

MINEPLEX NEWSLETTER

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CREATED BY THE NEWSLETTER AND MEDIA STAFF

ISSUE 21

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EDITION

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CONTENTS

STAFF OSCARS
LEAD INTERVIEW!

PAGE 1

GUESS THE
LOCATION!

PAGE 8

YOUTUBER
SHOWCASE!

PAGE 3

CAPTION THE
IMAGE!

PAGE 9

TRENDING
TOPICS!

PAGE 4 THE IDEAS
PROJECT!

PAGE 10

MINEPLEX
STATS!

PAGE 6 STAFF
BIOS!

PAGE 11

RESIGNATIONS AND
PROMOTIONS!

PAGE 7

STAFF OSCARS LEAD INTERVIEW!

BY: CALLMECASS

The yearly Staff Oscars were held this month! We conducted an interview with their two leads, Rommel and xLouis, to get an inside look on their views and thought processes. You can check out their original thread here! <https://goo.gl/E3Pf70>

What gave you the idea to begin the Staff Oscars?

Rommel: What gave me the idea is obviously the actual Oscars. I love watching the Oscars and thought, I can put this into a game, so why not. Planning it and choosing the route of the event took an extremely long time. There was also no event that the community and staff can come together and all participate in rather than just the community enjoying it. Planning this event was extremely difficult, it may look extremely easy but it's really not. Communicating, negotiating time, date, etc.

What do you hope to accomplish through the Staff Oscars?

Rommel: What I hope to accomplish is really a good relation between staff and community. That's what the event is basically, community choosing staff and staff choosing staff. Either way, both groups (community & staff) come together and have fun, at least I hope they do.

xLouis: The point in the Staff Oscars for me is just for Staff to have the limelight for a bit, throughout their time as Staff they're always put down by the community quite a lot and this is just overall a way to give them a bit of relief and acknowledgement that the community does appreciate what they do - even if they aren't nominated or win anything, it's just a way for them to know that they're what makes up the Staff Team and people really appreciate that.

STAFF OSCARS LEAD INTERVIEW!

BY: CALLMECASS

What is your favorite part about hosting the Staff Oscars?

Rommel: My favorite part is announcing the winners on TeamSpeak. I remember trolling a little bit last year and starting the name with lets say "Bo.." and people would assume it's someone named "Bob" or something. One thing I actually dislike is knowing the winners, I think being surprised is better than already knowing.

xLouis: I love the hype that it creates internally; a lot of Staff, from Builders to Sr.Mods, are always hyped to see this event returned and for the most part, the community is too. The feeling doesn't really change each year and hopefully, with the upgrades we've done this year with the actual events, it should be good.

People have been against the idea of the Staff Oscars due to the belief that the nominations are purely about popularity. What is your opinion on this?

Rommel: I'd call this year's event a tragedy (just kidding). Yes, this year a lot of people have been against the Oscars, and I get why. Not everyone likes that people get tagged, notifications spammed, some of the staff feel a little down. But, that's why I have a 'Message to the Staff' section, mainly for this purpose. I am deeply sorry for anyone who has felt sorta sad for not being nominated at all. However, people also brought up the fact "it's a favoritism event". I don't see it that way at all, the people who pick their favorite staff are the ones who make it seem that way. For those who actually pick who deserves what award are doing it right, I can't force someone to not pick their personal favorite or best friends. It's stupid how some thought that way but hey, it's their opinion and I get where they came from. Another thing I'd like to mention is that, if you aren't going to be involved with the community and not interact... don't expect anyone to know you. I went through the staff list and saw staff who I have never seen on the forums or in-game. Yet, they're the ones saying it's a bad event... (shrug).

xLouis: To a degree, it is undeniably a place where those who are liked more, will receive more votes. I won't deny that. However, in the 2 years previously I've been apart of it, as staff I've always looked at it as a way to get more motivated to get more involved with the community and put myself out there more. I know a lot of behind the scenes work does go down but a lot of does come down to Community Interaction which as staff we should be prioritising. A lot of people say recruiters are most famous to win due to their position as a recruiter, but if you look at it also, they're notorious for Community Interaction as they're the ones bringing people from the community to staff.

YOUTUBER SHOWCASE!

BY: KANEBRIDGE

Starting her channel because of CaptainSparklez, Glitz rose up and now has more than ten thousand loyal subscribers after more than a year on Youtube. A few months ago, she chose to apply to become a Pocket Edition Trainee because she wanted to give back to the community. Although Glitz has recently resigned from her role as a Pocket Edition moderator, she will still remain a shining star in the community. She is a 17-year-old student and dental assistant who loves to produce Minecraft and Roblox family-friendly gaming videos out of her optimism and kindness. She is a current YT rank on Mineplex and produces a diverse range of videos from Survival Games gameplay to pranks pulled on other Youtubers!



Check Glitz out!

Channel: www.youtube.com/channel/UCA-A5KoizJVc41jPcwkJ8lg/

Twitter: twitter.com/SheSoGlitz

Enjin: www.mineplex.com/profile/13305157

Instagram: www.instagram.com/SheSoGlitz/

Snapchat: SheSoGlitz



YOUTUBER
SHOWCASE

TRENDING TOPICS!

BY: SUSPICIOUS

A lot has happened in the past month, so let's take a moment to look at what's trending right here, right now in the Mineplex community!

Subteams:

Recently, the Quality Assurance team opened applications to staff members for their subteam, QAT! If you didn't know, QAT members assist in testing new content for Mineplex alongside QA members. They also help with catching all the pesky bugs around the server! A_Magical_Dude, AxeHam, BreezeBlockss, DeanTM, DropBeat, Dutty, Exeedra, FullyCanadian, Giovanna, hazeae24, JustZeroo, LegitFox, NeonDarkness711, Nickel_, Raech, Rosie601, Speedz, umGim, and xApolloJustice were all accepted onto the team. Make sure to congratulate these baby slugs if you see them around!

Additionally, the Forums program opened applications for their subteam, FM! The Forums Moderation team's duty is in their name! They're responsible for moderating and managing the Mineplex forums. Chrome, DiamondBudderAxe, Bunnibon, Zepyth, FairestLordHarry, and Kisme were all accepted on April 23rd! Be sure to stop by and congratulate them too when you get the chance.

And lastly, a new subteam (CMA) under Clans Management opened their applications. A large congratulations to the first round of people that were accepted: Arcrean, AwwRip, CandiTWiSterz, ghouminion, hushjace, Its_Tims, Playr, razergaming14, and SoccerTheNub. We're excited to see what you guys will do!

Spring Events:

In celebration of the season of flowers (and allergies), the Mineplex build team has created a brand new Spring-themed lobby for us all to enjoy, and also implemented Spring chests with 7 unique cosmetics to collect! Additionally, there were some scavenger hunts both in and out of lobbies that lasted through the 23rd of April in festivity of Easter! We hope you enjoy(ed) all the new content this Spring. Who knows what's in store for the summertime?!

TRENDING TOPICS!

BY: SUSPICIOUS

Forums:

A lot of recent forum topics are currently trending. Some hot threads right now range from a debate about issuing warning points to newbies (<http://www.mineplex.com/forums/page/1/m/11929946/viewthread/30050934-dont-give-warning-points-to-new-members>) to the new Mod Coord Introduction thread (<http://www.mineplex.com/forums/page/4/m/11929946/viewthread/29612581-moderator-coordination-introduction#p128997330>) containing all the information you will ever need about the team! Last but not least, the Newsletter has released a thread containing information for an upcoming build contest. Check it out here! <http://www.mineplex.com/forums/m/11929946/viewthread/30069224-newsletter-summer-build-contest>

YouTube:

Some trending videos and series on the Mineplex YouTube channel right now include the recent 'Mineplex Build Team Battle' episode that reached a little over 10,000 views after just one week, as well as other Build Team content, 'Developer Updates' with Sigils, 'Challenge Accepted' with ParkerGames, and 'Mineplex Gem Hunters' with RustyDawgt and SallyGreen. These are all rocking over 10,000 views!

In-Game:

Speaking of Gem Hunters, since Beta release, the game has been receiving lots of positive feedback from the community and the GH servers have been packed with players! Additionally, it's one of the most played games Mineplex right now. We can definitely expect more awesome content from our developers in the near future for this new gamemode.

MINEPLEX STATISTICS!

BY: ICEFALL

By community suggestion, we'd like to start showcasing some cool statistics from across Mineplex in our newsletters. Here are a few interesting numbers we've gathered in the month of April:

Reports Patrol (run by Wanderer_):

Total reports completed in April: 2,611

Accepted: 1,560*

Rejected: 443*

Trainees' total (since 23 Apr): 152

* Not including Trainee Data

Build Team (run by t3hero):

Total maps on Mineplex: 362

Number of maps released in April: 15

Number of blocks in Lost City: 1,937,832

Recruiters (run by DeanTM):

Rejected Trainee Applications [PC] (ever): about 119,620

Approved Trainee Applications [PC] (ever): about 1460

If you've got any additional ideas/new stats you'd like to see in this article in the future, be sure to let us know!

RESIGNATIONS AND PROMOTIONS!

BY: KANEBRIDGE

This month, we want to give a shout out to promoted staff members as well as our thanks to those who have decided to resign. A special thank-you to Emiliee, who's been managing the Newsletter team for quite a while now and has chosen to step down from her position. She's done an amazing job and we're grateful for all her hard work!

Promotions:

PC Trainee

April 7th - IlluminatiGamerr, Irid, Leci, natesbait, Snowingly, Tails0009YT, wattywatty14, xLys
April 14th - AttemptOne, Dudeguy, NubDraco
April 21st - Its3nder, Marzie, SirTophamHat, sm_awesome, ssnip
April 28th - Ens, Live_Minty, RuggedFlame, Weird_Laughter

PE Trainee

April 7th - SamisageTFE

PC Mod

April 1st - FrostBlossom, Juliannaa, NeonDarkness711, Twist, Kuranai, Nekroison
April 9th - CanadianArcade, Chloegriff
April 15th - PepeCena, Rosie601, Kisme
April 22nd - Exeedra, evanmoney, ItsKinley, Renellino
April 29th - TheJoshXGames (early promotion), FluffyUnicorn_, RainbowUnicornGM, Yazability

PE Mod

April 15th - Owl
April 22nd - PEiTz_JuStiiN

Senior Mod

April 26th - BreezeBlockss (Trainee Management)

Builders

April 4th - Vauhwi
April 11th - KylooRen
April 16th - Intoxicating

Map Lead (Build team applications)

April 18th - Dutty

Resignations:

PC

April 1st - Silicia
April 4th - Emiliee (Social Media & Newsletter Manager)
April 5th - 5Doom
April 7th - Monet9
April 8th - TheNeonLazer
April 9th - MarcuzWater
April 13th - willmp (Community Management)
April 14th - Gesni1
April 18th - Amg_
April 19th - xMars
April 20th - Wacky
April 20th - WillFunkyTown
April 21st - Brysxn
April 22nd - Elitey
April 22nd - MythicalCake
April 24th - Shadowfox393 (Trainee Management)
April 24th - Zaakery (Quality Assurance)
April 29th - edgardme3
April 30th - Bunnibon
April 30th - LegitFox
April 30th - Swimmer_
April 30th - Isuhbella

PE

April 8th - Glitz
April 11th - Doqually

GUESS THE LOCATION!

BY: ICEFALL

We're back again with our traditional Newsletter game, Guess the Location! How well have you gotten to know our lobby? It's time to put your knowledge to the test. The rules are simple: We'll take a close-up screenshot of a sneaky location in our lobby, and you submit your guess of where it was taken on the form below! Extra details are available on the form.

Three winners who correctly guessed the location will be randomly selected. They will be rewarded two Mythical Chests each, and have their names announced in next month's newsletter!

Here's this round's mystery screenshot:



Use this form to enter your guesses: <https://goo.gl/forms/jlGoGZTE9C0QtFs72>

Last but not least, congratulations to our April winners!

- echot21
- CelestiaFox
- Shyboy_GamingYT

We'll send along your two mythical chests soon! Good luck to all that choose to participate this month.

CAPTION THE IMAGE!

BY: IPBJSAMMICH

It's already May... Can you believe it? With the new month, however, comes a new wave of holidays, including Mother's Day, Cinco de Mayo, and a whole bunch more. It's going to be hard keeping up with it all!

Whether or not you're enjoying your sunny (or snowy, if you're like me) spring season, you always take a shot at our Newsletter Game, Caption the Image!

As usual, the objective of this game is to create the funniest, most accurate, or just plain silliest caption possible for the image provided each month! Winners of a given month are showcased in the next edition of the Newsletter! Give it a shot!



The Form for Responses: <https://goo.gl/forms/000q74PeiH2756h52>



Last Month's Winners:

Rinnn - "I never knew rabbits could make eggs out of wool"

AnApple - "Who says a ball drop is just for New Year's?"

Good Luck and Have Fun!

THE IDEAS PROJECT!

BY: RAVENWINGS

Within this past month, Community Management has gone through some changes that have resulted in the permanent removal of Community Assistance. Because of various difficulties of the team not being able to function to the top of its ability, the removal has paved the way to a section of a team being opened up fully to all members of Mineplex, including both staff and community. This team is formally called the “Ideas Team”, currently led by RavenWings, a current Community Management member on the Relations side.

The Ideas team, originally led by xNibs back when Community Assistance was first created, is a project that focuses on promoting discussions within the Ideas Hub section on the forums, critiquing ideas that have potential and eventually forwarding them onward to the Leadership team for a ‘public’ response. This team currently has over 55 participants, with members from all areas of the network, including added assistance from Quality Assurance, forums team, and Mineplex Competitive League.

This team has changed and adapted to the rapidly evolving environment of this network - and the final product is what we have today. There is still additional content on the horizon, including more transparency within the team and better communication between the rest of the community. Hopefully, this will be a step in the right direction, enabling more feedback, ideas, and issues to be reviewed by different members of the Leadership, Development and Design team.

If you’re interested in helping out, there are ways to do so. Posting your ideas/thoughts on the forums, forwarding threads with potential to idea members or directly responding to member created ideas with feedback - this all assists us with picking out what the community wants and getting a response on those. Look forward to more and more information and releases on the ideas side in the months ahead!

For more details on this project, be sure to read over the informational thread here. <https://goo.gl/g6wkpH> If you have any questions, feel free to message an Ideas member!

STAFF BIOS



iPBJSammich: Heyo! I'm iPBJSammich, and I've been a staff member on Mineplex since June 2015, and am currently on the Karaoke Host and Newsletter Teams. SSM, as always, is my favorite game on the network. Don't be afraid to say hello, I don't bite!



xStar_89: Hey there! My name is Star, and I'm currently a Senior Moderator on Mod Coordination alongside being on different sub-teams, including the Newsletter Team! I love meeting new people and trying new things as well as music and ice-cream. I'm usually in-game and on TeamSpeak, so I hope to see you around!



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



SuspiciOus: Hi there, I'm SuspiciOus! I enjoy writing, reading, and technology. I'm currently a Sr.Mod that works in the Quality Assurance division for the Mineplex Pocket Edition and PC servers.



Kanebridge: Hello I'm Kanebridge otherwise known as Kane, I am a Senior Mod on Mod Coordination! In my free time; I love drawing, playing instruments and sports, and writing. I'm always on Teamspeak so feel free to say hi :D



Icefall: Hiya, I'm Ice! I'm a Sr. Mod on Social Media and currently manage the Newsletter team. Hope you enjoyed this issue and feel free to message me on the forums with any questions/concerns.



CallMeCass: Hey, I'm Cass! I've been a staff member since March 4th, 2016. I heavily enjoy writing, storytelling, reading, singing, drawing, and playing the violin! Aside from Newsletter, I am on four other sub-teams. I largely enjoy interacting with players, so if you see me around, feel free to say hi!



hazeae24: Hello! My name is Haze! I've been a staff member since January 8, 2016. I love reading and writing all forms of literature. I love interacting with players so if you see me around make sure to say hi!



RavenWings: Hello! My name is Raven, and I was originally part of Newsletter as the first batch ever when it initially was added as a subteam. Alongside with being on Community Management, am excited to be working on this team once again as a writer.