

MINIPEPLEX

NEWSLETTER



Issue 80
May 2022

Event Squad and Community Management Merge,
April Fools Update Recap, and more.

In This Issue

Regulars

1 From the Editor

11 Staff Statistics

Features

2 Event Squad and Community Management Merge

5 Java April Fools Recap

7 Bedrock April Fools Recap

Contests

9 Guess the Staff Member

10 Guess the Location

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

From the Editor

Happy May! I hope all of you are doing well and are enjoying the warmer weather (if you're located in the northern hemisphere). As spring starts to bloom, many of you who are currently in school are most likely nearing the end of the semester which must be quite exciting! I know that things may be stressful during these times of the year with homework, exams, and more, but I hope that you all are establishing as good of a work-life balance as possible!

This month, we have several recaps for you regarding the April Fools update to ensure that you didn't miss out on any of the cool and interesting updates that came to Mineplex this past month! If you weren't able to experience the update for yourself, these reads will definitely provide you with great insight! Additionally, we covered an internal staff team change and of course, wrote our regulars.

Lastly, I want to mention that during certain months of the year, the Newsletter Team is particularly interested in pushing out articles relating to various unique topics! This is because there are a few months where there aren't many updates/changes to the network, giving us the chance to choose random, fun topics! If you have topics or ideas for us, let us know through the suggestions box!

If you have any specific inquiries in which you would like to speak with me privately about the Newsletter, the team, an article, or any other concern, you're more than welcome to and can do so through messaging me on the forums. Otherwise, as mentioned, you can always submit comments or feedback through our [official form](#) or on the thread. I hope you enjoy this month's edition of the Mineplex Newsletter!

Have a delightful May!

- Arjun, Newsletter Program Manager

Event Squad and Community Management Merge

By maevestarbaby

Last month, a great change for two big teams took place - the long awaited and highly anticipated merge of the Community Management and Event Squad (previously Event Management) teams!

EmmaLie, the Admin of both of these teams, expressed her goal to bring these two separate teams into one ever since she earned her position years ago. After all, they shared strikingly similar goals and values - interaction, feedback, and building that bridge between the community and the staff team, all boiling down to forming a welcoming, friendly, and exciting environment for both newer players and old-timers; a part of Mineplex that players appreciate and often mention when asked what is unique about the network to them.

The team is now plainly the Community Management team, with each member's responsibilities catered around both event hosting and feedback gathering. A few highlights of this

development include the disbanding of the Community Council subteam, less frequent events, a grander focus on tournaments, and internal feedback collection. All of these changes come with the aim to "cut out a lot of busywork", so they can "focus on stuff that really makes a difference", as per EmmaLie.

Due to the start of this new and interesting chapter, I asked two members of the new CoM, TheJoshXGames and Marzie, for general feedback on and experience with their freshly-gained responsibilities and title.

What do you think about the team merge and changes? Do you support the idea, or are you more of the opinion that the two should have been kept separate?

TheJoshXGames: "I was a huge proponent for the merge. When Emmalie originally brought it up I fully supported it, because it just made a ton

of sense. Pretty much everyone on CoM was in support of it. The CoM workload before the merge was very much cyclical, as we only had a lot to do after updates and the occasional update proposals. Merging the teams allows us to have a more steady work flow, but also alleviate the more stressful times after an update, as we have more members to collect feedback and share the work. At the end of the day, we were both community teams which needed more of a variety of work.”

Marzie: “At first when Emily brought it up I was very sceptical and semi against it. Only after realising that nothing would change really on our end besides just our name of Event Squad being changed to Community Management, merging the perms together and re-doing our previously messy Discord with a few changes for EA here and there. I do support the change though now because CoM previously didn't have anything to do and neither did it's subteam, so it just makes sense they merged back together as CoM just doesn't have too big of a workload anymore sadly.”

How has your workload and responsibilities changed? Is the work more time-consuming?

TheJoshXGames: “The overall workload has somewhat increased, as my CoM work before the merge mostly related to idea discussion, which I still take part in, but we are just getting started. While we have had a few events, most of the time since the merge has been spent on boarding all of our new EAs, which is mostly Bunni, so it hasn't been super busy yet. But I really look forward to being able to plan some events in the future, especially Bedrock events and maybe even a DE tournament.”

Marzie: “There wasn't anything new for us to really learn and we more so changed how often we'll do events and re-did a few things for EA and just revamped our Discord. Responsibilities haven't changed for me either. The biggest changes really happened with our subteam Event Assistance. We reworked almost everything about what they did and how they did it. Our biggest change as Event Squad was probably that we aren't doing weekly events anymore. As for it being more/less time-consuming: it's still the same amount of time as I put in before so nothing changed there.”

If you led Community Management now, what is something you would do differently?

TheJoshXGames: “We are a super close team and always have meetings to discuss changes, so it is somewhat hard to say, as I always feel my voice is heard. I think the biggest thing would be to have a more direct connection to development, so I can better communicate both the community's thoughts to development and what development is doing to the community.”

Marzie: “I don't think there's much of anything I'd change currently. I would have probably tried getting things done ASAP if I had to choose something. Other than doing things faster though there's nothing that comes to mind currently.”

The changes to the team sure are exciting and open up a lot of opportunities for the future. What do you think about the changes? Is there anything you would change yourself, or any particular event or tournament you would like to see? Read more about the changes and leave your own thoughts on the update thread [here](#).

Java April Fools Recap

By [joshuart_](#)

For this year's April Fools Event, we blasted to the past and enjoyed some of the most nostalgic lobbies, explored some old maps, and even revisited some classic ranks! The entire community was delighted to see these specific things return and was a nice surprise amongst them all!

When players joined Mineplex on April 1st, the most notable change was the lobby. Players were greeted with an iconic "NostalgicPlex" sign and as they ventured further into it, were surprised to see not one, not two, but four different lobbies! The lobbies from 2014, 2015, and 2017 all made a return, each housing their own unique flare that players were drawn towards.

This update also brought about a new Map Update! 30 maps were brought to Mineplex as part of this update for a limited time. 15 were geared towards nostalgia and the other 15 were aimed at "trolling". A good laugh was shared whilst playing these and it was fun seeing old favorites return!

Aside from that, our Development team went back to our roots and changed up the ranks. Some staff ranks reverted

back to their original colors and player ranks were altered also! All Immortal ranks were changed to Eternal including others which changed to Legend, Hero and Ultra.

I got the chance to interview one of the builders, Ocelotguyy, to get an insight as to what it was like both helping create the lobby and also what it was like experiencing it.

What was your favorite part about the April Fools Update?

Ocelotguyy: "My favorite part about the April Fools update was definitely the multiple lobbies combined together into one mega hub. I love the concept and think it was executed very well. The extra additions such as the Slimeball game in the 2015 hub really made it feel authentic and more interactive."

In the Hub, we had multiple lobbies to explore. What was your favorite hub and why?

Ocelotguyy: "I feel like everyone's favorite hub, to an extent, correlates with the fond memories they associate with the server when that specific hub

was live. My favorite hub was probably the 2016-2017 one as that's when I played Mineplex the most. Aesthetically speaking it was also a large step up from the 2015 hub while still retaining the Mineplex vibe, something I think was lacking in the 2018 rendition.”

If you could add one thing from the past to add it to this update what would it be and why?

Ocelotguyy: “I think it would have been really cool if all the old games in the form of NPC's and selectable icons in the game compass were re-added for the duration of the update. Including the

2018 hub somewhere would have also been nice but its style unfortunately didn't fit with the rest of the sky themed hubs.”

I would like to give a special thank you to Ocelotguyy for taking the time to answer my questions!

To wrap this article up, here's a complete look at our 2022 April Fools Hub. We hope you enjoyed this update as much as we did!



Bedrock April Fools Recap

By WinteryOsprey38

The date is April 1st, 2022. Reports are flying in telling us of giant chickens causing mayhem across Mineplex Bedrock. Sources at Mineplex HQ put this down to a failed science experiment, but the true cause remains a mystery...

First sighted in Block Hunt, the colossal chickens seemed to be turning the tables on the hunters, intimidating them due to their incredible size. Only a few courageous hunters managed to prevail.



Before long, the flock had also migrated to Dragons. Feeling threatened, the dragons banded together for one final stand. However, in the face of these mighty chickens, they were forced to retreat. The chickens quickly seized this opportunity to make their nests, and moments later they were wreaking

havoc upon the unsuspecting Dragons players.



Not only have these monstrous chickens flocked over to Dragons, but player reports are flooding in that these giant chickens have taken over the lobbies!



The scientists at Mineplex HQ worked tirelessly to bring the situation under control, until eventually the chaos was lifted on April 6th. An antidote was successfully formulated, mass-produced, and distributed throughout the server, shrinking all the chickens to their original size!

In order to gather thoughts on the event we asked DaPBillk, a Bedrock regular, a couple of questions.

What were your thoughts on this year's April Fools event?

DaPBillk: “I thought this year's April Fools update was a very welcome and surprising update! I thought it was really cool to see giant chickens all over Mineplex, whether that be running about lobbies or just causing havoc in Dragons. I was pretty surprised to see it for the first time. It gave my friends and I a good laugh and it was really fun fooling around as giant chickens!”

Was there anything you would have done differently?

DaPBillk: “In addition to something as silly as giant chickens being all over Mineplex, I feel that it would be amazing if there were April Fools specific maps released. Could you imagine playing Skywars but every single block is a dirt block? It'd be a really surprising change and I'm sure other players would agree. Maps aside though, I think it would be a really nice touch if each game was modified in some way in the spirit of April Fools. For example, what if everyone in Micro Battles had speed V or if the ground was inverted in Turf Wars? I feel like these would have been really silly additions for future April Fools updates!”

A big thanks to DaPBillk for sharing his insight. We hope you enjoyed this year's Bedrock April Fools event!

Guess the Staff Member

By Looof

You've arrived at the world-renowned: Guess The Staff Member! Prepare to take on this challenging game. Every month, a staff member is chosen to be featured. You get to play the role of a detective as you read through a short description and a few hints about the staff member. Once you've figured out who the staff member is, submit your response through the google form below! Remember, you can see a full list of staff at <https://www.mineplex.com/staff>

Description of the Staff Member: This staff member is a psychology major who has been on and off the staff team for over seven years. They enjoy skateboarding, drawing, and going shopping.

Hint #1: This staff member is currently a Sr.Mod

Hint #2: This staff member has been staff a total of three different times.

Does this staff member sound familiar to you? Take a guess here:
<https://forms.gle/M3ksgv2w3eLRWhzX7>

Last month's staff member was CloudyDay1234! Congratulations to our winner!

Bob16077777



Guess The Location

By ddgolfer

Flowers are blooming and the lilypads are happily enjoying their stay in the nice, warm water. With summer coming around the corner, this island would be a great place to hang out at. The island of flowers is surrounded by both sand and grass, but where could this be? If you think you have what it takes to find this concealed spot, then take a shot and submit your guess in the form below!

Where was this photo taken?
Submit your guesses [here](#).

Last month's image was taken under Larry The Slime's island where his hanging leaves are located! The coordinates of the photo are X: -77, Y: 69, Z: -110.

April 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

April 9, 2022: Knazamn

April 23, 2022: HazzerPlaysz

Java Moderator

April 4: Looof

Senior Moderator

April 6: aahadd, okRen (Forum Management)

April 20: qaslip (Social Media)

Resignations

April 13: siee

April 19: NuclearTM

2 Year Milestones

April 4, 2020: pwess

April 4, 2020: ShadowWolfZoe

April 11, 2020: Loofii

April 19, 2020: lan923

3 Year Milestones

March 23, 2019: qaslip

March 30, 2019: neotheater

April 20, 2019: Evgeen

5 Year Milestones

April 21, 2017: Marzie

6 Year Milestones

April 8, 2016: joshuart_

9 Year Milestones

April 26, 2013: Tortelett

Meet the Team



Arjun: Hey there! I'm the Newsletter Lead. I'm also a Sr. Recruiter/Manager on the Recruitment team, a Rules Committee member, and I work on a couple of other sub-teams. Hope you enjoyed this month's issue of the Newsletter!



Tortelett: ayy nine years



Sophie_OGrady: Hi, I edit the newsletter.

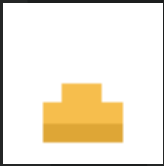


Marzie: For your safety, this product has been carefully removed from shelves and will be carefully disposed of.

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.



chhase: goose admin and editor



ddglfer: Hey y'all, I am ddgolfer and I am a writer for the Newsletter!



Loof: yea yea yea yea yea we paid

Meet the Team



joshuart_: Your friendly neighborhood Build Lead & Sr.Mod



maevestarbaby: hii i'm maeve, a physics student as well as a mineplex sr moderator and writer for the newsletter!



WinteryOsprey38: Hey, I'm WinteryOsprey38! I'm a writer for the Newsletter and a big lover of sushi