

MINEPLEX

NEWSLETTER



Issue 57
June 2020

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Community Idea Contributions, and more.

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From the Editor

Happy June! As many of you finish school for the year, I hope you can still take some time to enjoy yourself and relax. Like I wrote last month, find space to take care of your physical and mental well-being during these unknown times. It is always important to be a part of a community, and especially now, having people to talk to and who will support you is crucial. I appreciate each of you and your contributions to this community, and that you took the time to read through the June Newsletter. Hopefully you all will have peaceful and satisfying months!

On an entirely different note, some may have noticed that Impact Poetry is no longer running. This decision was made due to the dwindling pool of eligible submissions each edition.

We want to be sure that the contests are entertaining and enjoyable for all. Impact Poetry's lack of popularity suggested that its place in the Newsletter was not going to be sustainable unfortunately. The team is currently considering alternatives, but would be open to suggestions! If you have an idea, feel free to submit it in the Suggestions Box found in its corresponding article below.

As always, feel free to 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 the June edition of the Mineplex Newsletter!

Stay safe and take care of yourselves!

- **AGLThree, Newsletter Program Manager**

Community Idea Contribution

By V3riity

Have you ever found yourself with questions or suggestions for the Newsletter (NL) Team but have never been quite sure what to do with them? If you have, there will now be a designated place to submit them! While the team has already made the feedback form and the interview interest form, we are creating another new form: the Community Suggestions Box! This will be an improved version of the community-written article system and will allow the Newsletter Team to look into the ideas and interests shared by community members. We believe that this will make for a more effective way of gaining feedback and to learn more about what the community wants to be reading.

Here's how the process will work; community members can submit their article suggestions or ideas through [this form](#). Depending on the topic, NL writers may choose to collaborate with the individual(s) who submitted their idea and will receive their input and advice as the articles are written. Some topics may be more complicated

than others, so collaboration will be case-by-case, determined by the complexity of the topic, the advice of the individual(s) who submitted the form, and the writer's own discretion. Still, it is important to keep in mind that submitting a suggestion does not guarantee that the idea will become an article. NL writers will choose from the suggestions as they see fit and all ideas chosen by writers must be approved by the AGLThree, the NL lead.

Given that, if you ever have any article suggestions or ideas that you deem appropriate for the newsletter, now is your time to shine! Just fill out the form and save the link for any ideas you may have in the future. We aren't just here to throw information at you, but rather to work with you to create quality content that you want to see. We look forward to hearing from you and hope that this will help us strengthen our community as we move on!

Flamewar Procedure 2.0

By AGLThree

When a diverse group of passionate individuals with varying opinions come together to discuss certain topics, it can get heated. The Mineplex forums, home to a wide array of discussions, is no exception. However, there are guidelines to handle abusive arguments, otherwise known as flamewars, on threads. Over the years, users have noted flaws with the forums team's manner of handling these flamewars and the threads on which they arise. As a result, the forums team has introduced new preventative procedures and resolution strategies in order to better suit the nature of the Mineplex forums and the interests of the community of today.

As noted in the [update thread](#), users were originally concerned by a variety of issues with the forums team's methods of handling flamewars. Forum Moderators (FMs) and Forum Ninjas (FNs) were locking threads before flamewars had started if they believed that one was arising. A lot of forum users indicated their distaste in this method, and combined with the Reversing Staff Action rule, misunderstanding about the definition

of a flamewar, and a lack of knowledge on moderating certain rules, it became a commonly debated topic among forum users. The FMs/FNs took notice of community members' complaints and concerns on these issues and prepared a revamped system for handling these flamewars.

The priority of the new system is to keep threads unlocked while pursuing other methods of moderation to encourage users to contribute and allow discussions to run their full course. The importance of preventing over-moderation of discussion and the threads in which they take place has especially been highlighted. In order to moderate flamewars while also protecting productive discussion, the forum staff will now follow a procedure consisting of two parts: preventing and resolving.

In order to prevent flamewars effectively, FMs/FNs now have clear definitions and examples of what a flamewar is, such as but not limited to increasingly off-topic and rude messages. The forums team will be reply-banning users who are believed

to be instigating flamewars. Reply bans will at first temporarily prevent players from participating in the discussion on a specific thread, but will be escalated to a permanent reply ban on that thread if the user again begins to replicate their initial behavior. Typically, that user will receive a warning point, and an automated message will indicate that the warning was a part of “Flamewar Prevention.”

Unfortunately, not all flamewars can be extinguished with reply bans, and if discussion continues to spiral into a heated, abusive, and off-topic exchange, forum staff will have to pursue other courses of action, still with the intention of keeping the thread unlocked. Notably, FMs/FNs will not have the opportunity to be lenient once the two-part procedure is in the resolution stage, meaning that users who even slightly break a forum rule will be punished. This particular aspect of the change has sparked debate within the forum community, as past moderation of the forums has brought harsh warnings. Though adjustments regarding leniency have been made internally as of late, to some, the enforcement of some rules is still excessive, meaning that a no-leniency policy would potentially lead

to over-moderation during flamewars. If reply bans fail to effectively prevent a flamewar, the FM/FN who is handling the thread will post a flamewar notice warning users that a flamewar has begun as a last resort. If the topic still does not return to the original discussion, the thread will have to be locked.

Due to some past instances of inconsistent moderation and excessive enforcement of controversial rules, many members of the active forums community, especially those who have participated for many years, have developed an eagle eye for analyzing and critiquing forum rule additions and changes. Though the forums team has not always utilized the community’s input and applied it to make adjustments to its rulebook in the past, the new flamewar procedure seems to have been constructed using community feedback and will hopefully be further developed in tandem with constructive criticism from the community. Within the past few months, a transfer in leadership has already led to internal adjustments and updates being made, which hopefully will set a precedent for all changes regarding the forum rules and guidelines pushed in the future.

To hear more about the development of the procedure, its enforcement, and its potential future alterations, we have invited **Lionatthezoo**, a Forum Ninja who co-leads both the Forum Moderator team and mentors users on the FM team, to speak with us!

What exactly led the forums team to recognize that the past procedure to handling flamewars needed to be changed?

Lionatthezoo: The team has been aware of an issue for a while; the community was very vocal over the issue and the mentoring team was able to identify that there was an issue from the general moderation we see from the team every day.

What was your process for developing the new procedure?

Lionatthezoo: We mainly started with identifying what exactly the issues were. From there, we felt it was important to get feedback from the rest of the forums team as to how they felt about the current issues and what they would be happy doing going forward. From there, it was just a case of gathering the feedback we already had from the community and bringing all the

information together to create a new streamlined procedure

What do you think the advantages of this new procedure are? What concerns do you think the community might have about this?

Lionatthezoo: The main aim of the new procedure is to ensure that if a thread is being locked it is because all other avenues have been explored and nothing else can be done. Going forward, we hope that this will ensure that positive idea discussion can take place and that every topic of conversation is allowed to be explored fully. The hope is that any concerns that are brought to us are addressed quickly. With that said some players have raised concerns, the main concern is that the new use of Reply Banning would be abused to stop people from sharing unpopular opinions. The answer to this concern is quite simple: The forums team has no interest in stopping discussions which are controversial in nature. Our concerns lie with people being hurtful to one another. If anyone does see a member of the team using the new procedures incorrectly they are free to message me about it in order for it to be handled.

As the update has now had a week to settle in, are there currently any changes planned? How does the forums team plan on considering and potentially implementing community feedback?

Lionatthezoo: Other than some tweaks to the internal documentation to make it easier to read and understand, not yet. We are actively looking for feedback on the topic though, and when we do get more feedback, we will change it as appropriate. The forums mentoring team is constantly looking for feedback on all topics including this one. When feedback comes, we are more than interested in looking at the advice and implementing changes when needed. On the forums, you can make suggestions either in the forums discussion section or the website feedback section. Alternatively you can message any member of the forum mentoring team (Including myself or the forums admin).

As mentioned previously, paying attention to multiple opinions on the rule change is important, and we want to ensure that we are offering our readers a good perspective on the benefits and disadvantages of this new rule. In order to hear more about his opinions on the procedure and where

improvements can still be made, we have invited **ClassN**, a long-time forums member known for insightful opinions on many matters, to speak with us!

What were your opinions on how the forums team handled flamewars prior to this change?

ClassN: They were unnecessarily punitive with how they handled it in my opinion, opting to “punish” everyone on a thread by stopping the whole discussion instead of handling the individual people flaming instead. There were many threads on the topic on the Enjin forums that people felt strongly about, including me.

What are your initial opinions on the new flamewar procedure?

ClassN: I was initially very happy that a concern that I thought had gone by the wayside was addressed. The new procedure allows the natural flow of a thread to continue without the abrupt ending of it because of the actions of a few people, which is a big improvement. Reply bans are also preferable to warning points. Though, reading the announcement thread and the replies made me realize there were some red flags popping up, like a poor definition of flaming and the elimination

of leniency. Poor definitions create an environment where moderation is also poor, because the moderators are working with a faulty premise. As for eliminating leniency, that part isn't so bad in itself, because you do want rule-breakers to be dealt with appropriately; it more so raises concerns when coupled with the bad definition. You have the potential for people who aren't really flaming at all, but who may satisfy the criteria set by the definition, punished because there's no room for interpretation. That isn't to say these things will absolutely happen, but that they're possible side effects of the changes that proponents may not have realized at first (as I didn't).

What changes and/or clarifications would you like to see made to the flamewar procedure?

ClassN: I'd really like to see them clarify that a heated conversation is not the same thing as a flame war, and that the big thing keeping those separate is the use of personal insults. Lion touched on that in the thread but I feel that should be reiterated in the rules. Also, I'd like to see them clarify what their procedure is with flame war prevention, as that was a contentious topic in the past; again, this is noted in the thread, but it seems they have a similar process to that which was

being criticized beforehand, where if a conversation looks like it'll be a flame war, but isn't yet, someone can be reply banned. Maybe this is just a flaw in my understanding, though.

What changes to the forum rules/guidelines in general would you still like to see?

ClassN: The main change I'd like to see is finding a mutually agreeable way to handle post-boosting, because a blanket has been thrown on that issue since the public release of these forums. Other than that, it's small stuff like allowing people to talk serious topics on their walls.

Thank you to both [Lionatthezoo](#) and [ClassN](#) for taking time out of their days to do an interview with us! Hopefully their different perspectives offer you insight into the advantages and disadvantages of the new flamewar procedure. As the forums team indicated, feedback on this update and on the forum rules in general is important, so feel free to post on the [official update thread](#) for the flamewar procedure, suggest a change or share an opinion in the [forums discussion](#) subforum, or reach out to a member of the FM mentoring team!

Mineplex Nostalgia

By Spoiler

Mineplex has had a long history filled with various sorts of events over the years. Earlier this month, our team conducted a search to discover our favorite memories of Mineplex's past. We received many great photos, but there were only so many we could choose! The following are our best selections, in no specific order:



Taken by [Cheezburgerfan](#) on June 27, 2015: "I took this screenshot on June 27th when Mineplex broke the 40k playercount record. It was pretty cool being online for a historic moment."



Taken by Toki on January 31, 2015: “The first Staff Appreciation event that I attended! As you can tell, there were a lot of staff members there, including a rare Senior Mod BlueBeetleHD!”



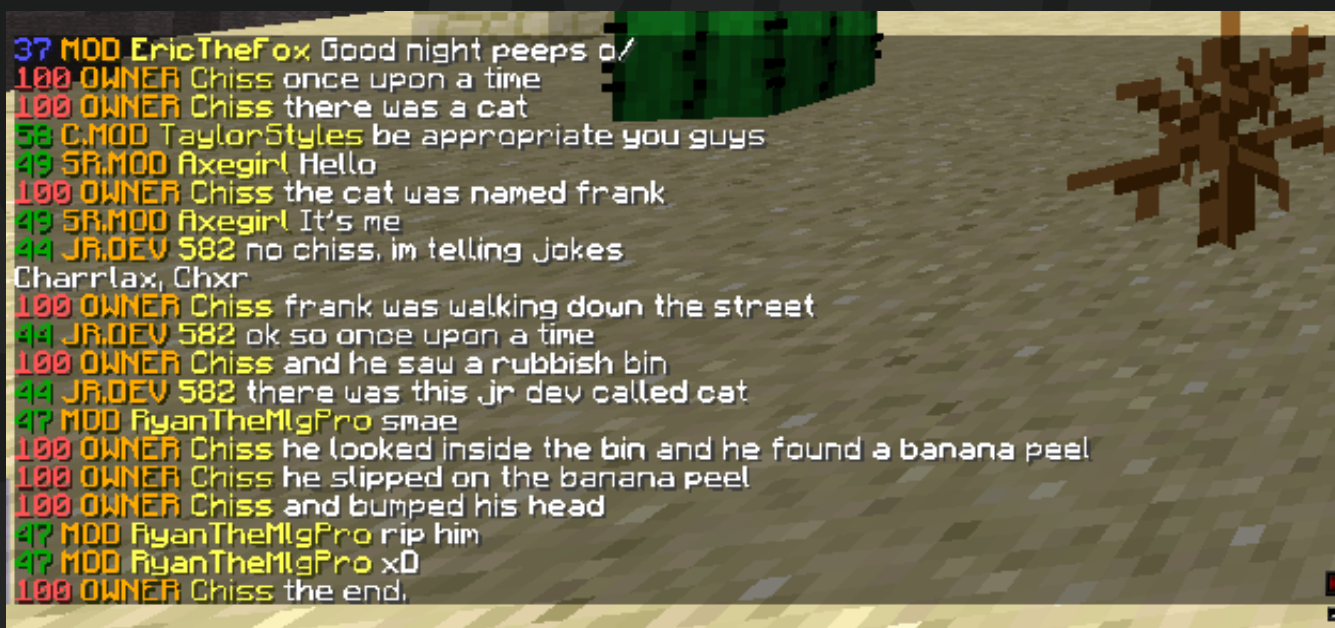
Taken by Toki on May 27, 2017: “The truth is out there; aliens walk among us.”



Taken by xSusieLove on April 1, 2016: “April Fools, I was genuinely confused”



Taken by xSusieLove on August 27, 2017: “Here’s a screenshot of me in Gem Hunters. I used to play this so much”



Taken by [wattywatty14](#) on April 4, 2016: "Chiss has a story to tell..."



Taken by [Wooooochie](#) on May 29, 2015: An image of Castle Siege during its peak! :)



Taken by **Calverin** on July 6, 2017: “Getting a fist kill in Skyfall... that was my favorite game on Mineplex at the time”



Taken by **souriant** during mid-2016: “The Ninja Turtle and Panda, together.”

Once again, we would like to thank everybody for coming together to submit their amazing screenshots. As we couldn't showcase all of them, feel free to check out everybody's submissions on this thread: <https://www.mineplex.com/threads/newsletter-team-currently-looking-for-old-mp-screenshots.122730>

SR.MOD Wolfayy

MOD NickInMyPocket

Caption the Image

By NeolnMyPocket

The sun is shining, the bees are buzzing, and 2020 is already almost halfway over. Summer is finally here! That's right, it's June! June is the month of Gemini, appreciation, and pride. While things may be looking tough now, there's always a light at the end of the tunnel, and we'll all get through these times together.

The sun is setting in the Wild West, and a hush has fallen upon the land. Tumbleweeds blow aimlessly across desert paths in the final embers of twilight. Two cowboys stand in the silent streets outside of an empty saloon. The air is chilling. The atmosphere is tense. A duel is about to go down, written in the history books forever... but what caused the duel in the first place?

For this month's newsletter, we will be presenting this image for everyone to caption.

Have a good caption for the image? Submit it here: <https://forms.gle/y5MZTKeLZ3qW4BhW8>

In May's edition of the Newsletter, we showed you some magical Mineplexian fairies who spoke in a language nobody could fully understand and asked if anyone knew what they were actually saying:



Here are our three favourite captions for last month's image:

NetheriteMiner: "It's all fun and games until someone goes down the waterfall"

Sven: "Okay everyone say cheese - TheBlueComet, what are you looking at bro???"

Wooooochie: "You guys look fresh like daisies..."

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 9: aiirr, AspiringMod, Camdino, SirDinkleBerry, Im_Shank, Squirrelflight05, Treyy, xCxmeron

May 23: ErikDaJuan, NuclearFury, Pakar, Sailings, ShipshapeMC, WeirdoFish

May 30: Emiliee, TheJoshXGames, iPod5, MiladKhan, oublisam, peahgdasdhj, YoungSavage220

Bedrock Trainee

May 9: 510bike, MaximumgameYT

May 23: Krkki, Lesot

May 30: CrimsonWolf852, o Melae, syrenical

Java Mod

May 2: FuzzyJunior, Klobko, PieorPi, unforgettable

May 9: Loofii

May 23: Btsy4U, EternalNate, Jxliee, Kippy_, Vytas

May 30: ItsFree

Bedrock Mod

May 9: Strafer303

May 23: xGetRekted

Sr. Moderator

May 2: WinteryOsprey38 (Recruitment)

May 7: GuardianInASuit (Forum Ninja)

May 7: ScarletBlood37, ZainM (Forum Ninja)

May 23: Goudge (Recruitment)

May 25: NickInMyPocket (Recruitment)

Builder

May 16: Arshaad_73

Resignations

April 19: Aluux (Builder)

April 21: Summmy (Builder)

April 25: CowHatake

May 4: Busjack5 (Clans Management), Toxcity

May 10: MCCharity (Builder)

May 14: ReKz Nz

May 17: dqrkmqtter

May 20: KawaiiLovi (Recruitment)

May 24: skarm

May 25: xSalted

May 27: Mwry

May 28: JYTG, Treyy

1st Year Milestones

May 4: Epicbuilder435, Reks Nz

May 18: Glamourized

3rd Year Milestones

April 14: AttemptOne

5th Year Milestones

May 1: zdemon98

6th 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, a CMP mentor, and an RPA member. I'm a Grey's Anatomy fan and enjoy doing ceramics. My true main goal in life is to get the Connect 4 gadget on Mineplex.



Tortelett: hi I made the pdf
Celebrating 7 years at Mineplex!



Spoiler: Hey I'm Spoiler, an 18 year old writer and editor for Mineplex's newsletter program. I am currently a freshman in university as a Geology major with minors in Geospatial Science and French Language & Literature. In the distant future, I hope to pursue graduate school. If you'd ever like to chat feel free to message me on the forums.



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!

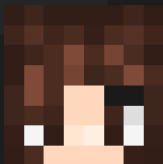
Meet the Team



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!



jxcb: Yo, I'm the GWENXPRT 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.

Meet the Team



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.



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 Bedrock trainee, and I am a member of 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!

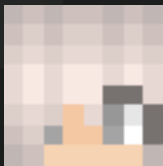


NeoInMyPocket: i regret this name change.

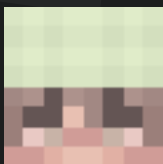
Meet the Team



WowCaleb: 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!



V3riity: Hi, I'm Ver (I have a complicated name history, you can feel free to use anything listed under my information tab ^-^)! I'm a community member here, the Spanish proofreader on the Translations Team, and an ex-Quality Assurance tester. I mostly play on Bedrock but sometimes I hop on Java Edition as well :) I like to make art and have played competitive soccer for most of my life, but my main passion is language study! ^u^



chhase: hi!!!! i'm chase, a mod here at mineplex, a member of the reports patrol, a forum moderator, 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.