

The Resetti Effect - A post about encouraging community and credit in YouTube Let's Players

By Sparks

Community and credit: The problem

If you are not a map creator in Minecraft then you might not know this, but if you are, you almost certainly DO know; There is a problem with credit in our community. Map creators making minigames in Minecraft spent hours, days or even years working on their projects, which are then released free to the community to play and enjoy. There's a pretty big community around the creation of games in Minecraft and people have been making minigames like this more or less since the game first came out.

People make minigames in Minecraft for many reasons, including but not limited to fun; self promotion; self profit and advertising a third party. The first two are probably the most common. We want to have fun, we want the pleasure of seeing people enjoying our hard work, and we do it mostly for the satisfaction of seeing people enjoying something we created. Lots of content produces and regular players alike have played maps created by the community with some Minecraft minigames reaching past the million mark in download count.

Video content creators usually complete a symbiotic relationship with minigame content creators - video makers get something cool to play and they can make money off of the advertising revenue on the videos if they wish, and the mini game creators get to watch people play their game, get feedback, spot bugs and see awareness for their game raised so more people will play it. This is true of many games, not just Minecraft.

However there are a few video content creators on YouTube that don't play fair. They will upload the content, but they won't link to your map so that others can find and play it, they don't give credit, and sometimes (rarely) they'll try to claim the map as their own. Shockingly this isn't limited to small channels run by young people who don't realize what they are doing, it extends up to some of the largest YouTube channels out there, who will repeatedly play minigames and leave no credit information at all. Ignorance is not an excuse as they've been called out on it on social media, in the comments and even via instructions at the start of the map themselves.

What can we do about this, where a combination of the current culture, and simple ignorance lead to an under-appreciation for minigame creation? I'm sure it isn't asking too much for a little credit in exchange for our hard work, and in general content creators are more than happy to

help out - after all, we're making them stuff for free that they can turn into a profitable video, right?

Mr Resetti

Let's step out of Minecraft for a moment and take a look at a console game series by Nintendo called Animal Crossing. It's a fantastic game that, like Minecraft, kind of sits outside the regular genre definitions and Animal Crossing has a very ingenious way of dealing with cheaters.

If you mess up in Animal Crossing, you can turn off your console without saving to lose your failed progress - just start again from your last save point and you're all set to avoid repeating the mistake you just made. However, while Nintendo can't stop you powering off your console, they sure can make you regret doing it!

Enter Mr Resetti. Here's what the [Animal Crossing Wiki says about him](#):

“**Mr. Resetti**, is a mole that appears in all the *Animal Crossing series* games. His job is to make sure that all **players** save continuously throughout gameplay. The more the **player** resets within the Animal Crossing games (or turns off the power without saving), the harsher he gets, so people must make sure that they save their game.”

Mr Resetti is a genius idea. The game remains yours to play, you can still cheat if you're willing to pay the price, but he makes sure you know you shouldn't be doing that. Let's look at some of the best aspects of his behaviour:

- His lectures about resetting start off short and mild - if you did it by accident or your batteries run out you know you need to be more careful, but **you don't feel like you've been accused of something.**
- “**Good**” **players will never see him.** He is an obstruction to gameplay that only appears to players who may be in need of his advice.
- His lectures **try to persuade the player** that there's a better, more fun way to play (accepting that mistakes are part of life).
- The time you are forced to spend listening to him is a **deterrent that gets stronger each time.**
- **He doesn't force you to do anything.** There is always the CHOICE to continue playing as you are, he's not going to outright stop you so the players retain a full choice in a game that is essentially theirs.

Learning from and using this effect in Minecraft

Nintendo's problem is people resetting the console without saving. Ours is a lack of credit from certain players of our maps. However the bullet points above are all things which can be applied to our own problem.

My suggestion for a system (which I would like to build) is a simple to install "room" that can be added to any map via schematic or compressed-command installer which a map maker can drop into their map. Members of the community would pool together to create a blacklist of player names for users with a history of incorrectly crediting players.

The blacklist idea itself isn't a new one, but I would propose that a "strike" count is added to their name. The blacklist and room download would be available from a central source along with an up-to-date line of blacklist command blocks. When a player logs in to a map for the first time, if they are on the blacklist they will be teleported to the room which will then begin to play out one of several interactive "tutorials" politely informing the user about content crediting with some generic, pre-scripted text.

Once the tutorial is complete, the player is able to leave the room and the game continues as normal from then on - they won't see the box again.

What's good about this system? (How creators and producers benefit)

- Innocent users will never be bothered by the system
- Will be easy to add to any map and have very little performance impact
- YouTubers with credit issues in their past have a chance to inform themselves, but aren't actually stopped from playing the map
- The player's strike level allows us to get more serious with them if they continue to impolitely sponge off of creators

What's bad about this system? (Challenges and issues)

- Many map creators need to participate in order to make the system effective
- A blacklist needs to be maintained and moderated on the source website.
- As blacklists change, older maps will not be in synch, creators would have to provide updates to the blacklist commands retroactively.

The impact of this system would depend largely on the wording used in the tutorials and the widespread implementation by many creators, but if done right, I feel like it could be a way of bringing map creators closer together, encouraging them to support each other against map misuse, and to provide a cultural shift within the community itself towards giving credit by encouraging the less generous video makers to take that small step to give something back.