

Roundtable between MCW Directors and Fandom Community Experience lead members:

@JT222: Director of Community Experience

@Antonio R. Castro: Lead Community Manager

@HeyTots: Community Partnerships Manager- Indie Gaming

@Idler: Community Manager for Anime wikis

1.

Q: TheSuperPlayer

About questions, I saw a interesting one on a thread channel:

Will we be allowed to have more than 3 separate namespaces, since Fandom restricts each wiki to having only 3 of them?. But Minecraft has 4 major spinoffs: MCD, MCE, MCSM, and the recent MCL -(From NineTreyBlud)

A: Antonio R. Castro

Regarding the namespaces, that's a general rule to be sure that our wikis don't ask for a lot of namespaces and they don't use it, it's a way to check that they need them and are organizing the content. But that's a general rule that can have exceptions. If you need a new namespace, even 5, ask to your Wiki Representative or me and we will create the new namespaces

2.

Q: Frisk

Hello! I'm Frisk – Administrator of Polish Minecraft Wiki, SOAP member.

My first question of a bunch I have.

What's the status of PRO alternative on Fandom?

A: HeyTots

There isn't an update there I fear. Current PRO is still maintained and I still run the reports monthly and keep that going, as well as manually give it to people who look like they need it still I am working with our teams on PRO and ad quantity on wikis in general. That's a big focus of mine.

3.

Q: Frisk

Well, while we wait for answer to my first one, guess gonna ask second:

How big do wikis have to be, to get assigned their Wiki Representative (obviously talking about English wikis)?

A: Antonio R. Castro

I will take this one while Tots is answering the first one haha. It depends on the resources, we would like to support all the wikis assigning a WR and a Community Manager, but you know, there are thousands of wikis hehe. Our commitment is to assign a Wiki Representative to all the wikis with more than 1M pvs per month. But it can change, for example, we are assigning Wiki Representatives to wikis with important releases in the upcoming months, or we are assigning Wiki Representatives during 1-2 months to specific wikis that are asking for our support. It's something dynamic. And sometimes we have to remove a Wiki Representative from one of the wikis because it's completely inactive... it's a complex system

4.

Q: Magiczocker

Hello, I'm magiczocker. I'm an admin on english and german minecraft wiki, SOAP member, former vanguard member and volunteer developer.

My question: Is fandommobile.css, which is only available on gamepedia a temporary solution and will be removed in the future?

A: see 8.

5.

Q: Frisk

Third one: In hypothetical situation where wiki community does not feel comfortable with communicating with their assigned Point of Contact, what is your suggestion? This is – assuming that for some reason regular methods (trying to talk it out or having a conversation) of mitigating that uncomfortable situation failed.

A: Antonio R. Castro

Good question, in the previous roundtables, some users were asking about the role of the Wiki Representative and the Community Manager. There are multiple channels and persons to communicate the problems. The first point of contact is the Wiki Representative, but we understand that sometimes we can have different points of view or there is a need to involve a third person on the conversation, in that case the Community Managers are available for solving any problem (the CM working directly with you or another one from another vertical, like @lder hehe). If there is a problem, you can always use Zendesk, and if the problem is with a Community Manager, you can contact to @JT222, and if there is a super important thing that has to be solved and all the previous persons can't do it, well, you can contact to Brandon. All of us are accessible in Discord, the wikis, Zendesk or even Zoom if it's really important. We are here to help you

Ah, and if you have a problem in the international wikis, you can always contact to Marc Philipp, he is the coordinator of the International Wiki Representatives

6.

Q: TheSuperPlayer

And also, could we have a preview here of the new theme designer? It would be useful to get prepared for it, and give feedback of how it may look or work

A: JT222

Hi! We can offer previews for sure. Are you a member of the Fandom Stars program?

<https://www.fandom.com/fandom-stars/>

7.

Q: TheSuperPlayer

Another questions I have, is about the upcoming mobile theme designer. I've heard that some wikis can opt-in for it. Could it be also for non-en wikis?

A: Antonio R. Castro

Ah, and there is something else to comment about this:

1. Yes, we are including international wikis, our translators are working on localizing the tool for the release

2. In your case, for MCW, we will need to check something else. You have Mobile customizations added via CSS, it will make a bit more complicated the test, so maybe we could need to delay the test of this tool for the wiki, but it's just a possibility, our engineers are working on integrating the CSS customizations for the test that we will start soon. Hopefully everything will work hehe

8.

Q: TheSuperPlayer

Mmm, is FandomMobile.css getting removed or will it stay?

A: Antonio R. Castro

GREAT QUESTION! We are discussing what to do with this page. Right now, we are working on integrating the CSS customizations in the changes that we are implementing via the Mobile Theme Designer. So there is a future for this tool hehe. But we are discussing if this should be extended to all the wikis, if we could open it again for allowing the edits as before, etc. If you have feedback (you have, sure) or want to show us good examples of how this CSS customizations allowed you to do great things and it was positive (or negative), it will help us to decide, so please, tell us

Additional:

JT222

We're also very curious in how people use mobile. Is it more aligned with the app or is it trying to recreate a desktop experience on a mobile device? Figuring out where the traffic is is very useful in how we can move forward with what we're available to offer.

Antonio R. Castro

To be honest, the impact of this tool is so high in Mobile, you know, and Mobile experience can be really complex sometimes. So we have to be more careful than in Desktop, but we are open to discuss it hehe

9.

Q: Kingcat

Hello, I'm Kingcat. I'm an admin the german minecraft wiki.

How about the wiki points? Will anything change there in the near future?

A: Antonio R. Castro

Not in a short term, as @HeyTots has said, but it's something that we would like to improve yes, and extend it to the rest of the Fandom wikis.

10.

Q: MetalManiacMc (en & fr)

Hi! I'm MetalManiac, editor on the English wiki and now admin of the French one

I have a question regarding the conditions of our de-officialisation

Microsoft has put restrictions on the wiki, any idea when they'll be removed? (ik it's not your role at Fandom but just in case you happen to know)

A: HeyTots

As I understand it those are standard fansite policy restrictions, so unless they make changes to those as a company it wouldn't likely change for the wiki individually.

11.

Q: MarkusRost

Hi, I'm MarkusRost - Administrator on German MCW, SOAP member, Star, former WM/WR of all MCW variants and creator of @Wiki-Bot

We are using the mobile CSS and JS mainly to make complex templates like the crafting grid etc work on mobile in same same way as they do on desktop.

Also related to the previous question, on GP wikis inline CSS is still included on the mobile view. However on Fandom wikis inline CSS is stripped. Now inline CSS is very important for us as it's required for our sprite sheets to work (background-position). Will inline CSS stay as well or might that get removed?

(Having inline CSS without Fandommobile.css would obviously be pointless as inline would just be used to get around that)

A: Antonio R. Castro

To be honest, I didn't know inline CSS is still included on the mobile view. But you are part of the Star program, are you going to be part of the Mobile Theme Designer test? In that case you can give the feedback directly to the engineers. Don't worry if you don't, I can ask them in one of our next meetings

12.

Q: TheSuperPlayer

Is there any expected date for when the mobile theme designer beta testing phase will begin? just to know

A: Antonio R. Castro

Yes, but we want to be sure everything is working and the CSS customizations are also integrated correctly before giving a date, @OishiiOnIno or Antonio (that's me) will keep you posted about that

13.

Q: Frisk

Are there any plans to lower amount of ads visible to visitors, or at least minimize how obtrusive they are? Is that even a goal Fandom would consider?

A: JT222

User experience and satisfaction is definitely a concern. Our ad team is aware (promise!) of the ad experience and is working on ways in which to better integrate the ad experience (a must of being viable on the internet) and the user experience.

For instance, the new video products (yay for early adoption) are proving to be a productive meeting in the middle. But that's just one (sort of) example. It's top of mind. Please know that. And there's been a slight change to the ad experience of late that we've gotten some good feedback on.

14.

Q: Sonicwave

Hi, I'm Sonicwave, EN admin. Finally managed to think of a question or two: Are there solutions to allow for improved communication with unregistered/IP editors? Currently they don't receive notifications which makes it hard to properly communicate, and even the talk link has been removed from certain pages.

A solution sometimes used on other wikis is to temporarily block them for a few hours until they respond or acknowledge the message, which IMO is far from ideal. On a "complex" wiki like MCW I think proper communication is important to avoid misunderstandings and work towards a common end goal, and IMO being unable to properly communicate with anons defeats a lot of

the purpose of allowing anon editing in the first place, if edits other than simple error fixes could lead to a conflict

Frisk

Chipping in on this one as well. Perhaps very subjectively, however I see the shift towards exclusion of logged-out users from wiki participation (most notably removal of IP participation in some elements of Fandom Discussions). Thankfully, so far, Fandom seems to stick for inclusion of all wiki users - logged in or not in editing activities of the wiki (compared to some other wiki farms cough). Is inclusion of anonymous editors still a goal/priority/consideration at Fandom and is this (lowering the barrier to participation) a kind of philosophy you aspire to adhere to in the future?

A: Antonio R. Castro

I was going to say that we have the Sitenotice, but I see your point, you are talking about leaving messages to anon users directly to them, inviting to create an account or explaining why we reverted their edits. I saw the same feedback from Wookieepedia in the past. While other wikis prefer to block anon edits, there are others that see it as a chance to have more users. Yes. I will include your comment into the General Feedback sheet that we have, and will indicate that this is coming from two big wikis

And yes, temporarily block users isn't a good solution, I agree

A: JT222

The onboarding experience for all users is something that we're working on now and hope to very much lean into in the coming year. Wikis are for all. Access is for all. Fandoms are for all. We want to ensure we're maintaining a platform for all.

Frisk

Just to make sure, by "all users" you mean those who do not create an account on Fandom as well?

Antonio R. Castro

Yes, and I have to confess that I'm already analyzing the onboarding process and how it is affecting our wikis hehe So this feedback is very welcome

Logged in and logged out users, yes

15.

Q: MarkusRost

Considering the selling of DnD Beyond and other former Curse Media properties, is Fandom still seeing additional revenue streams besides the wiki sites? If so, what are they?

A: HeyTots

For one there's Fanatical

Lder

I'm outside a conference room that's hosting a Screen Junkies pitch meeting right now, lol. Even if they're pretty integrated into the Fandom brand at this point, I believe mentioning them is still in the spirit of the question.

16.

Q: Kingcat

how many page views are there in all mcwikis?

If I may ask. (not my question)

A: Antonio R. Castro

Wow, that's a good question, probably you can find that info by checking the Special:Analytics page in your wikis, but if you want something more specific, give me a timeframe, info that you need, and I will try to find the info

MarkusRost

last 30 days / August ?

Special:Analytics is hard to check when you are admin on only one wiki ;D

Kingcat

~~maybe the last 4 weeks only page views~~

Feel free to leave additional questions or feedback here or reach out to the Wiki Representative (OishiiOnIno#6749 on discord)! Thank you!