

# MINIPELEX

## NEWSLETTER



**Issue 73**  
**October 2021**

Admin Team Showcase, Interviewing New StM,  
Seasonal Art Showcase, Guess the Staff Member, 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

Nearly two years have gone by since I became the Newsletter Team manager, and unfortunately, the time has come for me to pass on the mantle. Over that time, I've had the amazing opportunity to work alongside my talented team of writers and editors to create content that appeals to you, our readers. When I became the team lead, I made two resolutions: one, that I would publish the Newsletter on the first day of every month, and two, that I would resign when I no longer had the time that the team deserved. Unfortunately, that day has come. While I'm reluctant to leave this amazing program, I'm satisfied knowing that I've fulfilled those promises and so much more.

Out of all the changes that I have made as the team lead, I am personally proudest of the ones that focused on people. Early on, I vowed to be an engaged and open manager and worked to do so by announcing plans to the team and adjusting them after full discussions. I loved checking in with my team members and working alongside them to transform tentative ideas into fully planned projects. On the external side, I strived to recognize the importance of including content that appealed to the reader-base. There is still room for improvement in our feedback and input collection systems. But I believe that the [Suggestion Box](#)'s successful

implementation put our foot in that door. Though changes will surely be made to the changes I made, I hope that my legacy on the team will continue to highlight the importance of leading with and for people. Thank you again to everyone who's ever read the Newsletter, whether you're a regular or a first-time reader; I've always appreciated your interest and feedback!

With the sad news of my departure comes a happy announcement, however! Please welcome me in congratulating Arjun on becoming the newest Newsletter Team manager! Initially accepted in June 2019, Arjun has gained experience as a writer and editor and has already begun considering potential ideas for the team in the future. Looking ahead, I'm excited to see where Arjun leads the team in the upcoming future as the new manager!

If you have anything you'd like to share privately about the team or this edition, please message Arjun. You may also post any thoughts directly on the October edition's thread or through our official monthly feedback form. I hope you all enjoy this edition of the Mineplex Newsletter and have an amazing October!

**- AGLThree, Newsletter Program Manager**

# Admin Team Showcase

By WowCaleb

In the Mineplex Staff hierarchy, there is a position of great responsibility painted in dark red, responsible for the smooth running and operations of the network on a day-to-day basis. Of course, this is none other than the Admin team here on Mineplex! Each Admin takes on a management role in overseeing their respective team and upholding the quality surrounding their work. In this edition of the Mineplex Newsletter, we will be sitting down with each Admin to learn more about them as a person and their duties here on Mineplex - each with their own introduction and insight to share in relation to their teams.

To kick off this showcase, I was fortunate enough to have the opportunity to sit down with a member of the Leadership Team (LT) and our Head of Staff on the network, DeanTM!

**DeanTM:** “Hello! I’m Dean, I’m the Head of Staff and Marketplace Manager here at Mineplex. This means that I keep an eye on everything staff related and work together with the admins to make the volunteer team run smoothly and efficiently as well as a whole bunch of other small things. For Marketplace I

am the person to keep in contact with Microsoft about our products, I also manage the Skin Artist team and work with modelers to bring cool pets and furniture to the bedrock server. Outside of Mineplex I really enjoy playing World of Warcraft or Overwatch, you can find me on those games most of the time when I’m not working.”

**Who was your biggest inspiration for you getting to where you are now, and what kept you motivated throughout the years?**

**DeanTM:** “My staff career didn’t start off too great, I had a full time job back when I started here that took up a lot of my time, I did almost get demoted for inactivity once and was a Helper (Trainee) for almost 9 months. After becoming a Trainee Mentoring Assistant I became a lot more involved in the server, this was also combined with having more time off from work. Diar was the first person I looked up to, he was an amazing mentor when it came to staff management and helped me get to where I am today. After becoming Admin I got along really well with BlueBeetleHD (Nathan) who was

the HoS at the time. Nathan taught me a lot about the server and how to go about certain things. Again, without those two I wouldn't be in the position I am today. Mineplex has always been an interesting place to be, what has kept me here are the people that work on the server, from volunteer staff to admins, I stay here because I have a great time with them and I really do want to thank each and every single one of them for all the good times."

**From a Leadership Team or Head of Staff standpoint, do you have any plans moving forward that you're able to share?**

**DeanTM:** "Well, it's clear that some changes have been made within the Admin team very recently, this will shift my priorities a bunch. I will now be mainly focusing on the work I already did for the marketplace together with some new designing responsibilities. As for concrete plans, I think players for the bedrock server can look forward to a new lobby fairly soon as well as some changes to some popular game modes. For our java server it has been no secret that Timmi has been working hard on a bunch of bug fixes, he has also been working on a different project alongside that which I think

will be received with open arms by the community. That's about all I can share for now."

Next, I had the chance to chat with Toki, the Staff Management (StM) team Admin, and lead of the Rules Committee (RC) and Discord Management (DM) teams. StM is responsible for training, mentoring and motivating their mentees on the moderation team.

**Toki:** "Heyo I'm Toki or Taco whichever you'd prefer to call me. I'm the admin in charge of Staff Management, Rules Committee, and Discord Management. Additionally I am also a Support Agent for the server. I've been dedicating my time here since November 22nd 2014, and have thoroughly enjoyed it for the most part. I've met a lot of different people, learned a ton of life lessons, and have grown a ton as a person myself. Outside of Mineplex I like to hang out with my husband Llen, our furbabies, and our friends. Hobby-wise outside of gaming; I enjoy fishing, swimming, and watching tv, movies, and anime."



What is the most difficult part of being the StM Admin, and on the flipside, what is the most rewarding aspect?

**Toki:** “The most difficult part of my job here is definitely when someone has broken the trust we’ve placed within them and I have to demote them from the team. It’s always a bit disappointing when that happens because I know that they could’ve made better choices. The most rewarding part would definitely be meeting new people and watching them achieve their goals because of the help that StM has given them. Meeting your own goals is nice, but helping someone else meet their own goals is a very satisfying experience.”

Do you have any plans for your teams moving forward that you’re able to share?

**Toki:** “Right now, all of my teams are just keeping up with our normal workload. [Community & Staff Discord Management applications](#) were opened, but other than that StM & RC are doing the same things that we normally do with no plans for any big changes.”

I then had the pleasure of sitting down with the Admin of not one, or two, but three of our Senior Mod teams here on the network! EmmaLie is the current Admin of the Community Management (CoM), Event Squad (ES), and Social Media (SM) teams. CoM and ES are both front-end teams focused on the satisfaction and enjoyment of the Mineplex community, and the SM team oversees Mineplex’s social media and marketing platforms.

**EmmaLie:** “Hi, I’m Emily and I’m a giant nerd. If I’m not doing stuff for CoM, ES & SM, I’m either hanging with family, playing games with my friends, watching a show I’m currently obsessed with, or I’m hanging out with my tuxedo cat Gizmo.”

What fictional character do you feel you relate to the most and why?

**EmmaLie:** “It’s so difficult to narrow it down to one character but I think I’m gonna go with Leslie Knope from Parks & Recreation. She’s just such a bright light in the show. Always looking out for her friends and working hard to please the members of the town she lives in. Her passion for helping others has

always been inspiring to me but what I love most about her, is the fact that she doesn't lose herself in the process. I'd like to think I share some of the same qualities as her."

**As the Admin of three teams, do you have any time management strategies to help you stay on top of things? What is the best way you find to deal with stress?**

**EmmaLie:** "I'm gonna be real honest about this one. Having to be on top of everything every single day is unrealistic. My main strategy for dealing with stress & managing my time is to put less of an expectation on myself. I know that sounds a bit counter-intuitive but as someone who used to get in my own head about not being perfect all of the time, it took a huge toll on my mental health. Accepting that I'm human and that I deserve to take care of myself on top of my duties, really helped me create a healthy balance. If you struggle with balancing things too, just know you're not alone and be kinder to yourself. You're doing your best and we see that."

**Do you have any plans for CoM, ES, or SM moving forward that you're able to share?**

**EmmaLie:** "Well, by the time this article comes out, SM will have a few new members who may or may not be working on a new project. I won't heavily spoil it just yet, but think 'clocks'!"

Next, I spoke with the Admin of our Build Team on the network: dutty! The Build Team is responsible for creating maps for our various game modes and working together on large-scale projects for the network.

**dutty:** "Hey, I'm dutty, or Emma. I'm 25 years old, and live in the south of England. I love where I live because it's a prominent tourist area, and so many people tell me I'm so lucky to live here. I definitely take it for granted, sometimes. At Mineplex, I'm currently the Build Team Admin, Map Testing Team Admin, and a Marketplace Manager. My jobs include looking over the build team, hosting team builds, creating team projects, and making maps myself. Additionally, I also host map testing sessions, and manage the builders on the Marketplace Team, as well as build alongside them, plan

new projects, minor redstone and model creation as well, where needed! Outside of Mineplex, concerts are my favourite things in the world. If I'm not at home working on something Mineplex related, I'm at concerts. Or I'm playing my new gaming obsession (this month it's Resident Evil Village). You can pretty much always find me online, and can message me any time!"

**What's the project you're most proud of that you or the Build Team has created?**

**dutty:** "The project I'm most proud of, to this day, would have to be the Gem Hunters map. Whilst there's a very small amount of people left on the team that were involved in it's conception, it was a huge project and every single member of the team contributed in some way. I'm happy the map is now being used on the Marketplace, at the very least. I also love every single holiday hub we put out. Each year seems to top the last, and that's super fun to be so creative with the lobby. It's no secret the build team is not especially fond of the regular lobby, just because it doesn't shine like it could. The tree is ugly. Sorry, I said it. It's so much fun, though, to get creative with the holiday themes and make the lobbies really big and extravagant. I love the atmosphere each

one creates. I hope you guys like the Halloween one this year, it's amazing!"

**Do you have any plans for the Build Team moving forward that you're able to share?**

**dutty:** "I don't have any plans that are set in stone, but I would like to, hopefully in the future, have a Bedrock Build Team. At the moment, Bedrock maps are really overlooked, and it would be great to have a team dedicated to making bedrock maps. Whilst it's entirely possible for us to make some for Cake Wars and Skywars, and all the simple ones that we can test on Java, it's not possible at the moment to test maps for games like Mob Arena, and making new maps for that would be great. So hopefully, in the future, we can have a place where we can test bedrock maps. That would also make it possible to open map submissions for bedrock maps, too! As for other projects for the team in the future, I want to have more team builds to make some more maps together as a team, including possibly SG c;"



I then had the opportunity to sit down with the Admin of the Recruitment team, Islendingurinn! The Recruitment team reviews Trainee applications and conducts interviews to narrow down the best potential candidates for the Mineplex Staff team.

**Islendingurinn:** “Hi, I’m Islendingurinn. I’m the Recruitment admin on Mineplex, but I guess you already know that. I’m originally from Iceland, but moved to Denmark a few years ago. Right now, I’m working an internship as a developer in a cloud team for a Danish company, but other than that I also play CS: GO semi-professionally. It’s a lot of things to do, so most of my hobbies are just things I do to wind down and relax, such as listening to music or watching shows.”

**What is the most important trait, if any, that you look for in a Trainee applicant?**

**Islendingurinn:** “It’s a difficult question to answer. I think all of us on the Recruitment team have different thoughts on what exactly we’re looking for in a Trainee applicant, which is definitely helpful to get more perspectives! For me, that’s evolved a lot throughout my time on Recruitment as times are always changing. Right

now, what I think is most important is to find someone who you can work with. It doesn’t matter if someone doesn’t have a specific quality that I’m looking for if they’re willing to work with me (and possibly in the future a mentor!) on it, and put in the effort to showcase that. I know from my own experience that a lot of the things you go through as a staff member are valuable in the future, so ideally I’d want to find someone who’s willing to have those experiences help them evolve. It’s why goals are important as well! It’s good to know and see that thought has been put into the process from the applicant’s side of things; and it’s not just boiled down to someone applying blindly.”

**Do you have any plans for the Recruitment team or recruitment process moving forward that you’re able to share?**

**Islendingurinn:** “The Recruitment team does have some plans to change and update some aspects of the Recruitment process, but it’s not something that we’ve got on a deadline. It’s something we’re working on as we have time throughout the weeks. I can’t really promise that these plans get shared in the near future, but I can definitely share that we’re working on

it. I've shared some details in previous forum posts, but in essence we're working on focusing the process more towards what we're looking for. As in, the Recruitment process hasn't gone through many changes throughout the years, but the server definitely has. Internally, what we're looking for has changed a lot, and that's only for the time I've been on the team, and the process hasn't really changed to reflect that. So far, we have small plans such as raising the IGT requirement or other requirements, and larger plans such as reworking our interview system to be less demanding on our Recruiters. But, for the sake of consistency we're not planning to roll those changes out until we've finalized everything."

Last but not least, I had the chance to speak with Flaym, the Admin of the Clans Management (CM) team. The CM team is responsible for helping out with the bulk of moderation around Clans servers and suggesting creative and innovative plans for the Clans community.

**Flaym:** "Hello! My name is Flaym and I'm currently 18 years old. I'm the Clans Management Admin for Mineplex, which means I'm in charge of the Clans Management team and the subteams

beneath it, as well as being involved with Clans Reports and pretty much all other aspects of Clans. I started university a few days ago, which I'm really looking forward to along with maintaining some hobbies on the side such as climbing and music."

**Do you have any plans for CM or Clans as a whole moving forward that you're able to share?**

**Flaym:** "Obviously the big thing looming overhead is the "When is season 7 coming??" question. Unfortunately, that's still not up to me but I'm still trying to make something happen. I would like to reveal that the build team has made amazing progress on the new map and I can't wait for players to see it when it's finally released. As for the state of the update itself, it's not something I can reveal just yet. Players can rest assured that information about Season 7 will be made public as soon as possible.

"Despite the slow progress and uncertainty surrounding Season 7, people can also expect to see some movement within the CMA and CM teams - promotions! New CMA and CM members will mean more people to contribute to some of the other projects I'll mention in a minute, as well

as more helping hands for moderation tasks such as hackers in-game. We're already in the process of recruiting new CMA members right now, so keep an eye out for news. The new Clans Rulebook is something that has been promised for a long time now, and the wait has been my fault. I'm hoping to have rulebook changes finalised by the time new CMA members are promoted, however, the rulebook will likely only start being enforced a week or two after it's announced to allow people some time to adjust to the big changes I have planned. These changes have been and will continue to be discussed within the CMA and CM team, and I'll also be getting a community-perspective opinion from members of the Clans Insights team, our section of the Game Insights subteam. In addition to the new rulebook, I'm also hoping to host some new events soon to keep the community much more engaged than they currently are. Event plans, however, will depend on the internal plans for Season 7. I'm really looking forward to seeing the community together again and enjoying something positive after suffering through such a long waiting period for new content.

Overall, I'm hoping to reignite the passion within the Clans community and staff over the upcoming weeks with steps towards a better Clans experience for everybody."

I would like to thank the Admin team for agreeing to participate in this showcase and for sitting down with me to answer these questions! As of recently, there have been two new admin promotions - so let us know in the [Suggestions Box](#) if you'd like to hear from them through the Newsletter! Hopefully, in this edition, those who may previously have been intimidated by the bold Admin tag learned something new about each member of the team and got to know them a little bit better!

# Meeting The New StM

By Looof

What is an StM? StM is short for Staff Management, a Sr. Mod team in which Mineplex staff members guide new Trainees and Moderators during their trials and beyond. Almost every Mentor on the team has a Mentoring Assistant, or MA for short. The MAs help out with questions that the mentees may have as well as asking daily questions to keep each staff members' knowledge sharp! The current StM Admin is Toki and she manages those on StM while also making sure that everything runs smoothly throughout the team. You can see all of the members of the Staff Management team at [www.mineplex.com/staff](http://www.mineplex.com/staff).

Once a Trainee is accepted, they are assigned a Mentor and MA. They will be shown the ropes in their introduction meeting and start on some staff work such as helping players with questions or punishing rule breakers. The Mentor and MAs will check in with the staff member throughout their trial, performing observations, giving advice, and writing logs for each mentee. After the trial, the newly promoted Moderator undergoes a learning period. The Mentor and MAs assist the Mod during

this process and continue their previous checks to ensure everything is going smoothly.

I had the opportunity to interview two recently promoted Mentors, Mitsoko and Emilie. I learned about what they do and how the transition has been from MA to Mentor!

**How was the transition from being a Mentoring Assistant to becoming a full Staff Management member?**

**Mitsoko:** With the help of StM and the MA team, learning the ropes of both MA and mentor went smoothly. Just like the transition from a regular Moderator to a MA, it's going to take a couple weeks to get everything together and get used to the position.

**Emilie:** The transition has been great! StM is amazing and everyone has been really helpful.

### Has your workload changed significantly?

**Mitsoko:** My workload for the most part has changed. Instead of helping out the mentor I was assigned to with duties, I am now creating those duties for my MA. Not only am I responsible for helping and monitoring my mentees, I am now managing them all as a whole, creating their quotas, managing their stats and much more! Being a mentor is busy but it is extremely worth it.

**Emilie:** The workload is a bit different from being an MA, but I don't think it has changed significantly. Both MAs and Mentors work very closely with their mentees and help them succeed!

### What mentoring style would you say works best with mentees?

**Mitsoko:** I think the best style of mentoring that works best with the mentees is a very communicative, and cooperative type of mentoring. Most mentees like their mentor to communicate with them about how they're doing quite often so they can know if they need to change anything or work harder to do better if necessary. With a cooperative style of mentoring, it teaches the mentee to be independent

and also leads them to being more confident within themselves and their answers. For example if a mentee comes to me with an issue or question, instead of giving them the answer, I will ask them what they think the answer is. If they come up with the correct answer, the feeling they will get when they're told their right is the best thing in the world. I mean who doesn't love knowing the answer to something! It's a great feeling. If in the case they're wrong I will guide them to the correct answer so they learn along the way. Although this is a preferred mentoring style by some, it depends on the mentee! Every person has their own preferred mentoring style and some may prefer to work more independently.

**Emilie:** I'd say I have a pretty casual mentoring style and it has been going well so far. My mentees are all super amazing and laid back.



Is there anything you'd like the readers of the Newsletter to know?

**Mitsoko:** I'm extremely excited to start my journey as a Mentor. This is something I've wanted to achieve on the staff team for the longest time. The thought of guiding new staff members along their journey to moderator excites me! I love helping people and I am extremely glad that I received such an amazing opportunity.

**Emilie:** Thanks for including me in this month's issue!

Amazing! Thank you to Mitsoko and Emilie for giving a little bit of their time to show how the StM team works! I know that all current and future staff members are in good hands with fantastic mentors like them.

# The Seasonal Art Showcase

By **neotheater**

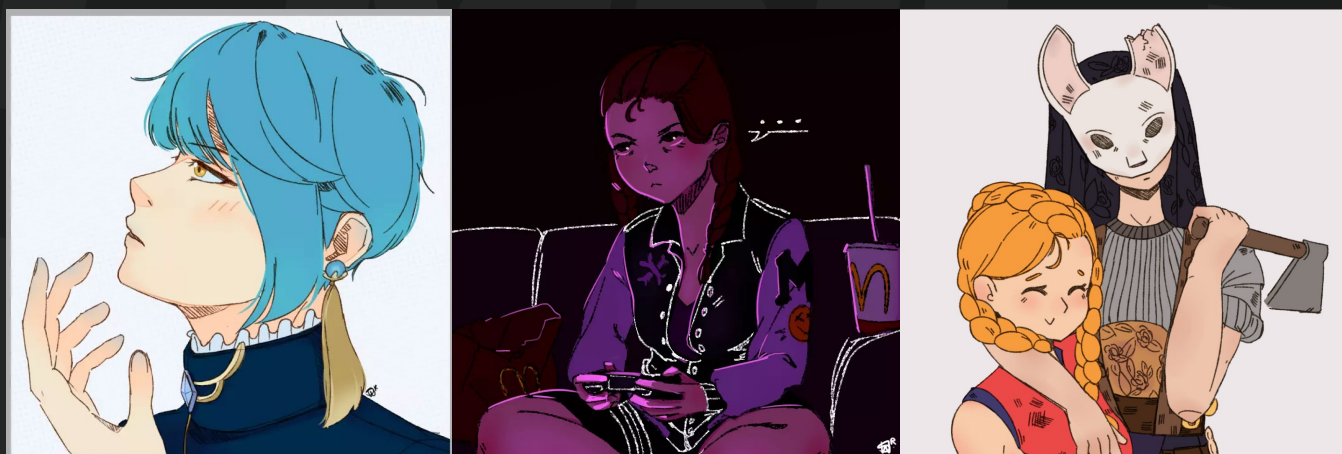
It's that time of year again! This is our last showcase of 2021, and it would seem that 2022 is just around the corner. Time truly is flying away from us all. With school starting up again for most of us, people are already sick and tired of the endless, tedious reading that comes with the many textbooks and online learning. But not to fret, Mineplexians, for we bring to you some very easy-on-the-eyes artwork created by seven of our incredibly talented community members!

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 over the coming months!

## 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 three digital artists that really stood out this season:

**maevestarbaby:**



Put\_You\_On\_Hold:



Trash#3604:





### Photography:

They say a picture is worth a thousand words, and the ones that were 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 is our favourite photographer from this season:

### Look\_Dan:



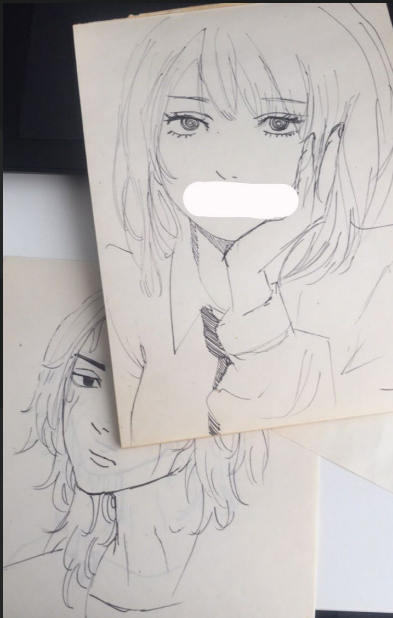
### Traditional Art:

This type of artwork has been around for thousands of years, ever since humans learned how to make carvings on cave walls. Traditional art has fascinated humans for centuries, and being capable of drawing a masterpiece merely with pencil and paper is a talent that not many of us possess. The following three artists have shown that they have this incredible talent:

### One\_Crispy\_Chip:



maevestarbaby:



joshuart\_:



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 super talented. If you want to be showcased in the next Seasonal Art Showcase, which will appear in the January edition (released January 1st, 2022!). Be sure to post your work before then!



# Guess the Staff Member

By Marzie

Hello there! You might be wondering, “What is Guess the Staff Member? What happened to Guess the Location?” Well, for this month's edition, we are replacing Guess the Location with Guess the Staff Member. Depending on the attraction of this new contest, Guess the Location may not return, however, we will have to wait and see for the future. We decided to do this for several reasons - Guess the Location was not receiving much attention, keeping up with lobby changes and picking out new and unique spots were not as feasible, and we had a new idea in store - Guess the Staff Member!

You may have heard of something like this already in the Forum Games section - “Guess That Staff Member” by hkq. She had retired the game herself in February after 17 weeks as she had lost motivation and had other interests she wanted to pursue. Guess the Staff Member is simple: every month we will be giving you 2 or 3 hints along with a description of a staff member. All the staff members you can guess will be from [mineplex.com/staff](https://mineplex.com/staff). If you think you know who the staff member is, then submit this form! Be careful though - we will only count the first submission! The hints and description are written by the staff member we selected for each month. Happy guessing!

## Description of the staff member:

Hello! I am 19 and live in the United States. I love to chill in lobbies, help out in games, and make really, really bad jokes. I am a big outdoors guy too and love going on hikes. Have fun guessing!

## Hint #1

I am on 3 sub-teams

## Hint #2

I have been on the staff team for over a year

Does this staff member sound familiar to you? Take your guess here:

<https://forms.gle/yNfW7YV5Zcj1cZHi9>



# Caption the Image

By Marzie

Let's tell a spooky story! You are running around a small little village, but no one is around. You try looking through windows but it's too dark to see anything. You even tried knocking on some doors, but no one answered. All you hear is the crickets and owls haunting you with sounds in the dead of night. You look ahead on the path and see a giant roofed forest ahead of you. The bark on the trees is so dark they almost look like shadows. You see a light illuminating from somewhere in the forest, but it's very faint. The light must be very deep in the forest, but will

you go? You need a place to stay for the night so that the zombies, skeletons, and spiders won't get you. Who knows what other creatures are lurking around too. It's a chance you're willing to take. Maybe the village just went camping for a short while? You head into the forest and the light grows brighter with each step you take. You finally get to the light, shielding your eyes because of its brightness. You shout, "Hello! Are you the villagers from that village nearby?" The light grows darker and you can see again. You blink and notice that you're in a small circular area where there is

nothing but grass and what looks to be the remains of a campground. All around you is a roofed forest. What's worse? Not a single villager is there. The campfire has a faint smoke still coming from it. Someone or something was indeed there not long ago. You look around in the tents and it looks like whoever was there left in a hurry. Some tents weren't even properly sitting up, some were smashed to the ground and others had claw marks in them. Food and camping goods are all thrown about the campground. If no one was here for some time, what was that light? You feel a chill run down your spine as if something is watching you. You do a full circle but don't see anything. You don't want to stay here. Whatever came through here might come for you next or may even still be around. You start heading back the way you came in, but are stopped in your tracks when you get closer to a tree... or so you thought was a tree. It slowly opens its eyes and its eyes are purple. It's a tall, dark being staring into your soul. A purple mist emits from it and it screeches at you. It lunges at you with its long arms and legs. You fall backward on the ground and think this is the end. You're going to end up just like those villagers wherever they may be. Suddenly, a bright, circular, gold and blue portal opens behind you and a hand comes out to grab you by your shirt collar. It drags you into the portal.

You're terrified to even open your eyes and you're just shaking. A calming girl voice tells you, "You're ok now. It's fine to open your eyes. We won't hurt you." You slightly open your eyes and see a bright blue sky with a lot of people around. You open your eyes fully and take a look around. There are two small campfires, some trees and mushrooms, and a tamed slime that even has a name! There are tons of people here. You ask the lady what's going on here. She replies, "All those villagers from that campground were about to meet their doom to the enderman clan. I've kept them all here to train them so we can fight those enderman and take back what was theirs. Just recently another villager colony was passing through and the enderman clan interrupted their travels, so I ended up saving them too. The bigger the army the better anyways. There is only a small problem here. Unfortunately, these two villager clans have been at war against each other for about 7 years now. They are refusing to work together." You look up and see that they might even start a fight in front of you. You hear them saying some things to each other. What are they saying? What are they fighting for? Too much has happened so fast, what in the world is going on?!

Caption what's happening in this month's image here:

<https://forms.gle/wVbBocgQXu8wiVdw8>





Last month we let you meet some of our froggy friends:

Here are the two captions we liked the most:

**Mystic 0440:** "Dad..."I don't think there is room for all 5 of us on this island. I think we need to..."

The Frog never moved nor twitched ... "ribbit, ribbit" ... slurp!"

**ItsJqke:** "Frog with Friends"

# September Staff Statistics

By Arjun

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 21: emmilyy, \_ItsMusic\_

September 25: DoctorMixzy, DolphinSweat, Kindnessaj

## Bedrock Trainee

September 11: cloudyanika

## Java Moderator

September 5: punkband

## Senior Moderator

September 14: Marzie (Forum Management)

September 25: Documents, FuzzyJunior, maevestarbaby, neotheater (Recruitment)

## Admin

September 25: chhase (Forum Management Admin), rosmeme (Quality Assurance Admin)

## Resignations

September 5: WowCaleb, Look\_Dan (Staff Management), Twist (Staff Management)

September 7: SquirreIflight05

September 11: Camull (Forum Management)

September 22: emmilyy, Sailings

September 25: MASTS (Builder), Wanderer\_ (Forum Management Admin)

September 26: AyyNick (Recruitment)

September 27: inf3rrior81

## 1 Year Milestones

Hvbble: September 12, 2020

AlexTheCoder: September 16, 2020

Kaiven: September 26, 2020

affinity0: September 26, 2020

## 2 Year Milestones

Gooflt: September 7, 2019

## 5 Year Milestones

GuitarHero\_King: September 23, 2016

## 7 Year Milestones

Bunni: September 6, 2014



# Meet the Team

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**AGLThree:** Thanks to everyone, including my team and the people who read the Newsletter! It's been an amazing 2.5 years on the team as a writer/editor and 1.5 years as your Newsletter lead. <3



**Arjun:** Hey there! I'm the new Newsletter Lead. I'm an RC member and Sr. Recruiter/Manager, and I'm also on a couple of other sub-teams. Hope you enjoyed this month's issue of the Newsletter!



**Tortelett:** Just passed six years of monthly newsletters!



**Sophie\_OGrady:** Hi, I edit the newsletter.

# Meet the Team

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**Marzie:** For your safety, this product has been carefully removed from shelves and will be carefully disposed of.



**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.



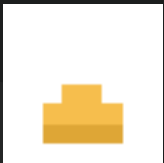
**neotheater:** <— recruiter, newsletter writer, quality assurance testing member, reports patrol person and ghirahim's number #1 stan.

# Meet the Team

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**WowCaleb:** Wow, it's Caleb! Let's pretend I didn't say that and start over - I'm a former Moderator and a Newsletter writer for over a year now. You'll most likely find me in my natural habitat playing Nano Games, or posting over on the forums. I also assisted the Recruitment team with deciding the newest faces of the staff team. 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:** goose admin



**aiirr:** Hey guys! My name is Alyssa, though most people call me aiirr! I am an editor for the Newsletter team! On Mineplex, you can see me playing either Champions Domination or Turf Wars. If I am not on Minecraft, you'll most likely find me playing Overwatch or doing school work for my last year of college!

# Meet the Team

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**ddgolfer:** Hey y'all, I am ddgolfer and I am a writer for the Newsletter! I am an ex-Forum Manager and was on the staff team for eleven months before my departure in January of this year. Now I spend my time wondering why I pay for so many streaming services but never have time to watch anything on them.



**Looof:** What's up! I'm Looof and I'm a writer for the Newsletter Program as well as a Spanish Translator and a member of Community Council. Outside of Mineplex I love playing sports and drinking Starbucks >:)