

Community Survey initial findings and thoughts

Latest Update | 10/12/2022

Frequency of jobs and building events.

Out of the survey it can be seen that the community is not completely dissatisfied or satisfied. It seems the majority of people would like to have weekly jobs. And looking at our current foreman team and active projects I believe that is achievable and to be aimed for.

The need for big build events shifts between monthly and quarterly. I believe quarterly is already difficult to achieve but it is something to aim for. As it takes quite some time to set them up.

Goal aim.

- Try to achieve 2 build days a year at minimum
- Try to aim for a job per week.

Building and texturing

It seems the community wants a bigger variety of building plots when they ask for it. I hope the new plotsquared world fills that need a little. It is difficult to promise a large variety of different build plots if there are limited projects being run. It is something I would like, but not something easily achievable.

It seems there is a need for building tutorials specifically with the dwarven resource pack and to a minor extent with the human resource pack.

Mordor seems to be the most anticipated area to work in. While Shire is the number one of places to be revamped.

The community generally knows who to approach for making textures but the actual interest in helping out is low.

Goal/aim

- More tutorials, with a high priority on the dwarven pack and tree's
- Promoting the texture tutorials more!
- Try to incentivise people more to help out with textures. Make texturing fun again!

Events

The majority of the community likes to know when events are being held in advance. They enjoy minigames multiple times a week as well as tours and PVP content. The community is generally happy with the current PVP maps and modes.

The community knows how to help out with events and who to approach.

Goal/aim

- PVP at least once a week, and make sure to notify in advance.
- Minigames at least once a week ,and make sure to notify in advance.
- Tours once a week, and make sure to notify in advance.

Information

The community knows where to find information about the server. Mainly get it from discord. They are generally satisfied with the updates they get and opportunities available for contributing to the server. The majority reads the times.

Goal/aim

- Keep using discord as the central information hub.
- Keep bringing out the times as is.

Role and satisfaction

The majority of the community seems to enjoy their role and feel supported.

New player experience is widely varied, how-to books stick out the most. New players seem to be somewhat confused about what they could do when they join the server for the first time. The community does feel they have plenty of things to do on the main map and moria. They find it generally straightforward to become a commoner.

The community would like an improvement on voting across time zones. Most would like to progress to a new rank.

People want more building events, value community and building very much, and would prefer us to focus on finishing the map before more revamps.

People know who to approach when they have a problem on the server.

Goals/aims

- Create a “better’ new player experience
- Improve voting in non european time zones
- Focus on build events
- Try and focus on finishing the map over revamps.

Link to the survey results:

<https://drive.google.com/file/d/1rQTnsFQubBKClqGz9QZXO9P5Gt1MFrFe/view?usp=sharing>
here link