

MINIPELEX

NEWSLETTER



Issue 69
June 2021

CMP Showcase, Discord Management Showcase,
Seasonal Art Showcase, Builder Apps Team, and more.

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From the Editor

To celebrate the start of June, I am excited to announce that we will once again be opening applications for the Newsletter team! After well over a year since the last acceptances, we hope to introduce some fresh faces and ideas to the team in order to continue publishing high-quality and engaging editions at the start of each month. Similarly to past versions, [our application](#) provides each applicant with the ability to tell their unique story and showcase their creative skills. Regardless of what position you are pursuing, I would strongly recommend taking each section of the application seriously, even if you are uninterested in becoming a writer or editor. I would also encourage you to work on your responses in a separate document.

The application may look intimidatingly long at first, but I promise that 25 days is plenty of time to plan, draft, and proofread your responses. Plan your writing process wisely and take advantage of the time provided to submit a thoughtful, polished, and unique picture of yourself as a candidate. The deadline is June 25 at 11:59pm EDT, so be sure to mark that on your calendar!

If you have any questions or comments about the application process or the Newsletter in general, please feel free to reach out via Discord or the forums. You may also post your thoughts or comments on the June edition of the Newsletter on the thread or through our [official feedback form](#). Best of luck on your applications for those who are applying and enjoy this edition of the Mineplex Newsletter!

- AGLThree, Newsletter Program Manager

Community Mentoring Program Showcase

By 510bike

Have you ever wanted to improve your knowledge regarding the Mineplex community? Or maybe you just want a place to meet staff members and community members that are passionate about helping the community?

Well, look no further than the Community Mentoring Program (CMP)! The CMP is an unofficial community currently led by Marzie. The goal of the program is to work with individual community members to help them achieve their goals or improve their knowledge.

The structure of the program is modeled in a similar fashion to Staff Management (StM). Upon joining the CMP, members will be assigned a mentor and a mentoring assistant (MA). Mentors and MAs are Mineplex staff members or notable members who work with mentees to ask them question of the days (QOTDs) or question of the weeks (QOTWs) to help mentees learn more about Mineplex.

Mentors and MAs also work directly with mentees whenever they need advice or just want to talk. Additionally, they will also hand out progress reports so that mentees can have an idea about how active they are in the community.

Even for community members who aren't particularly wanting to improve their knowledge of the community, the CMP is a great place to meet new people!

I had the chance to speak with the current lead of the CMP, Marzie, as well as the assistant manager, Hvbbble, to hear their thoughts about the CMP. Let's take a look and see what they have to say below.

Can you describe your role in CMP?

Hvbbble: "Hi there! For those of you who don't know me, I'm Hubble and I do a few things around here at Mineplex, one of those being CMP Management! CMP stands for Community Mentoring Program, where we mentor community

members in various parts of the Mineplex network, asking them questions of the day to help boost their knowledge about Mineplex. This isn't the only thing we do in CMP however. As a mentoring program, we want to help you reach your goals and develop a personal bond with each of the mentees so that you have someone you can come to personally for anything you need assistance with. As a CMP Manager, I assist Tim and Marzie with certain tasks to ensure things run smoothly. This includes looking through the forums thread for new mentees, ensuring that mentors are sending out QOTDs and that mentees are answering their QOTDs, and the reinstatement or resignation of old mentees from CMP. These are my official roles, but outside of those roles, I'd like to think I have a few unofficial roles, where I aim to advise, aid and better the Mineplex Community through example at CMP. If you have never heard of CMP or are interested in joining, feel free to ask any questions as my inbox is always open and the thread is open for new applicants as well! You can find the thread under recruitment on the forums!"

Marzie: "I manage the entirety of CMP. I recently split some of my duties by

making a Mini-Manager role in CMP. The person in this role will handle recruiting new Mentees and dealing with them as a whole. On my end, I deal with recruiting Mentors/MAs (Mentor Assistants) and dealing with them more so. Even though I split my duties, I'm still the lead of CMP and will still help and be there to handle Mentees too when needed."

What is your favorite part about CMP?

Hvbble: "I'd have to say my favorite part about CMP is being able to build a connection with all of my mentees, the ex-mentees and the mentors. I love being able to talk to everybody at CMP and ask them questions about their lives instead of pounding them with Mineplex knowledge-based questions. While learning about Mineplex is exciting and boosting your knowledge can be essential for your goals at Mineplex, I always enjoy kicking back and getting to know everybody a little better. Some days are easier than others, and I want to be there for those who need someone to lean on their harder days. Being a beacon of light for everybody, no matter what they're going through, is one of my favorite things about being a CMP mentor and manager."

Marzie: “Getting to see multiple people improve upon themselves and/or learn more about Mineplex. Later on, some people even get promoted to Trainee, and it makes me happy to see them come from CMP. It’s a sense of accomplishment in a way, even if I didn’t teach them anything myself. I also love seeing staff and community communicate with each other, and some people have even made friends here.”

How do you believe CMP has helped community members and staff members?

Hvbble: “I believe that CMP is a great tool if you’re looking to learn about the network further, and I believe that CMP is also a great way to meet new people, make new friends and help feel a little more secure if you haven’t yet found that security in the network. CMP can not only help give your knowledge about Mineplex, but it can be a great place to help you focus on your goals. As always, you’ll have to take my word with a grain of salt as I’m a bit biased in this case.”

Marzie: “For the community part, I know it has helped those that were wanting to

gain more knowledge about Mineplex in general or rule-wise. While we do not promote that this program will help anybody get Trainee directly, we’ve seen a lot of current and past staff members go through this program and, a lot of them have said it has helped them achieve their goal of becoming a staff member. Others have also said they were able to make a friend or two and just gained some knowledge along the way. As for staff members, I’ve seen a lot of them get a sense of what they could be doing if they were to Mentor or assist a Mentor if they ever decided they wanted to be part of StM or another team that has Mentors/MAs in some form.”

What would you say to someone thinking about wanting to join CMP?

Hvbble: “I’d say do it! We’re always looking for new members and if you’re ever unsure or want to back out of CMP, you are always welcome to come and go as you’d wish (should you meet the requirements to join at each time). CMP is a great tool and a very welcoming community from my experience where you’ll meet new people and make new friends. Not everybody at CMP is a current mentee, so you’ll meet active

and inactive players from the network there as well who can tell you about their experiences! I'd love to work with each and every one of you interested and our mentoring team is wonderful, so make sure to look into it if you're interested!"

Marzie: "I would highly recommend reading the cards on our Trello board and the CMP thread for the most general info about this program. Most of the questions I get are questions that are already public/we've answered. I would also like to let them know that the Managers/Mentors/MAs in this program do care and are there for the mentees to make sure they reach the goals they set for themselves upon joining this program. From QOTWs/QOTDs to requesting to get a log to see your progress, there are a few options you can get to achieve your goals here at CMP and, the Mentors/MAs would love to help you try to reach those if they can."

A huge thank you to Hvbbble and Marzie for their responses!

Many of Mineplex's official teams are selective and, unfortunately, not everybody is accepted when the team or subteam is open. However, CMP is a great way to be involved in the community unofficially! While the program is not directly geared toward getting a community member accepted as a Trainee or onto a sub-team, this unofficial team strives to help players with their activity and goals within Mineplex. Depending on the amount of work they're willing to put in, it can potentially help someone become a Trainee or join a specific sub-team.

That being said, CMP does not help mentees write applications, prepare for interviews, or anything related to the Trainee/sub-team application process.

I decided to speak with a couple community members about their experiences on the team. Caarebear is an active member of Mineplex and a current mentee in CMP. Looof is a member of the Community Council and the Translations Team, as well as an ex-CMP mentee. Let's hear about their experiences on the team below!

Why did you decide to join CMP?

Caarebear: “Why I decided to join the CMP is because at first I was pretty new to the community, and I didn’t know much about the network. But, then I found out about a program called Community Mentoring Program, and it helps new people around the network and helps you prepare for Trainee. I immediately knew this was going to be a good idea for me, and especially that with a lack of knowledge this would be perfect. After looking this up, I then applied and got a message from Marzie that I was accepted into the CMP. My first mentor was xLeopard, then it was 510bike and now affinity0.”

Loof: “I originally joined the CMP after finding out about it through the forums. At the time I was actively applying for Trainee but kept on getting rejected for immaturity. Once I had found out about the CMP, I decided to take a break from applying and thought that joining the program would be a perfect way for me to improve some of the things I had previously been rejected for, mostly being my immaturity.”

How has CMP helped you?

Caarebear: “How I feel this helped me is I realize that the questions I get asked daily make me do research sometimes. Most questions about certain subteams or specific rules get me thinking, and I love a good challenge. I feel all the mentors challenge you, and the questions aren’t just something as easy as 2+2 most of the time. This helped me to understand more about the network, and I felt that picking up from mistakes I’ve made on the CMP helped me pick up to where I am now.”

Loof: “The CMP helped me in quite a few ways. First, I met a group of players that became some of my good friends through the program. I think that since I was around people that also were looking to improve in some sort of area, I could relate more to them. Second, it ended up improving my maturity. Lastly, I gained much more knowledge of the server through the QOTDs and the QOTWs.”

What is your favorite part about CMP?

Caarebear: “My favorite part of the CMP is how the mentors, or at least my mentors are nice and understandable. There are times where you can be able

to feel either good vibes or bad vibes from someone from how they talk and treat you. Luckily for me, I was able to get nice mentors and they were pretty great if you ask me. But honestly, I feel the community in whole is pretty friendly, and it shows that even though people don't know each other that well, the fact that we can get along is great. If I had to pick one of my favorite places to be, I would have to pick the CMP as one of my favorite places to be in."

Loof: "My favorite part of the CMP was interacting with my fellow mentees and mentor/ma. We would talk about how we were doing on the server, but more importantly, we talked about how we were doing in real life. We would also get together and play games sometimes which was always a pleasant experience."

A massive thank you to Caarebear and Loof for taking the time to talk with me!

If the CMP sounds like a program you'd want to become involved in, you can head over to this thread [here](#) and fill out an application directly on the thread, or by messaging [Hvbble](#) on the forums. Anybody is welcome to join as long as you are at least 13 years old and have a relatively clean recent

punishment history!

Any staff member is welcome to become an MA, they just need to message Marzie that they are interested! The only exception to this is that StM and StM MAs are not allowed to be a CMP mentor/MA. Once a mentor spot opens up, one of the MAs is selected to be promoted to this position!

Thank you again to everybody that took the time to chat with me for an interview. A huge shoutout to CMP management, CMP mentors/MAs, and all of the mentees that have made this program a success!

Discord Management

Showcase

By WowCaleb

On April 25, 2021, an exciting announcement was made for Mineplex Moderators with a passion for the [Mineplex Discord Server](#). A new subteam dedicated to managing the Mineplex Discord was officiated and labeled as Discord Management (DM). Applications subsequently opened for staff members looking to become part of the team and take their contributions to the next level by overseeing the Discord server with almost 50,000 members to date! In this edition of the Mineplex Newsletter, we will be delving into the operations of DM and gathering some insight from the team's members and managers.

DM's main responsibilities include Discord-based interaction with the community, answering any questions players have in the #questions channel, planning and hosting events and giveaways for the Discord server, and assisting with testings for the Mineplex bot. With the introduction of a team that specifically focuses on Discord, players can expect events and giveaways to occur much more frequently. DM

members also have a greater role in moderation of the Discord, enforcing manual punishment for rule-breakers when the Mineplex bot goes down.

Ideas and feedback are processed much more efficiently by DM behind the scenes. As a result of responses to a feedback form circulated to members of the Mineplex Discord, as well as individual suggestions and feedback from community, staff, and DM members, change has already been brought about. So far, a new category labelled 'Help' was introduced between 'General' and 'Updates' in the server, featuring a #frequent-questions channel where commonly asked questions are answered by DM members. A #content-showcase channel was also implemented where official Content Creators can post their videos and streams!

DM members vote on idea proposals internally, indicating their stance on each suggestion by first using a suitable reaction to the idea. Thoughts and opinions are then shared and discussed

at length in a separate channel, before the team leaders reach a final decision on whether or not to implement said ideas. If so, the community will be informed and kept up-to-date through the #announcements channel of the Mineplex Discord.

DM was set up by our primary Discord Manager, Toki, and Marzie, a current Senior Moderator. In this article, I decided to sit down with Marzie and Toki to ask them a few questions as the managers of the team!

The idea of having a team dedicated to the Discord server was generally ruled out in the past. Can you provide us with any insight as to why you decided to establish Discord Management?

Toki: “Yeah so essentially almost everything about the Discord prior to the creation of the team was managed, planned, etc primarily only by me. It got a bit overwhelming so I approached Dean with the idea of creating the team to help mitigate the workload on me while simultaneously giving mods something different to work on. Obviously mods could already moderate the discord, but the Discord Management subteam is about more than moderation, it’s about building a better discord community through

being more available to our players and making other improvements to the discord server.”

Marzie: “I was just invited to be the subteam lead by Toki. Although, I did see how DM could be useful. It would be nice to keep Discord events and giveaways more regular and fresh, and we can give a helping hand in testing the bot if/when it gets updated. DM will also keep the interaction with the community, and the moderation of the Discord at a generally high rate hopefully. This team even takes some pressure off of RC/Admins now for when the bot is down and manual punishments need to be done.”

What are your goals for DM going forward? Is there anything you hope to accomplish over the coming weeks/months?

Marzie: “One of my goals was to definitely give Content Creators of Mineplex a better way to advertise their MP content, which so far has been going well with the addition of the new channel, “content-showcase”. A second goal of mine was to show that this team can make positive changes to the Discord. This goal is indefinite, but so far has also been going well and the team has been making strides in our

ideas channel. I'm sure the community on Discord has also seen some old ideas now become a thing in just the past few days because of this team. My third and final goal at this time, that is also indefinite, is to just make sure the community of the Discord is heard via their feedback and ideas, questions are dealt with quickly, but also answered with quality in mind, keep the giveaways and Discord events going regularly/seasonally, and overall just make sure we can do our best to keep the Discord a clean, fun place to be. There may be more goals in the future, but since this team is so new still this is all I have for now."

Some community members have recently been advocating for DM to one day become a Community+ subteam. What is your response to this?

Marzie: "Toki did mention this to me when I was helping set up the team, and we both agreed that at the time/currently, it should only be for Mod+ just to see how things go. I would personally be more in the middle of whether we actually do it or not, but right now more so on the no side. We would need a whole new rank and onboarding for the community as we do not want them to be able to do any moderation and

there are a few things that the current DM team does that you would need to be a Mod+ for. There are also some ideas/rule ideas that get discussed in our Discord that wouldn't be up to them as they're staff-only ideas. I would feel bad having to possibly exclude them sometimes, but I would make it work the best I could so it didn't feel that way. The benefits I do see though are: more interactions likely to happen in the Discord and more event ideas because they'll have a community perspective. It's really not totally out of the question for this to possibly one day be a Community+ subteam, but right now, and for the next couple of months, I don't think we'll be doing that."

DM is currently open to Mod+ staff members with the possibility of expanding this in time to come. What might you say to those who are interested in DM and may apply in the future?

Toki: "While I won't rule out the possibility of a community part of the subteam, if/when it does happen we would be looking for the same sort of criteria that we look for when we accepted our first batch of Mods to the team. Some of that criteria is the following: Being active, being

helpful (answering questions), giving good feedback / coming up with new ideas, being creative (to come up with giveaways and events), and being able to work well with others. If you feel you can do all of that then keep working to refine those skills and display them so that myself, Marzie, and other members of the team can see those qualities.”

Thank you to Toki and Marzie for taking the time to answer these questions!

DM applications for Moderators closed on May 8th, 2021, and nine new additions were welcomed to the team one week later on May 15th! While it has only been a short time since these staff members were accepted, they have still gained adequate experience in working as a Discord Manager - having made a difference to the Discord server in less than a week of being on the team. In this article, I sat down with rilau to ask him a few questions about his time on DM so far.

What initially inspired you to apply for DM?

rilau: “My biggest priority at Mineplex is to make people feel like their voices have been heard. All of the current teams I am on, I have joined in part

because I want the communication between the players and the staff team to be as good as possible. Discord Management is no different. I love the MPD because it allows me to communicate with others and ensure that their time here at Mineplex is as good as it can be. The entire purpose of the MPD is a place for players to communicate with staff and to communicate with one another, and so when I saw Discord Management applications open, I knew it was something I had to shoot my shot for.”

How has your experience on the team been so far? What is the most enjoyable aspect of the team, and is there anything you’re looking forward to doing while you’re on DM?

rilau: “So far I love my time on the team. A lot of the teams I am on I love, but I often find myself needing to do things to ensure my standing with the team is good and that I hit its quota. For DM, I don’t need to do this, and I can naturally hit the quota simply by doing the things I would’ve been doing ordinarily. So far I have loved giving my thoughts on different discord changes. I get to use the voices I have heard from the community to best improve the MPD. I greatly enjoy discussing new ideas with

my fellow discord managers, and I most look forward to bonding with them and the community further to create a tight knit community.”

dcdb is another newly accepted member of DM! I took the time to ask him for his wise words of advice in the hope of inspiring potential applicants to join the team.

What might you say to those staff members who are interested in joining DM and may apply in the future?

dcdb: “While I haven’t been on Discord Management for that long, so far it’s been a great experience and I highly recommend that those who are interested in applying, do so. It’s been a great opportunity to help support and contribute towards the running of the MPD as well as further being able to interact and support community members. It’s a really fun subteam with great people which I’m really glad to be apart of and I definitely recommend applying if you get the chance.”

Thank you to rilau and dcdb for sitting down with me to answer these questions!

Discord Managers are readily available should any member of the Mineplex Discord require assistance. The Discord Management role is positioned underneath the content creators on the sidebar, standing out visibly in a light-green colour. The Discord Management role is taggable for players who have questions or if there is an urgent need for Discord moderation.

Ideas, suggestions and feedback play a huge factor in helping to make the Mineplex Discord server a better place. As such, these are welcome to be shared in the #discord-suggestions channel or by directly messaging a member of DM. Either way, players’ voices will always be listened to and feedback is taken into consideration, in the hope of growing and improving the Mineplex Discord server in a constructive, open environment.

Build Apps Team Interviews

By Marzie

We are back with another Build team interview, but this time we are more focused on a subteam for Builders rather than the overall team: the Builder Apps Team! This team is led by [joshuart_](#) and focuses on handling Builder applications and helps people through their Builder trials. They strive to help applicants become good Builders for the team if they aren't quite there yet through Builder trials and make sure only the most qualified individuals make it on the Build team. We will be interviewing [joshuart_](#) and [Ocelotguyy](#) to learn more about Builder trials, their favorite part of the team, and some inspiration for future Builders.

What's your favorite part of this team?

[joshuart_](#): My favorite part of the team is being able to help aspiring builders achieve their goal of being a Mineplex Builder. I also enjoy mentoring applicants during their month-long trial phase by suggesting changes to their maps or even building with them ingame.

[Ocelotguyy](#): My favorite part about the team is watching applicants improve as they progress through their trial, and giving constructive feedback so they can do so. Seeing the maps they create is also interesting.

What's the funniest thing you've read or seen from an applicant?

[joshuart_](#): I can't recall anything funny, but some memorable experiences that stand out include some trial builders making gifts through builds for the Apps Team during Christmas or making us small gifts for our birthdays. It was always such a fun surprise and something I will always remember and smile upon.

[Ocelotguyy](#): One time, this guy answered all the questions really poorly and then messaged me to check his application which I assumed was a troll due to this agreement at the bottom of the Builder application page: 'You agree not to message a builder to check your application and acknowledge you will be denied if you do so.'

What can you tell us about the Builder trial? How long is it? What's it for? Who is qualified for this trial?

joshuart_: The Builder Trial is the last phase of the [Mineplex Build Team] Application process and lasts 1 month. This was put into effect a few years back and was made so that the Build Team can get to know the applicant first and get a sense at how they're able to implement unique gameplay elements into their own maps. The Trial is also used for seeing if the applicant matches up to the skill level of the portfolio they included in their application. Anyone is qualified for the trial! As long as the applicant meets all of the basic requirements and has a strong portfolio, they have a good chance of making it to the final stage of the application process.

Ocelotguyy: The build trial is 1 month long and allows us to determine if applicants have the skills to become a Mineplex Builder. During the trial, we offer constructive feedback so applicants can improve on certain aspects such as aesthetics and gameplay. To apply for Builder, you need to possess a certain amount of experience with Minecraft building and the Mineplex server in general. This is so the maps produced by the Build Team are high-quality and enjoyable to

play on.

What would you say to future applicants or people wanting to become a Builder?

joshuart_: Practice, practice, practice!! If you happen to get denied, keep on going! It took many Builders, past and present, more than one trial to officially make it onto the team. Don't take rejection as a bad thing, but rather reflect upon what you need to improve on given by the feedback and come back stronger than ever!! We want anyone and everyone to join the team so everyone is welcome (: Good luck to future applicants looking to apply in the near future!!!!

Ocelotguyy: If you want to become a Builder then practicing and watching YouTube tutorials can help a ton. Getting advice from experienced Builders is also a great method of improving which is why the trial process is such a positive experience as you can learn a lot of useful things from it.

Thank you to our interviewees, joshuart_ and Ocelotguyy! Hopefully, these interviews offered insight into the Build Team and boosted the confidence of those interested in applying. We look forward to welcoming new members to the Build Team in the future!

The Seasonal Art Showcase

By neotheater

2021 is almost halfway through! Some people think the year has flown by whilst others believe it has been slower than a snail in cement. No matter how long these past few months have felt, one measurement of time remains constant: the Seasonal Art Showcase! We show the most talented artists of Mineplex over the past season to give them recognition for their incredible visual contributions to the community.

If you wish to be included in next season's art showcase, be sure to share your art in the #art-club channel in the Mineplex Discord server or the 'Arts and Banner Showcase' section on the forums!

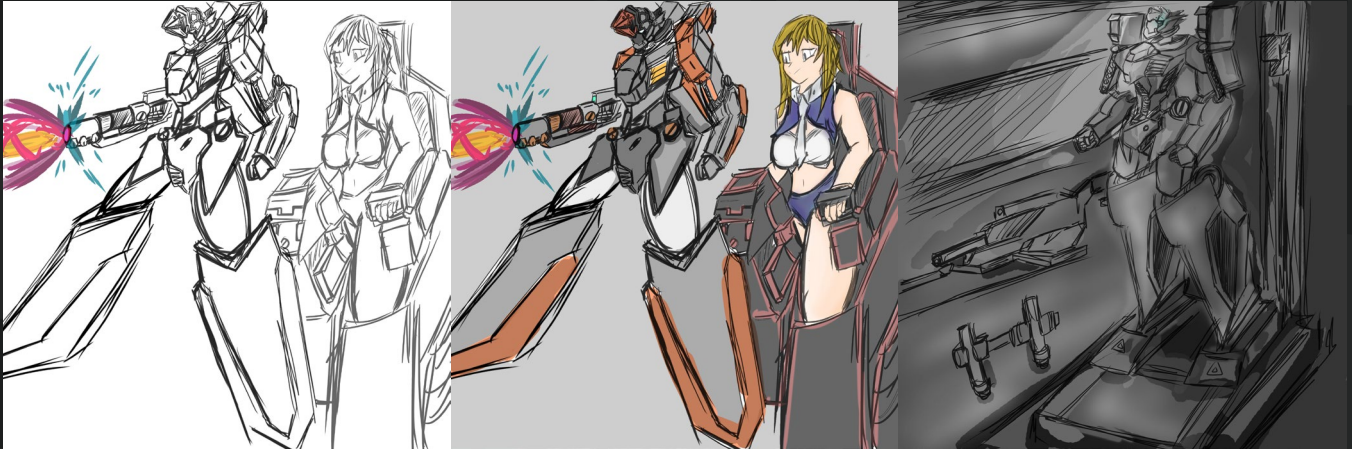
Digital Art:

This is one of the most impressive and widespread art styles out there due to there being so much variety. Artists can create whole new worlds, people, and creatures through means of digital art. Here are four digital artists that really stood out this season:

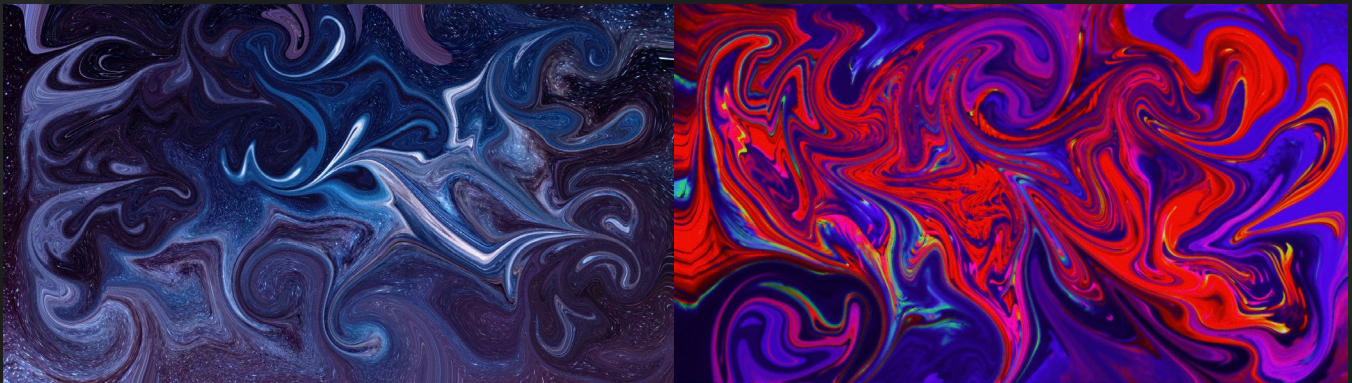
TheArrowsShadow:



cappuccino:



dkbnorthstar:



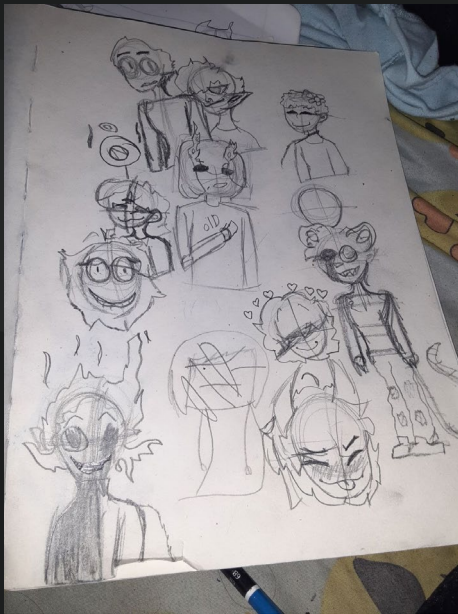
glitch:



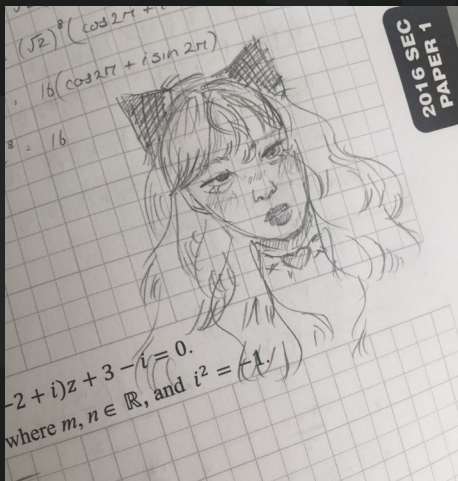
Traditional Art:

This type of artwork has been around for thousands of years, ever since humans learned how to make carvings in cave walls. Something about being good at traditional art has fascinated humans for centuries, and being able to draw a masterpiece merely with pencil and paper is a talent that not many of us possess. The following two artists have shown that they have this incredible talent:

maydes:



maevestarbaby:



Photography:

They say a picture is worth a thousand words, and the ones taken by members of the Mineplex community this season are no exception to that. Photographs can catch the changes of each season as it goes by. Here are three of our favourite photographers from this season:

BeelInc:



traincar100:



Gamerscorecat:



Thank you to all artists who allowed us to showcase their artwork in this article! Keep up the great work because you're all so incredible. Remember, if you want to be showcased in the next Seasonal Art Showcase, which will appear in the September edition (released September 1), be sure to post your work before then!



Caption the Image

By neotheater

Ah, it's June again. For some, the half-way point of the year symbolises happiness for an even brighter second half. For others, it is a time for reflection on what has already happened this year. It is quite surreal to say that 2021 is 50% complete already as time has certainly flown by unexpectedly fast. Yet, here we all are, in June once again. Let us hope that this will be a good month for us all!

One fateful night, two best friends were minding their own business taking a leisurely stroll in the park when a police

car sped down the street with flashing red and blue lights and an ear-piercing siren. The car pulled up behind the friends and a policeman emerged from inside the vehicle. He explained that the two were under arrest! The friends looked at each other, confused because they hadn't ever broken the law. At least to their knowledge... What was going on???

Think you know? Tell us your presumptions here: <https://forms.gle/kFTfkz1zhf6C22pv7>



Last month we showed you two hardworking builders who were admiring the calming sunset. We asked if you knew what tomorrow would bring for them:

Here are our four favourite captions from last month:

BadgerInASuit: Did we fix it Bob? Yes, yes we did.

pqk: This image has been made possible by our sponsor, optifine.net

Da_One: Builder one: “You kind of suck at building, ima have to do everything tomorrow” Builder two: “Tomorrow may be the last day on the job for you bud” :)

Caarebear: POV: Minecraft builders when they realize they aren’t in creative mode and they have no blocks.

May 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

May 22: HarryCARD

Bedrock Trainee

May 22: Beelnc

Java Moderator

May 8: maevestarbaby, Mehmoodie

Bedrock Moderator

May 2: printiel, Zycodia

May 8: DaPBillk

Builder

May 16: yuil

Resignations

May 2: Moppletop

May 4: Idut

May 6: PlebAU

May 13: 510bike/x510bikeee (Social Media),
xUmbreon

May 27: BreezeBlockss

May 28: FireballX3

May 31: xLeopard

1 Year Milestones

May 2: FuzzyJunior, PieOrPi

May 9: Parkzr, Squirreelflight05, x510bikeee

May 23: lesot, Riskingg8083, Sailings

May 30: Emiliee, iPod5, oublisam,
thejoshxgames

2 Year Milestones

May 4: Epicbuilder435

4 Year Milestones

May 26: Islendingurinn

7 Year Milestones

May 3: DeanTM

Meet the Team



AGLThree: Hola! I'm AGLThree and I lead the Newsletter Program! I'm currently a Sr. Mod on Recruitment and an RP mentor. I'm a Grey's Anatomy fan and enjoy doing ceramics. Somehow, I still haven't gotten the Connect 4 gadget, which feels statistically unlikely at this point.



Tortelett: nice



Arjun: Yo! I'm Arjun and I'm a Rules Committee member and Sr. Recruiter / manager under the Recruitment team. Other than Newsletter, I'm also on Reports Patrol, Game Insights, and the Content Creator Council. Some of my favorite hobbies consist of driving, hanging out with friends, and playing videogames. I hope you enjoyed this month's issue of the Newsletter!

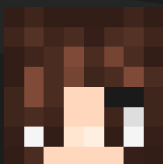


Sophie_OGrady: Hi, I edit the newsletter.

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jacvb: Howdy, I'm Jacob! I'm a writer and an editor for the newsletter and a member of Community Management and Quality Assurance. Outside of Mineplex, you'll catch me listening to a lot of music and watching Netflix.



Marzie: I do waaay too much. Check my information tab on my profile via the forums to see everything I do! P.S.Oatmeal cookies are good when done right.



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.

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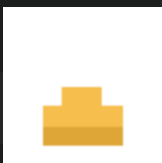
510bike: peace out girl scouts <3_<3



neotheater: ah, june is here



WowCaleb: Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a recently reinstated 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 hanging out with friends 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 member of Discord Management, Reports Patrol Assistance, the Map Testing Team, the Content Creator Council, 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.