EaseCation Network

EaseCation is a Minecraft multiplayer network with the goal to provide a fun and stable experience for Minecrafters. We span 30+ physical machines serving 1,000+ average concurrent players.

Screenshots







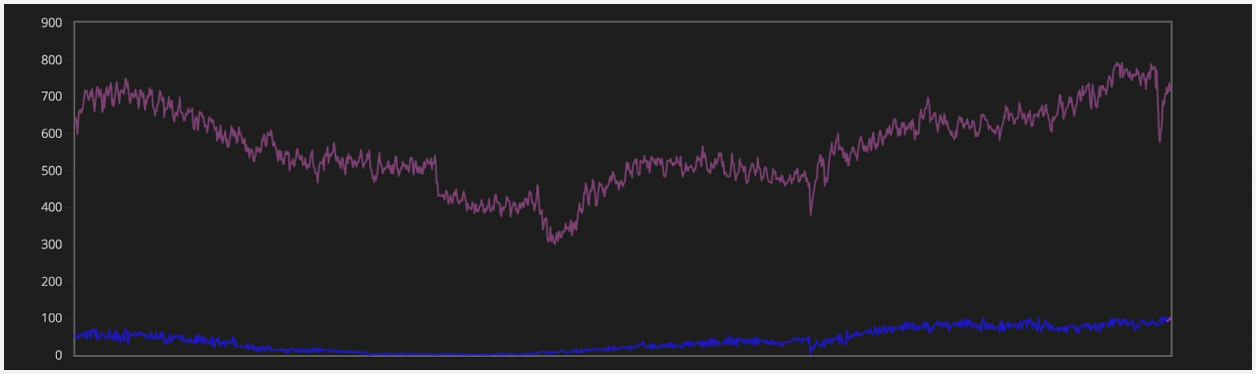




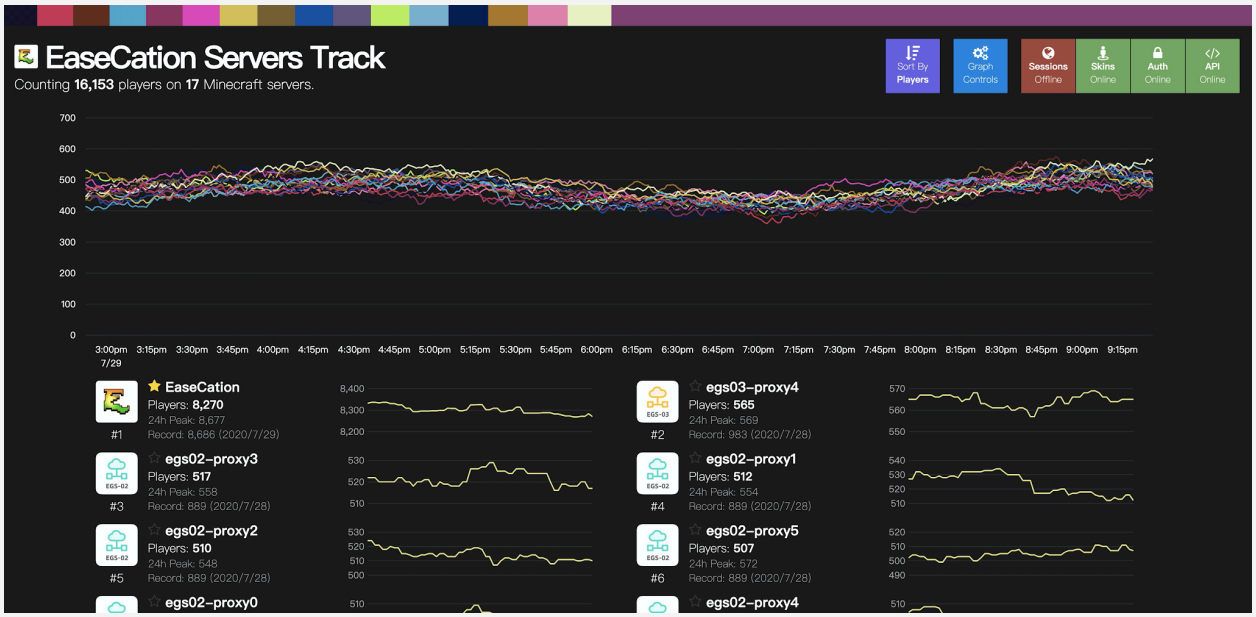


A glance at the EaseCation Network lobby, which includes the portals for over 30 mini-games, cosmetics settings, leaderboard, and more.

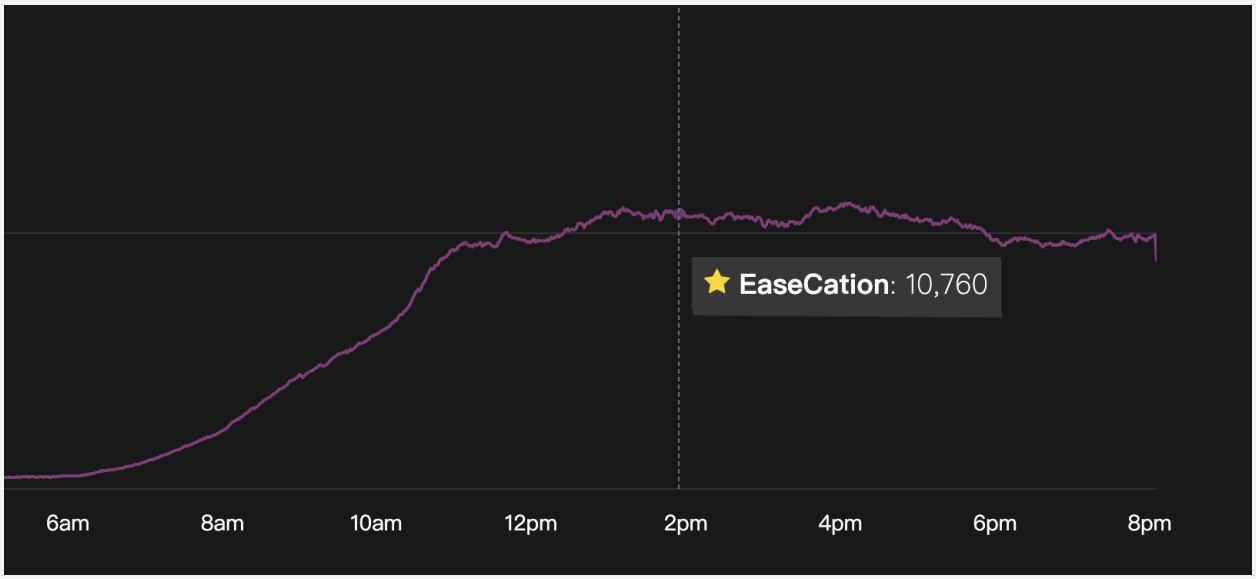
Statistics



In 2016, we had ~500 concurrent players at all times.



In 2020, we regularly hit 8,000+ peak concurrent players across 16+ proxy servers.



In July, 2020, we hit 10,000 concurrent players! :D

Milestones

March 15, 2015
Public beta release after months of planning, development, and internal testing.

May 17, 2015
During April of 2015, we had an average of 200 concurrent players spanned across 3 servers playing our two mini-games: The Walls and ZVS.

June 19, 2015
We announced our partnership with Instant Network (InPvP, LLC), bringing our mini-games to a larger scale globally.

December 2, 2015
We hit 1M unique registered players!

June 27, 2016
We finalized our renaming from FunCraft to EaseCation.

July 17, 2016
Due to rapid growth, we have rewritten our entire infrastructure and software to support thousands of concurrent players with minimal lag.

March 14, 2018
We announced our partnership with NetEase, Inc as part of the Developer Platform Program for Minecraft China.

August 21, 2019
We are registered as Shanghai EaseCation Information Technology Co.,Ltd.

To be continued...