences, I strongly believe that these last two months are a good indicator of the team's openness to experimentation and change, as well as our ability to find a balance between preferences and suggestions.

As always, please message me if you would like to speak with me privately about the Newsletter, the team, an article, or any other concerns. I hope you enjoy this month's edition of the Mineplex Newsletter!

Have a nice September!

- **AGLThree**, Newsletter Program Manager

Unofficial Bedrock Events

By 510bike

Over the years, there have been a variety of different events hosted on Mineplex. These events serve as a way to bring community and staff members together and give players an opportunity to experience a unique style of gameplay on the server. On the Java network, the Event Squad (ES) and Event Assistance (EA) teams dedicate their time to hosting a variety of events each week. However, the Bedrock server does not have an official team dedicated to hosting events, nor does it have an event server. However, this has not stopped the Bedrock staff team from hosting unofficial events on the network.

Unofficial Bedrock events were temporarily put on hold; however, over the past several weeks, they have been revived. Bedrock event staff use Creative Housing as an alternative to an official event server. The events have reached up to 80 players and have been very popular among community members.

While Bedrock does not have an official team dedicated to running events, Bedrock staff members work

as both unofficial event managers and assistants to set up and host these events. They are the ones doing the planning prior to hosting, communicating with players during the events to ensure they are successful, and announcing events through an unofficial discord server dedicated to Bedrock events.

There have been several different unofficial events hosted on the Bedrock server. One that has proven to be popular is the Bedrock lobby event. In this event, staff members receive creative gamemode to build cool games, structures, and activities such as parkour for community members to participate in. It's a great way for staff members and community members to get to know each other and hang out together.

The lobby event is hosted in public lobbies, however, most other events have been hosted in Creative Housing. One such event is the Skin Competition. Outside of unofficial events, Creative Housing is commonly used for players to host their own skin competitions. It is a popular pastime on the server,

which makes it a very successful event, especially for Bedrock's younger audience. A special map was built in Creative Housing to fit a large number of players. Bedrock staff members acting as unofficial event assistants judged the skins presented and ensured its success.

Another popular event is the Last to Fail event. Parkour competitions are well liked among community members. Creative Housing is frequently used for players to create their own parkour courses, so the Last to Fail competition was an ideal event for the playerbase. A large parkour course was set up in Creative Housing by the Bedrock staff team, and players were invited to the house to try and complete the parkour course. If they failed, they were disqualified from the competition. Those who succeeded were given cosmetic items and were also given a chance to take a screenshot with the Bedrock staff members.

I had the chance to talk with two Bedrock staff members about their thoughts and experiences with hosting the unofficial Bedrock events. GuardianInASuit is currently a Bedrock Moderator here at Mineplex and has had an extensive amount of experience

on the Bedrock server over the years. xGetRekted is also a Bedrock Moderator as well as an avid Bedrock player. Both of these staff members have played a significant role in creating the Bedrock events and ensuring that they have been run efficiently.

How does the unofficial Bedrock events team go about setting up the events?

GuardianInASuit: "We have a channel in the Bedrock Events Discord where we will start talking about an event we want to host and then we plan a date and time. Sometimes some of the Mods/Trainees build things in Creative Housing for an event as well."

xGetRekted: "We first had to decide what event was going to be hosted and when it was going to happen. After we decided that, an announcement about it was essentially made in the Mineplex Bedrock Events Discord and additionally one was made in the group as well. Then we started to work on the housing server to devise whatever the event was supposed to be. Once we were close to done, the housing server would be opened and players could join if they pleased, a global announcement was also made so that players were alerted about the event in

case they were not enrolled on Xenforo or Discord. The event usually started 5 minutes after players began joining, depending how many players we had. After the event ended the top three players would obtain prizes based on their ranking.”

What has been the biggest challenge in hosting the events?

GuardianInASuit: “I think the biggest challenge has been making events that ES doesn’t already host. We are trying our best to host events the younger kids on Bedrock will enjoy. Each kid is different in what they like so we are trying our best.”

xGetRekted: “The biggest challenge in hosting these events was definitely the fact that these events had to be done on a housing server and that there was no events team affiliated with it. Now don’t get me wrong, the housing server ended up working for the events - and I’m thankful that we had the opportunity to do events, even if they had to be done with limitations such as on a housing server. However, it would’ve been easier if we had an event server to conduct these events on, for various reasons. One being the fact that housing wasn’t primarily

designed for hosting events, making are event options limited. This brings me to the other side of the challenge - the fact that we had to do this without an Events team. Luckily we had plenty of help from staff members and community members when hosting the events. But hosts aren’t really the problem here, the main problem with no Events team is ultimately the fact that we can’t give out prizes - essentially we didn’t have this problem, with many thanks to one of our hosts who was able to give the winners prizes. But this was for sure the greatest challenge we faced when hosting these events.”

In the future, staff members and players alike hope to see an event server added on the Bedrock network. The suggestion has been brought up multiple times on the forums and has received positive feedback from a variety of players and staff. While Bedrock does have issues which need to be addressed, hopefully in the future, a Bedrock event server can be a real possibility. With access to event commands, Bedrock events could bring a whole new style of gameplay to the server.

In the near future, hopefully Mineplex will be able to see more events hosted in Creative Housing. It is a fantastic alternative to an official event server as it provides an open space for hosts to build. In the interview segment below, we were able to interview a community member, UCYT5040, on their thoughts regarding Bedrock events. GuardianInASuit and xGetReked will also share their thoughts about the Bedrock events and their hopes for Bedrock events in the future.

What has been your favorite part about the unofficial Bedrock events?

GuardianInASuit: “I think my favorite part about the unofficial events is that the staff team and players get to have fun together. The Bedrock staff members have been enjoying the events so much. We all have been close again while hosting events and it’s just been so much fun. The players have been getting to know the staff team as well. Some players didn’t even know there was a staff team until the events started happening, so they learned something new that day.”

xGetReked: “My favorite part about Bedrock events was probably the interaction between the community and the staff team. There’s not a lot of staff members on Bedrock as you may know, so not everyone gets to be in touch with us, since there’s a lot of ground to cover so to speak. These events made up for the small amount of Bedrock staff members because it brought everyone together, community and staff. Some players had never even seen a staff member before these events, so it was a chance for them to receive knowledge that they had not had before due to the high amount of staff members that attended these events. Additionally, it was a bonding experience for us staff members, as we got to meet a bunch of community members and interact with them - which in my opinion is always great. With that being said, this is why that part of events was undoubtedly my favorite part.”

UCYT5040: “The thing I enjoy the most about the Bedrock events, is that you get to meet more players, and the staff team.”

What do you hope to see from Bedrock events in the future?

GuardianInASuit: “I hope the Bedrock Events keep growing. Truly I hope to see us get an event server. That will help us out in hosting events and doing more with players as we can control certain things.”

xGetRekted: “ I would prefer if an Events server/EA team were added, as it would make things a lot easier and raise our capabilities when doing events. I would definitely like to see more parkour based events and if possible PVP ones, I feel like these would undoubtedly be enjoyable for everyone to partake in and essentially encourage more people to join events. It’s definitely going to be intriguing to see what the future holds!”

UCYT5040: “I would like to see an event server and a /event command. I also would like to see more events, since currently a lot of events have been canceled, or they don’t get planned.”

A huge thank you to GuardianInASuit, xGetRekted, and UCYT5040 for taking the time to share their thoughts and experiences about the unofficial Bedrock events!

Events are a fantastic way to bring people together, and they have helped increase the relationship between staff members and community members. Unlike on Java, there is no global way to communicate with staff members on Bedrock. Realistically, the only time players can meet staff members in-game is when a staff member joins a player’s game or lobby. These events have served as a great way for the Bedrock playerbase to meet Mineplex’s Bedrock staff team.

While there are no guarantees about what Bedrock events will look like in the future, hopefully an official Bedrock events team and server can become a possibility. If you are interested in receiving announcements about future Bedrock events, suggesting future events, or attending unofficial Bedrock events, you can message a member of the Bedrock staff team [here](#) for an invite link to the unofficial Bedrock Events Discord.

Feedback Collectors Team Showcase

By Calebbbb

Previously, Mineplex had seven subteams that were open to the community. On the 26th of July, 2020, Community Management (CoM) officially opened applications for the Feedback Collectors team (FC) to everyone, increasing the number of teams to eight! Before, only members of CoM were on FC, meaning this is the first time non-CoM members were able to join the team!

FC is responsible for collecting feedback both during and after an update. Members of the team work together to create a report based on said feedback to send to the Production Team with the hope of providing an insight into what the community liked about the recent update, along with the improvements they'd like to see happen.

Feedback Collectors utilise all of Mineplex's platforms to collect feedback. After an update happens, a wave of both positive and constructive feedback often hits platforms like the forums, where players comment underneath the update thread itself or create their own, providing their personal opinions on the recent changes. Community Discord servers are also a common place for players to engage in similar types of discussion.

On August 8th, 2020, six new members were accepted onto FC. Each of these members are highly motivated and ready to contribute to the tasks undertaken by the team. In this edition of the Mineplex Newsletter, we will be hearing from both Landay and BaconAnEggs, two new members of the team, and EmmaLie, the Admin who manages the team!

I decided to start off the interview by asking them what motivated them to apply and what is continuing to keep them on the team.

Landay: “Getting to interact and hear out members of our community is one of the most interesting things anyone could get to do. I’ve mainly applied for the Bedrock side of things since the platform has largely been neglected in terms of what people want to see. Keeping to be that peacekeeper between leadership and the community for both Java and Bedrock is astounding, and one of the best experiences I’ve gotten.”

BaconAnEggs: “I decided to apply for the Feedback team because I wanted to do my bit for the community. I’ve always found that communication and community input is essential when it comes to updates in the Mineplex community. I applied so I could help push community input and ensure that players got what they wanted in future updates.”

For every update pushed out, collecting feedback is a crucial part of what occurs after the update is rolled out. I took it upon myself to ask these interviewees whether there are any updates or areas of Mineplex they’d like to put a particular focus on gathering feedback for when the time comes.

Landay: “Besides Bedrock feedback reports that the Feedback Collectors team is just now starting up, something I am highly excited for would be our next update. I don’t know much I can go into detail about obviously, but I’m sure it’s something a lot of people are going to enjoy and I am eager to see their reactions!”

BaconAnEggs: “I look forward to collecting feedback for all types of Mineplex updates, however in future I look forward to collecting feedback for game alterations updates. I look forward to ensuring that people enjoy the alterations made to their main games!”

There are some community members who believe that the Ideas Team (IT), which collect and critique community ideas, and FC team have such close ties with one another and their roles are so similar that there was no need to separate them. Some even went as far as to say they're "basically the same thing." I asked EmmaLie both why she believed the two teams needed to be separated and why it was important to expand FC to those not part of CoM.

EmmaLie: "Feedback Collectors started out as a separate team that didn't have a ton of work. We tried putting it under IT to condense our teams but ultimately it didn't work out because of how different the teams are. Ideas Team focuses more on collecting and compiling suggestions for future updates, while feedback focuses on the aftermath of updates that we push out. IT is also a much bigger sub-team that has a completely different environment, while feedback is much more collected and works very closely with CoM. From an outside perspective, I can see why some would think they're the same but if you look at how the teams work in full detail you can see how much of a huge difference there is between the two."

ItsFree reinstated onto IT on March 30th, 2020, and has been part of it since. He was also recently accepted onto FC! Since he's a member of both teams, I asked him if he agrees with those who claim they're too similar to have been separated and if he can distinguish between his roles on both teams.

ItsFree: "I see a lot of people say this and it's really not true. While they are both run by CoM and they do have some similarities, both teams are still different in ways that can make them separate subteams. Ideas Team focuses on scouting ideas for the Mineplex network, whether it's on the forums, discord, anywhere. So after finding one that could work, we put it on our public trello board, discuss it, and things go on from there. For Feedback Collectors, our focus is to search for feedback after an update on the forums, discord, whatever else, then send the feedback report we come up with to Production. Feedback reports are filled with positive feedback, neutral feedback, negative feedback, and suggestions or ideas that would improve something that came in the update we are getting feedback for! Mainly, IT works on finding ideas for an update to come out and FC works on finding feedback on the update that came out."

Applications for the team are currently closed, but there's no doubt they will open up in the future. FC is a front-end focused team and they should be the first point of contact for community members with any sort of feedback to offer, so it only makes sense that CoM searches for those who are active within the Mineplex community when accepting new members. I asked EmmaLie what she would say to those hoping to join the team in the future and what she looks for in a potential candidate.

EmmaLie: "We take a lot of things into consideration when accepting new members but one of the main things we look for is consistency in making an effort to interact with and help the community. Previous experience is so important to us because we want to make sure that the people we accept can respond to and process feedback efficiently. We rarely open applications so we have to be pretty nit picky during the recruitment process. If you're interested in FC, I'd start the process by interacting more with Community Management and the community itself."

I also asked ItsFree if he has any advice for those who plan on applying for FC when applications open the next time around.

ItsFree: "If you are looking to join the feedback team in the future, my main suggestion is to be active in the Discord servers and show that you care (have dedication)! Some people may think since it's a community team it will be easy to get on and you don't have to work for it, which is not true at all. Just like MTT, QAT, even IT, you have to stay persistent with the work involved and show your dedication so whenever applications open next time around, you'll have a more likely chance. Anyways, just be active, show that you have dedication and you're all good!"

The Mineplex Community Center (MCC)

The Mineplex Community Center (MCC) is an official Discord server that was announced on July 18th, 2020. The aim of the MCC is to strengthen the connection between everyone in the community, give everyone an equal opportunity to make a difference to the network, and create a positive environment to express feedback. Everyone in the community is welcome, regardless of whether they play one platform over another or if they are providing positive or constructive feedback.

The MCC Discord is also home to CoM, IT, and FC, which assist in moderating the Discord server, so you can expect to see them actively participating in various discussions. MCC is extremely important for FC as the feedback reports they produce are posted in the #feedback-report channel within the Discord. The team summarises the major points and lays them out in a way where the report is easy to read and interpret. This generally consists of positive feedback, negative feedback, mixed opinions, and ideas and suggestions for Production.

One issue that has always been brought up in the past is that of Bedrock being neglected when it comes to ideas processing and collecting feedback. The Bedrock community has often expressed their thoughts on the priority the Java platform is given over theirs. With some restructuring within CoM and its subteams, along with the creation of the MCC, there is hope for this to change. I decided to ask EmmaLie whether there are any plans going forward for how idea processing and feedback gathering in particular will work for Bedrock and if she can assure the Bedrock community they are going to be given attention and thoroughly listened to.

EmmaLie: “The process will be pretty much the same as Java since our current systems can work for either platform. In early September we’ll be opening CoM applications with the intention of recruiting a couple of bedrock focused staff members, as well as a couple for java too. This will help solidify the systems for both platforms! I’m not going to promise anyone that Bedrock & Java will be completely equal because that just isn’t realistic. What I can promise you is that CoM will do our absolute best to listen to every player, Bedrock or Java.”

Feedback reports were never made public in the past, and by doing so now, CoM is hoping to increase transparency with the community. I asked EmmaLie whether she has noticed any improvements with both community feedback and how CoM and its subteams are now operating compared to how they used to.

EmmaLie: “A few years ago we actually had a discord called the CFP (Community Feedback Project) and it unfortunately got shut down by some LT members that are no longer with us. It was a place where we could interact with the community on a more personal level while discussing ideas and feedback.

Now that we have the MCC, there has been a huge increase of activity and interaction between not only CoM/IT/FC but also the players who enjoy creating ideas and giving feedback. The quality of feedback we’ve been getting has also increased as well which helps production make updates better. Overall, the addition of the MCC has given CoM an amazing opportunity to do better for our players and it’ll only get better from here!”

I would like to thank everyone who took the time out of their day to sit down with me for their contribution towards this article. The MCC and FC team are relatively new, so it is important to make sure the community is well-informed about them and are aware of what to expect should they submit an application the next time around. For those interested in learning more about CoM, I recommend checking out the [CoM Information Thread](#). For those who are looking to get involved with the rest of the community and connect with CoM and its subteams, they can join the MCC by messaging anyone on CoM, FC, IT, or even anyone in the Discord server itself!

August Art Showcase

By neotheater

The final month of a season is when the beauties of it are at their peak. At the end of spring all of the new flowers have bloomed, at the end of summer the sun shines high in the sky until it gives us colourful sunsets at twilight, at the end of autumn the orange leaves litter the floor like a blanket for the colder months ahead, and at the end of winter the early morning dew glistens upon fields at dawn. It is the perfect time to become inspired by what's around us to create artworks to showcase Earth's natural beauty.

After a successful July Art Showcase, we have decided to add in another edition of it! In this community-fueled article, we take a look at some of Mineplex's most talented artists from all corners of the network. We're always on the look-out for new artists to feature, so make sure you start sharing your artworks in #art-club on the Discord (discord.mineplex.com) or our forum Arts & Banner Showcase section found here: <https://www.mineplex.com/forums/arts-banner-showcase.55>

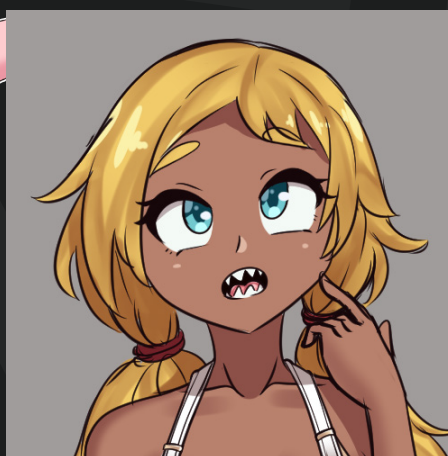
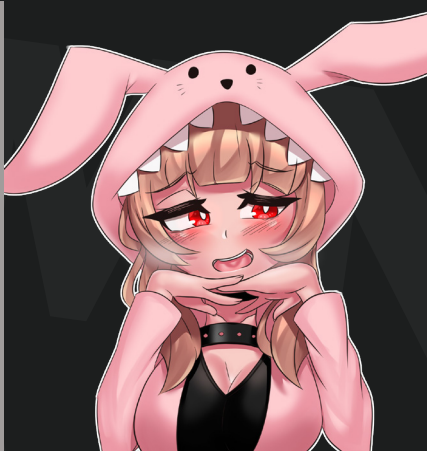
Digital Artists

Once again, August has brought us many talented digital artworks from across the Mineplex community. Whether that be digital drawings or photoshop, we have picked out 3 of our personal favourites from this month!

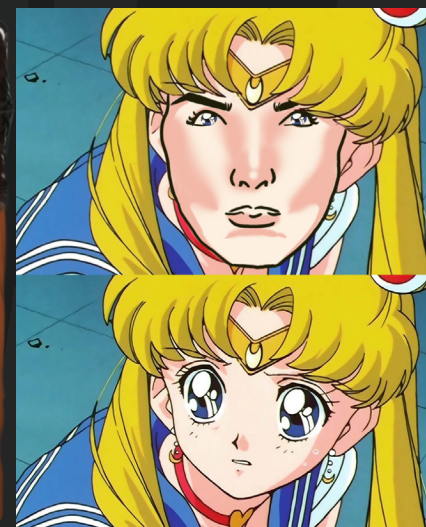
kathythecat10:



Blazette_:



Catdogfatness:



Catdogfatness' funny art has amassed them over 325k followers on TikTok, with viewers from all over the world enjoying their content. We decided to dig a little deeper as to what originally inspired this weirdly-fantastic art style

Catdogfatness: "When I was younger I saw pewdiepie YouTube series where he photoshopped people and I thought it was so cool"

Quite a lot of people would like to be popular on TikTok, so we also decided to ask if they had any tips for any aspiring TikTok artists who'd like to get their work out there.

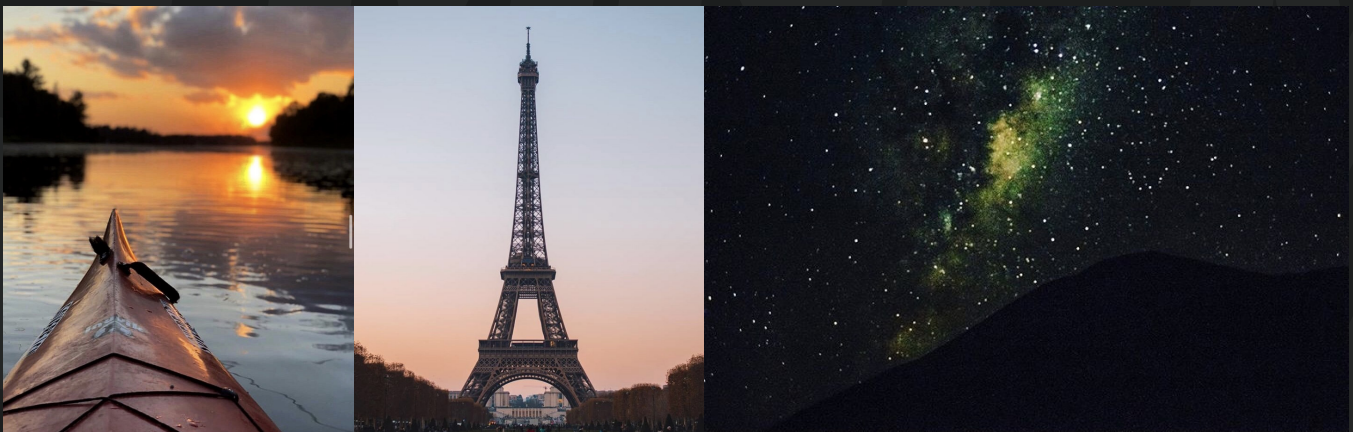
Catdogfatness: "Biggest tip is super cheesy but it's extremely hard to do which is to post consistently. A strategy to do this is through trial and error of finding a posting schedule that works for you and writing down things that you think will prevent you from posting consistently. Posting consistently = practicing and learning how to make good content.

2nd biggest tip is to accept that what you make right now is absolutely terrible for tiktok. Every platform has their own style of content so what works for Instagram may not fly on tiktok and vice versa. Also when you are starting out at something you are bound to be terrible at it so set your expectations low and be happy if your first post got over 0 views."

Photography

Capturing life through a camera, the following 3 individuals have captured some of the most captivating images of the month and have shown the rest of the community the world through their eyes. Pictures can hold a thousand words and millions of memories.

Sven:



ShadowWolfZoe:



Jxliee:



Miscellaneous

We didn't have enough of the following types of artwork to make them into their own sections, so if you happen to be good at any of the following types of art and want to be featured in next month's edition, make sure you start posting your masterpieces!

KosThePtica:



mcckaay:



SlendersBlender:





Caption the Image

By neotheater

As the season comes to a close, many of us wonder what the next one will have in store for us. For many, summer vacation is about to or has already come to an end, meaning the next year of school is just around the corner. You could treat the upcoming season as a new chapter of life or even a renewal of yourself if you wish. With 2020 being in its two final seasons, a fresh start is just around the corner for us all.

Ahhh, the first day of school. A time for learning and getting to know new classmates and teachers! Unfortunately for some of the

students in an English classroom, things aren't going to be so simple. A couple of students in Mrs. Summers's class are still quite giddy from their summer shenanigans over the holidays and are refusing to stop talking about their adventures. What did these best friends get up to during the break?

For this month's newsletter, we present this image of a chaotic classroom.

Think you've got a pretty good guess? Submit your caption here:

<https://forms.gle/J6nDMHvJJSyNCKiHA>



For last month's edition of the newsletter, we showed you some sort of weird confrontation happening between two players in varying armour that was being spectated by onlookers. We asked if anyone had any idea what was happening:

Here are our 3 favourite captions from last month's image:

unfavorited: Me and the boys watching the 2 popular kids roast each other.

Animalll: And.... they've both been gwnned

LT Tombstone 77: Perfectly balanced, as all things should be.

August Staff Statistics

By AGLThree

This month, we wanted to issue a huge welcome to all the new staff members who joined us and say thank you to all of the staff members who have sadly resigned for all of their hard work for the network.

Java Trainee

August 1: courierID, Drizzerd, hkq, PROSTONE, Xukuwu

August 15: allegient, Flamie, Spewkie

August 29: Amgeh, Cephalon, CookieBilly, Haguenator_5

Bedrock Trainee

August 1: iixFlash

August 15: Anarseve, MC Minium, XPFirePlayz

Java Mod

August 1: BreezeBlockss, iPod5, Meami, nhea, thefrogkid, YoungSavage220

August 8: Baloo, Eqs

August 11: Brayyyden

August 22: BadgerInASuit, BlondieBrook, HeyltsTay_, Landay, Laylq, tricorder

August 30: pirq

Sr. Moderator

August 2: FairestLordHarry (Staff Management)

August 22: joshuart, Lesot, Loofii, Parkzr (Social Media)

Builder

August 3: MASTS

Developer

August 1: gyroninja

Resignations

August 2: zdemon98 (Staff Management)

August 3: Tripsy (Forum Management)

August 4: Brusey

August 6: courierID, Creadword

August 13: AttemptOne

August 20: Jordaaann

August 23: Cerdax

August 27: 1tem, DOGWALKERNICK

August 28: xailia

1 Year Milestones

August 3: iMedia, Jhazu

August 10: WickedVyxen

August 19: teaisspilled

August 24: 510bike

2 Year Milestones

August 11: Acaulis

August 18: skreb

August 25: Lionatthezoo

3 Year Milestones

August 11: AGLThree

6 Year Milestones

August 17: BillNye

Meet the Team



AGLThree: Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment, a CMP mentor, and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. I still have not gotten the Connect 4 gadget on Mineplex.



Tortelett: 60 newsletters is a lot of newsletters. Half a decade of news in the form of letters.



Arjun: Yo! I'm Arjun and I'm a Rules Committee member and Sr. Mod under Recruitment. I spend most of my time playing games on the server and dedicating my efforts to my subteams. I'm a pretty competitive player who's always down to play some games, so if you ever see me around and wanna play some PvP games let me know!



Sophie_OGrady: I'm an editor for the newsletter, the Game Insights arcade category lead and an ex-staff member. You can find me around the forums and chatting on the discord!

Meet the Team



jacvb: Yo, I'm Jacob, and I help to write and edit articles for the Newsletter Program each month. I'm a member of Quality Assurance and a few other subteams. If I'm not handling an escalated appeal or a bug report, I'm either screaming in a voice call or listening to Billie Eilish & blackbear.



Marzie: It's a me, Marzie! I am an Ex-FN and a current Event Squad member that runs Staff Events, Content Creator Events and does Website QA/Feedback things for most of my time. On the side, I also do Forum Mod, Reports Patrol Assistance, Ideas Team, Newsletter (writer, ex-editor), CCC, and I also Co-Lead CMP. Learn my entire history with Mineplex and more about me on my profile in the information tab.



EmmaLie: Hiya! I'm Emily and I'm that one weirdo who loves lollipops and doing stuff for the community. I'm currently the admin of Community Management & the Event Squad, so you'll see me a lot in-game, especially in EVENT-1. Outside of Mineplex, a lot of my time goes toward family, friends, Netflix, and Overwatch.

Meet the Team



510bike: Hi! My name is 510bike, and I'm currently a writer and editor for the Newsletter! I'm also currently a Sr.Mod on the Social Media team, a cross-platform staff member, and I am a member of RA, RPA, and FM. Outside of Mineplex, I'm into martial arts, photography, and mock trial! Feel free to say hello if you ever see me around!



neotheater: It's the hokey cokey not the hokey pokey



Calebbbb: Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a Moderator and a writer for the Newsletter. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. If I'm not on Mineplex, I'm probably banana boating or kayaking down the local river! Be sure to stop by and say hi if you ever see me around!



chhase: Hi!! I'm Chase, a Senior Mod & Forum Manager here at Mineplex! I'm also a Recruiter Assistant, a member of Reports Patrol Assistance, and an editor for the newsletter!!! When I'm not busy, my favorite things to do are watching movies, going hiking, and going on drives with the windows down. Also, I'm very bad at PVP so don't even.