

This document will show how mojang chose to keep the community as uninformed as possible

It will show the complete ignorance of mojang on the highest communication levels.

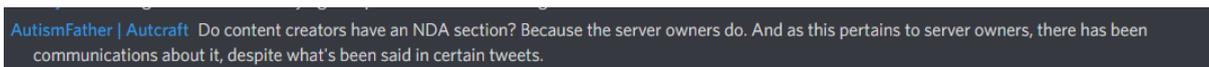
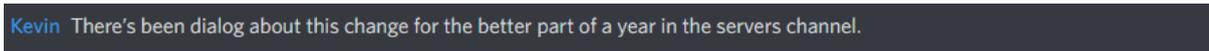
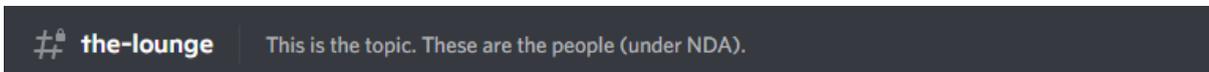
It will show how far some ppl are willing to go to get what they want.

June 15, 2022 Mojang releases snapshot 22w24a introducing “chat reporting” for 1.19 after full release!

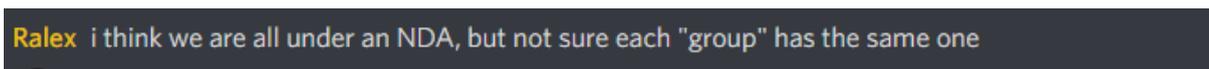
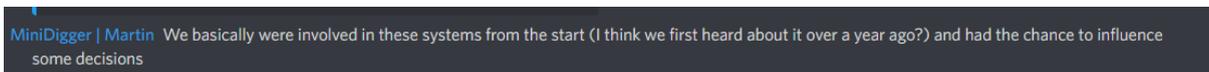
Pretty much instantly it became clear a large part of the community is not in favor of this and many were very upset.

While looking through feedback and discord we came across this and it got us instantly curious.

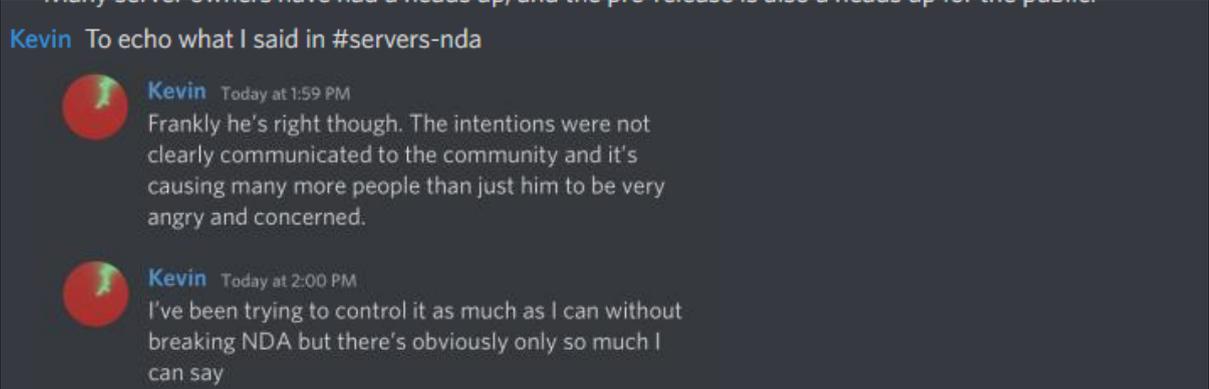
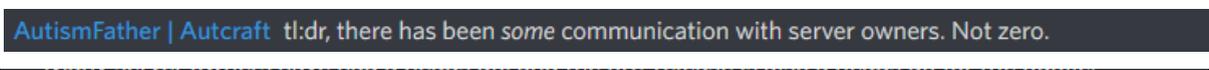
(FYI: loads of ppl have access to this channel, mostly not under NDA)



notice how this makes it quite clear that MS keeps different communities separated in their own discord using roles and NDAs, we will come back to that.



well no, not really.



AutismFather | Autcraft #1. We've been in on this for some time.
#2. Some server owners ARE THE BAD APPLES and can't really be trusted like that.

AutismFather | Autcraft Many of the people making the tweets and the videos are in this Discord and could have been Discussing it with Mojang too, instead of causing mass panic.

How so, just go back in time to January with the info we have today demanding access to knowledge we didn't have at that time?

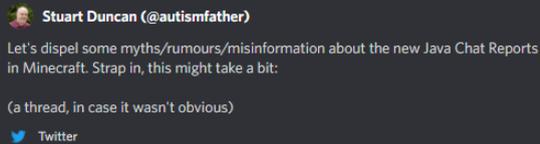
AutismFather | Autcraft It might not have been with everyone everywhere but not zero is... well, not zero.

We'd like to point out that there are 750k servers...

AutismFather | Autcraft Given the "discussion" in this channel a few hours ago and a lot of the misinformation and assumptions I see being made lately, I decided to share what I can in a tweet thread. For those of you with concerns or doubts in this chat reporting system, or are believing the worst, please do give me a moment of your time to read it.

I don't have a huge audience or much influence or anything but I feel like my perspective and opinion on this should be considered (along with many of my peers in the server owner role)

<https://twitter.com/autismfather/status/1545081520599273479>



leaving out the fact you are under NDA and in communication with mojang is a conflict of interest and makes all these tweets extremely biased. We also argue it goes against the core idea of dispelling misinformation.

let's up the stakes on that...

<https://youtu.be/68TPgOdXPw0>

YouTube
kennytv
Let's talk about Minecraft chat reporting

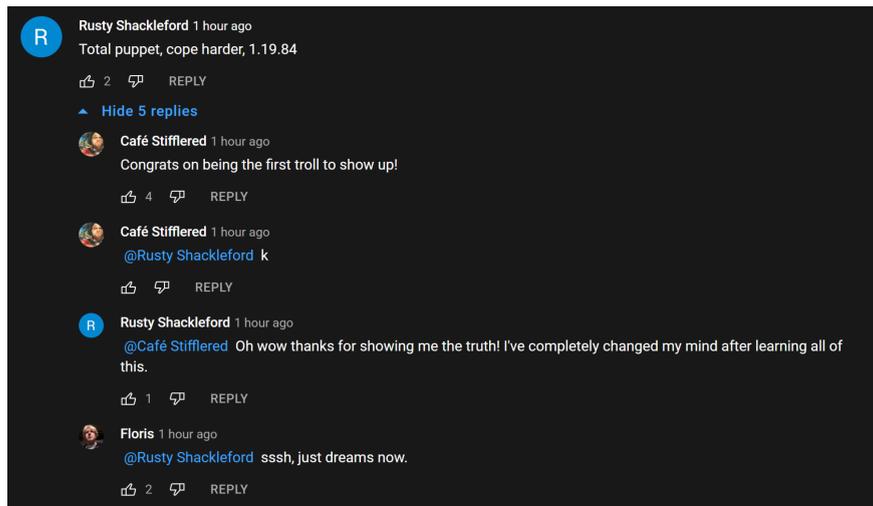
Nassim (kennytv) Fair, I can at least say who I am in the description
1
Choco | SpigotMC Just hide the fact that you're a Mojang employee maybe
1
Choco | SpigotMC Use a façade. Say you maintain ViaVersion or something
AutismFather | Autcraft Yeah, agreed. You have the technical and experience and even the inside track information to back up the things you say... as opposed to the other videos out there that just go off scary assumptions
People need to know that.
mdcfe | EssentialsX Had to happen sooner or later

Rusty Shackelford • 18 min ago
Total puppet, cope harder, 1.19.84
1
1

1 REPLY

Choco | SpigotMC inb4 it's one of you guys
stiffled LOL, imagine one of us starts acting like a troll and then strategically gets pounced on with facts and knowledge, then ends every thread with. "Oh wow thanks for showing me the truth! I've completely changed my mind after learning all of this."
SirKillian lmao

and ofc let's check the youtube comments (We caught this happening live!)



It seems like Mojang chose to have a small select group of server owners included in the process since BEFORE migration, ACTIVELY keeping the majority of players in the shadows, going as far as having people involved under NDAs. It's extremely clear to us that these ppl formed an "echo chamber". That some of these people actively spread misinformation themselves, stage comments and gaslight all opposition as misinformation, confusion, clickbait and fear mongering. These are all unacceptable to us and should be unacceptable for mojang.

The overall community reaction to chat reporting should make it pretty clear these ppl under NDA only represent a small part of the community. Were convinced if Mojang chose to be open and upfront about it we wouldn't have seen nearly as much pushback from the community.

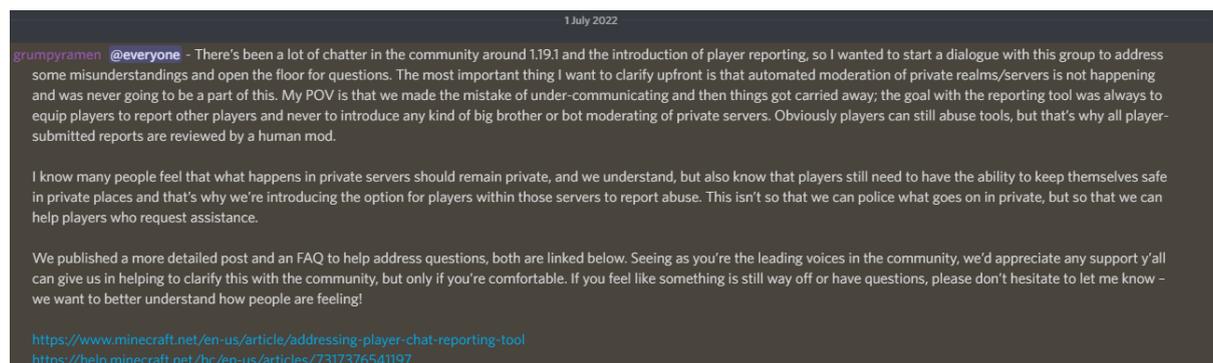
Now let's talk about how mojang chose to treat their content creators that are not under NDA and had absolutely no clue that mojang was communicating on a different playing field.

There was absolutely 0 prio communication to any content creators in fact only hours before chat reporting was first released Mojang held the creator summit...

We don't think leaving out chat reporting in the creator summit can be called an accident or miscommunication at all.

video-content-creators

a channel in the same discord locked to content creator role (afawk)



After almost 2 weeks of radio silence, this was the first time anyone from mojang approached their content creators. Nothing was ever posted regarding chat reporting in any of the other channels for smaller creators etc, only in this specific one. Continuing their select feedback process but that will fall apart here in the next picture.

There was an overwhelming amount of “contra” chat reporting feedback, concerns and fears by almost all of minecraft content creation in complete contrast to the lounges channel. Most questions and concerns were answered with shallow excuses and corporate talk tactics avoiding the actual issues followed by another 2 weeks of complete silence.

15 July 2022

grumpyramen Hi @everyone - wanted to circle back on the java player reporting discussion. thanks for the patience in me getting back to you - there have been a lot of conversations on the mojang side about what to do, how we've been preparing for the release, how to communicate things, etc and i wanted to have the full picture before coming back.

Community involvement & feedback pre-release: I know many of you have commented that soliciting feedback beforehand would've been ideal, and I found out this week that we actually did work with a "large group of server owners on this who are very supportive and have given us valuable feedback along the way." These server owners are under NDA, which is why we haven't heard from them directly, but some small changes and adjustments have been made based on their feedback.

Related, I wanted to bring up **the topic of opting-in:** I agree that in an ideal world we would've introduced this feature publicly as an opt-in initially before full implementation, but it was always going to something to be implemented on all servers in order for it to be effective. Unfortunately we're not going to go the initial opt-in route this time around, but that's because the team is confident that once we get it out there, people will see that it's not going to be disruptive like they're concerned about.

grumpyramen Overall we (Mojang) agree that the way this was communicated opened us up for a lot of confusion and misinformation within the community, and we're taking it as a learning for the future. A lot of crucial teams like community, social and PR weren't really in the loop, but we're working on a better process for future updates that includes more cross-team review. Another broad note I want to reiterate is that we don't WANT to ban players or go around throwing out punitive measures unjustly - this all boils down to giving players the tools they need to keep themselves safe.

Server owners on the other hand get bi-weekly meetings with Mojang

Ben (he/him) I guess just to phrase it directly: do you think there is a better feedback method that would let content creators feel involved/help and is there any way for us to support y'all getting that?

Ben (he/him) we have a 1 hour meeting every 2 weeks to at least get direct conversation

2 weeks later Mojang returns with this info (which at that point we had for weeks looking simply at the lounge's chat) basically letting them know all the feedback they gave never mattered.

and we'd like to point out their mental gymnastics a little bit.

1. It's extremely clear it wasn't a large group of owners, it most likely was a small group of large server owners and mostly server software developers.
2. There really hasn't been any underlying issues in communications between teams, considering over 1 year ago decisions were made to keep the feedback loop under NDA and away from the public and those decisions have been continued even after release of the system.
3. This situation was created by Mojang with full intent to keep it that way as long as 12 months ago.
4. Mojang to this day has chosen to keep the community mostly uninformed about all this and still tries to keep it that way.
5. Mojang keeps their different communities as separated as possible and only interacts with the ones they deem necessary to be worked on.