

2024 2b2t Census Results

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Introduction

Hello 2b2t! Here are the long-awaited results from the census taken December 2024 - January 2025! This year's Census has had an all-time high response rate of 780 answers total, including as close to the entirety of the community as has probably ever been involved in a single project. With the survey translated into 4 additional languages, and the cooperation of nearly *every* group, project, and community hub, this Census represents the most comprehensive set of data concerning the 2b2t player base ever collected.

Myself (Joey_Coconut) and LegendBake can't thank you all enough for the incredible participation this year, and also for your patience in allowing us to finish this in as thorough and accurate a manner as possible.

As an important starting note, we rehashed many of the questions from the previous census to allow proper data analysis to occur in this document and in the future, and so there may not always be direct comparisons to previous years on some of these questions. Without further adieu, let's begin!

Sampling Background

Firstly, some background. A total of 780 responses were submitted, with the breakdown as follows:

Overall Responses

- 740 accepted (94.87%)
- 40 rejected
- 780 total

English Responses

- 626 accepted (94.84%)
- 34 rejected
- 660 total

Russian Responses

- 42 accepted (93.33%)
- 3 rejected
- 45 total

Spanish Responses

- 31 accepted (100%)
- 0 rejected
- 31 total

Chinese Responses

- 30 accepted (93.75%)
- 2 rejected
- 32 total

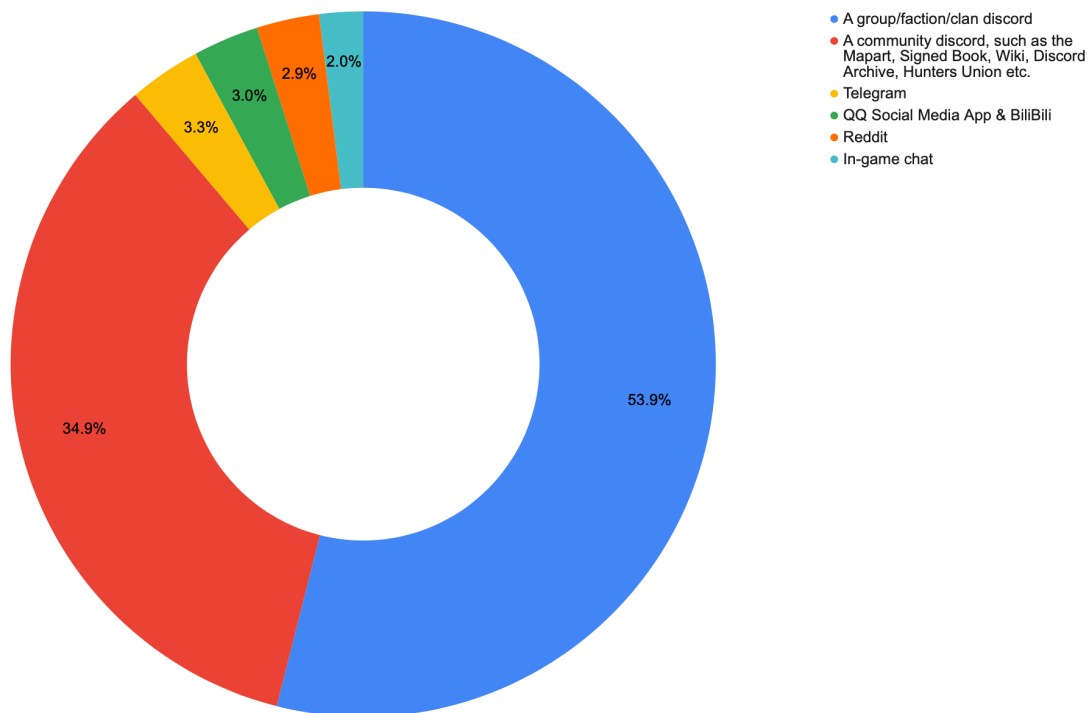
Turkish Responses

- 11 accepted (91.67%)
- 1 rejected
- 12 total

For every 20 responses, ~19 were accepted and validated. The other ~1 of that 20 (amounting to 40 responses throughout the dataset) represents rejected responses, most of which were blanks or duplicates, with the remaining few being surveys that were filled in totally unseriously to the extent that no usable data could be derived from them. The acceptance rate is surprisingly consistent across the different versions of the survey, although shout out to the Spanish-language community for being awesome about filling the survey properly 100% of the time!

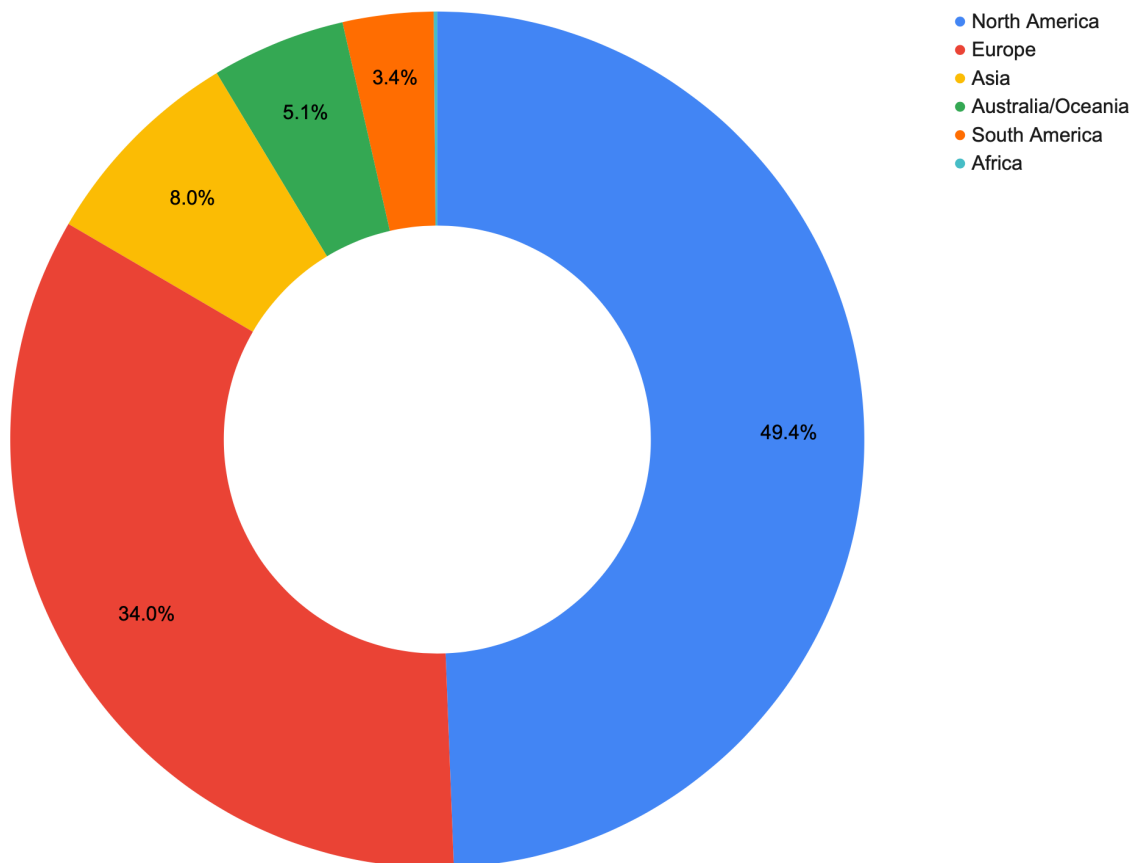
How did you hear about the census?

I rehashed this question from previous censuses, so there is not a direct comparison from last year. What's pretty clear is that this year's census was largely advertised through groups' discord servers, with most of the remainder being through various community discord servers. The 2b2t community by and large uses discord, although there are caveats to this. For instance, the Russian-speaking community appears largely to operate through Telegram, while the Chinese-speaking community has a strong presence in the QQ Social Media App and Bilibili.



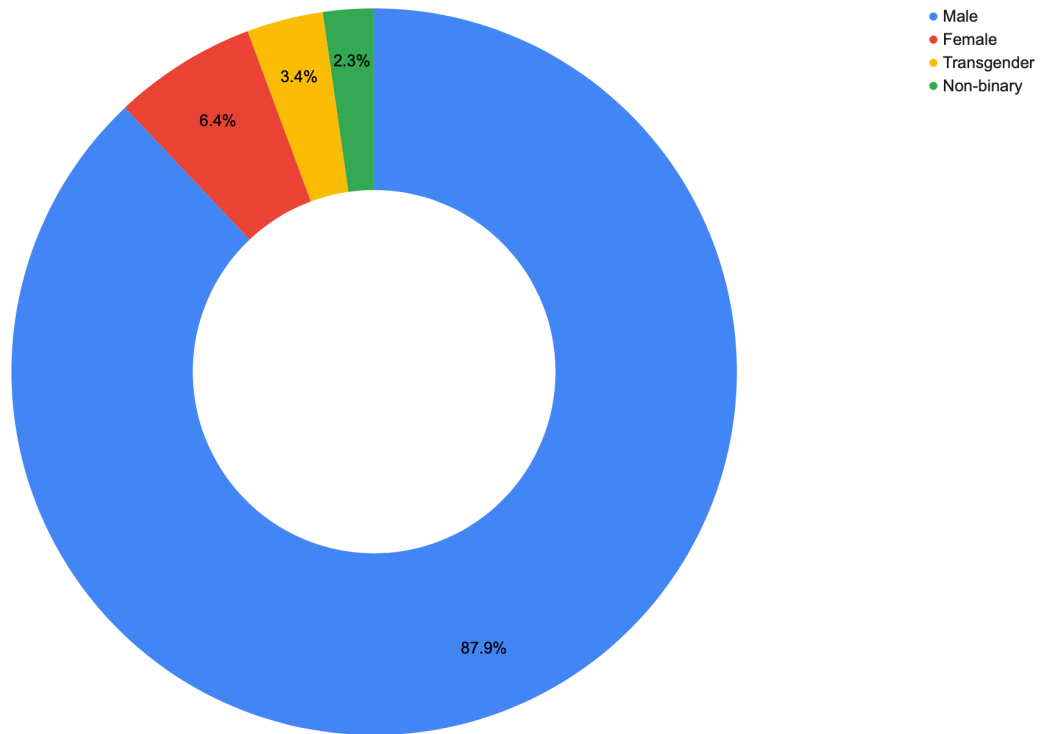
On what continent do you live?

To the surprise of probably no one, the overwhelming majority of 2b2t players reside in either North America or Europe. The greatest change from last year's data is that North Americans represent 7.9% less of the chart than they did last year, with the corresponding 7.9% increase being shared evenly between European and Asian responses - this can probably be accounted for by the translation of the census and corresponding increase in responses from non-english-speaking localities, and is likely not representative of some major demographic shift occurring in the past year. Shout-out to the single respondent confirmed to be from Africa.



What gender do you identify as?

The results this year are likely the same as last year, although there were several additional responses added this year so that anyone that is neither male nor female is not simply grouped into an 'other' category. Outside of this change to answers, the rest of the data is nearly unchanged - males represent an overwhelming 9/10 people within the community.

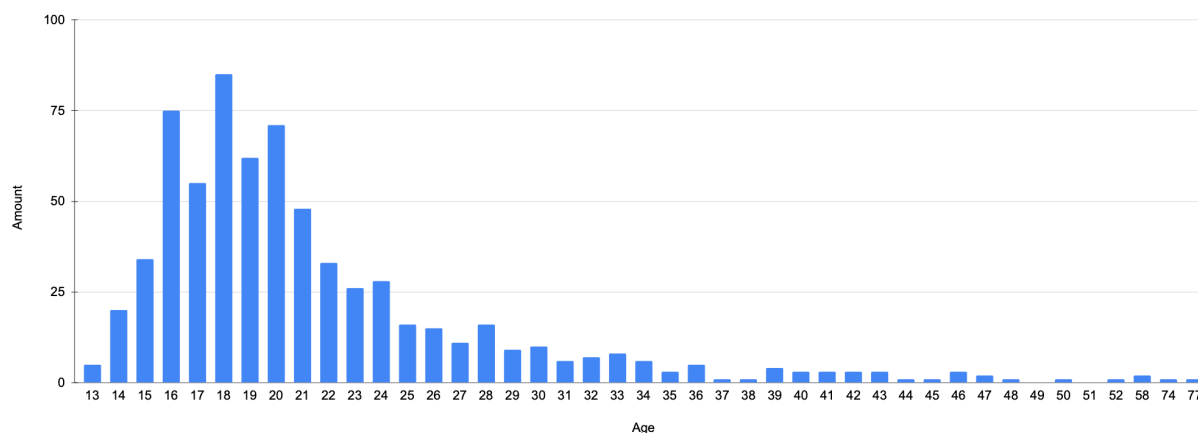


How old are you?

The data here was a major surprise: a clear majority of players are adults.

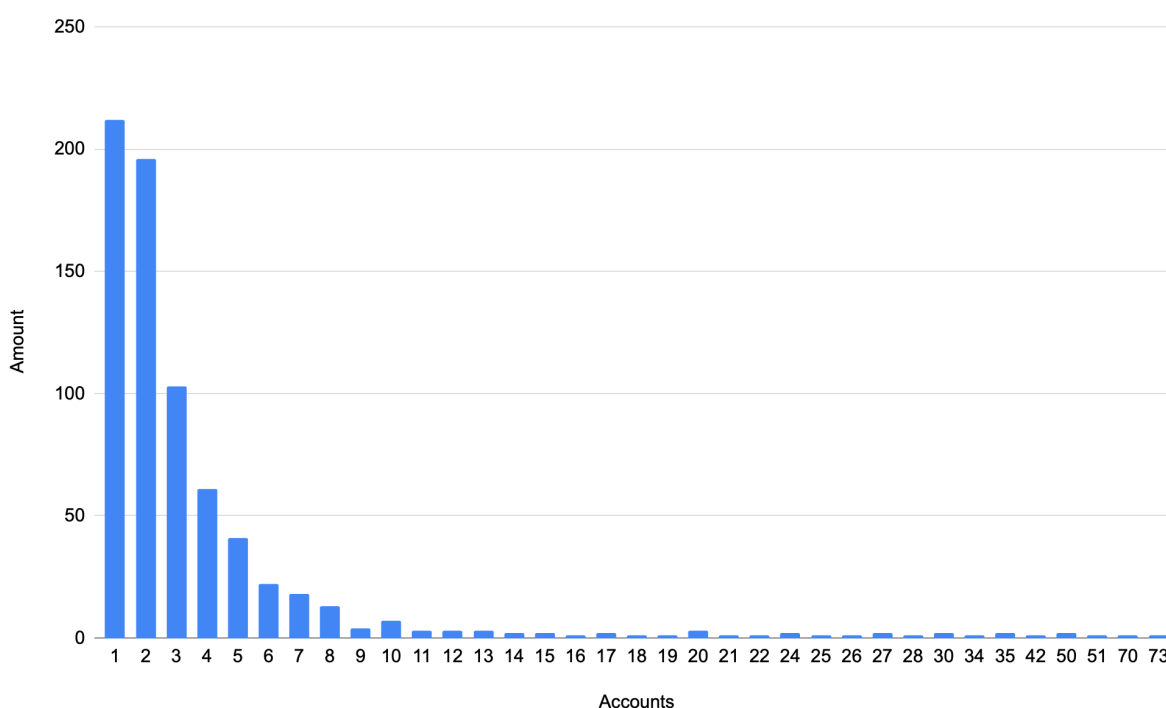
Based on significant spikes in the 16 and 18 baskets, I'd not be surprised if a fair few people are inflating their ages as the otherwise consistent trend within the data is broken in those two spots. 16 is the minimum age to join most groups, whereas 18 is the age of legal majority in many countries, so these spikes *do* make sense as players below these ages are incentivized to lie in order to participate in the community at all. Similarly concerning, some respondents' reported ages are as young as 13. An alternative analysis, however, is that people aged 17 and 19 are more likely to have significantly less free time available as a result of things like graduating high school, applying for/starting at college, and entering the workforce. As to what *exactly* is going on near the peak of the data, it's difficult to say, all that can really be said with certainty is there's some sort of disruption to the trend. My best guess is some level of both of these things are the cause.

Even so, it's clear most of this server's regular community is adults, with a huge upward skew within the data representing a large majority of responses. The range of the data overall is 64 years, representing people with birthdays from 1948 - 2012. On the upper end of the data, there are several players in their 70's. I conducted a manual review of anyone reporting an age of over 60; after looking into and sorting out the various joke responses of '69', I found that, interestingly, no respondents were actually in their 60's, with only a few in their 50's, either. Sorry to all the totally real 1,000,000 year olds and 420 year olds not represented in the data!



How many Minecraft accounts do you directly and fully own?

I modified the answers field from last year's survey so that it didn't group together all responses of more than 10 accounts, and we've confirmed our theory from last year - this chart is an almost perfect logarithmic graph, although there is a notably higher number of people that own 2 accounts than would otherwise be consistent with the trend in the data. There are strong gameplay incentives to owning a second account (for activities like ender pearl loading, traveling, or base hunting), that diminish rapidly with the addition of each account and coincide with a proportionally rising cost to owning more, which explains that jump in the data. Every response in excess of 10 accounts was manually verified.

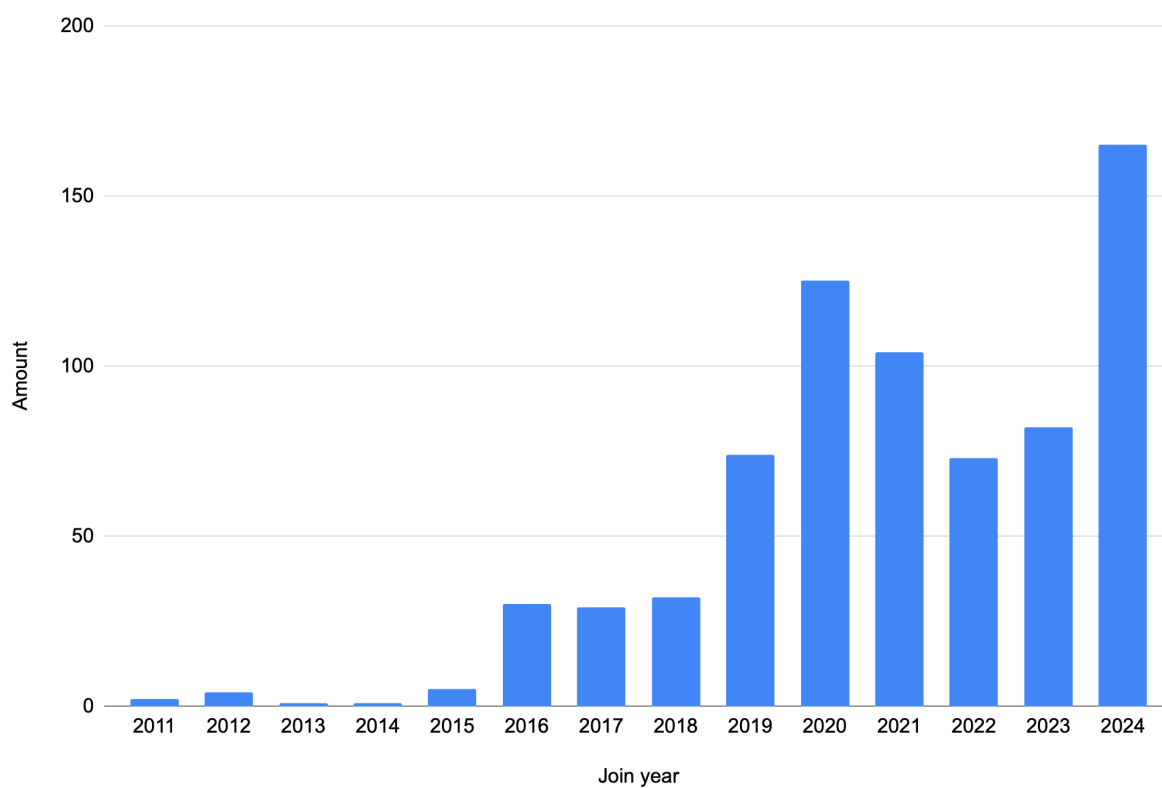


In what year did you first join 2b2t?

The data here is another big surprise. In years past, the trend has generally been the same - a small bump in 2012 for when many of the original long-term regulars first joined, another small bump in 2015, a medium bump in 2016, followed by a decline in 2017 and 2018, and then a huge escalation in 2019 that continued to present-day (with the exception of a large drop in 2022). Now with the passage of time, doubled overall participation from years past, the addition of responses from 4 other languages, and a manual check of all 2016 join dates and prior, and the graph appears to be rather different.

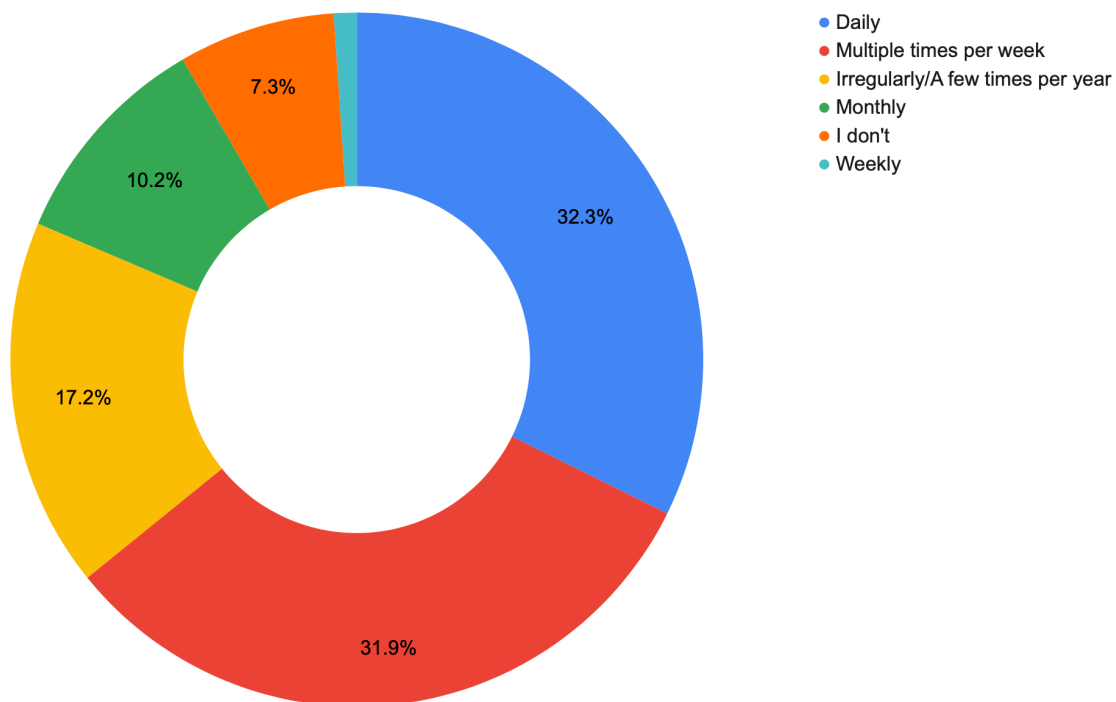
The small bumps in 2012 and 2015 are still present, as is the escalation in 2016. The difference between the numbers represented in 2016 vs 2017 and 2018 is even less this year than it was last year, continuing a general flattening trend as the oldest in the longtime playerbase slowly exit the community. It is quite strange, given trends in past years, to see the difference between 2016 and 2017 shrink as to now be so negligible.

While data for 2019 join dates and previous are pretty consistent with past censuses, the numbers representing 2020 join dates and onwards now look totally different. The various locations the census has been advertised in years past seem to have been populated disproportionately by 2019 joins and previous, meaning the data likely missed many newer players. This coincides with when the Society Project (the previous runners of the census) began to go inactive in-game, and gradually became detached from the wider community. While there was a slight increase in responses of 2019, the 2020 count has nearly doubled. This increase in participation is similarly pronounced in all following years. The outreach conducted this year by the Census Bureau involved many newer groups and community hubs which enabled many more newer players to be reached. Another change to trends in data with the increased sampling is that 2020 now has noticeably more responses than 2021, where in the past they were nearly equal. 2022 still has a noticeable drop compared to neighboring years, perhaps due to a lack of major content creation in that period. Last but not least, recency bias, 2024 has the highest numbers, as the data was collected in 2024.



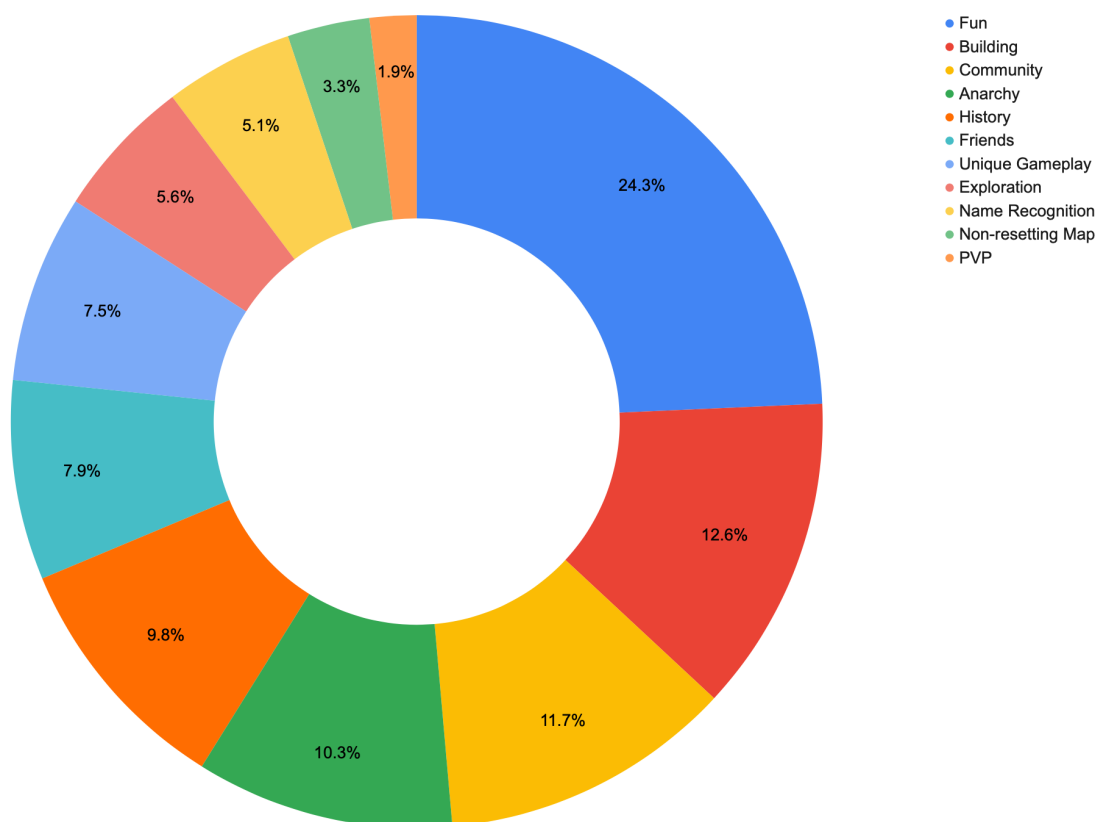
How often do you play 2b2t?

The vast majority of respondents play 2b2t regularly, with about $\frac{2}{3}$ of them playing on at least a weekly basis. There's not much more to be said about this as a regular player is certainly more likely to fill out the census than a non-regular player.



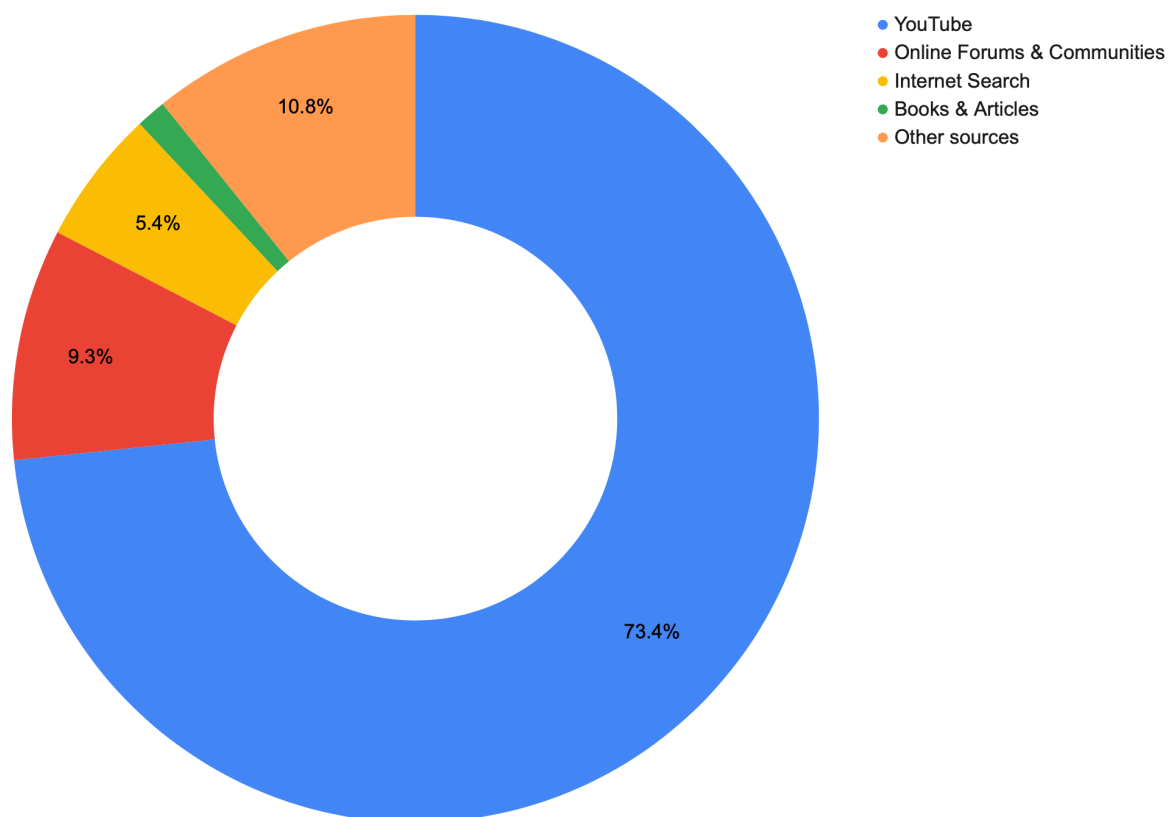
Why do/did you play 2b2t?

I hope that 100% of that graph plays for fun and that the top result to this question is more so that many people have no specific reason beyond general enjoyment. What is pretty clear, though, is that the number of builders represented here are some combination of a plurality in the sample population, and perhaps of a higher likelihood to be more sure of exactly what it is they enjoy doing here. We'll have to poll on this with added precision next time to be sure to what degree these are responsible.



How did you find out about 2b2t?

The overwhelming majority of players found 2b2t through YouTube. Frankly, the only surprise is that it's not more. Besides YouTube, the largest proportion of the player base found the server through internet forums and communities, such as Reddit.

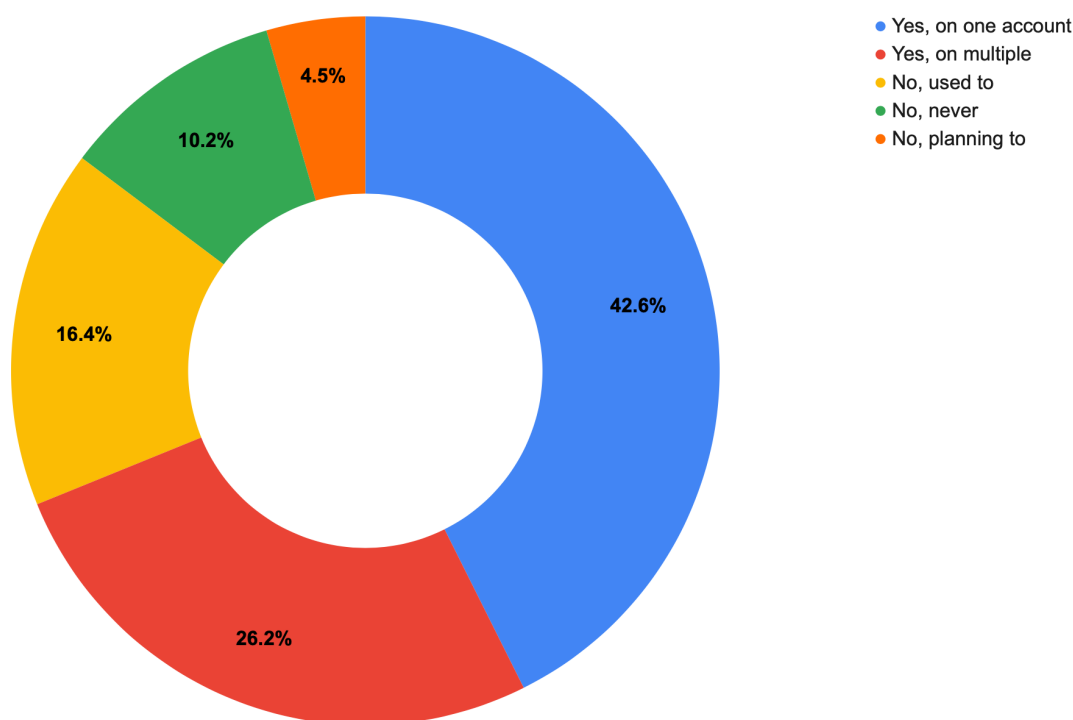


Do you have Priority Queue?

This question was significantly revamped this year, with the previous options simply being ‘yes’ and ‘no’, and as a result no graphs were even made of the question (although those values were $\approx \frac{1}{3}$ No and $\approx \frac{2}{3}$ Yes). Adding all the Yes and No categories together within this year's data yields about the same numbers, although now those numbers are divided into several further categories.

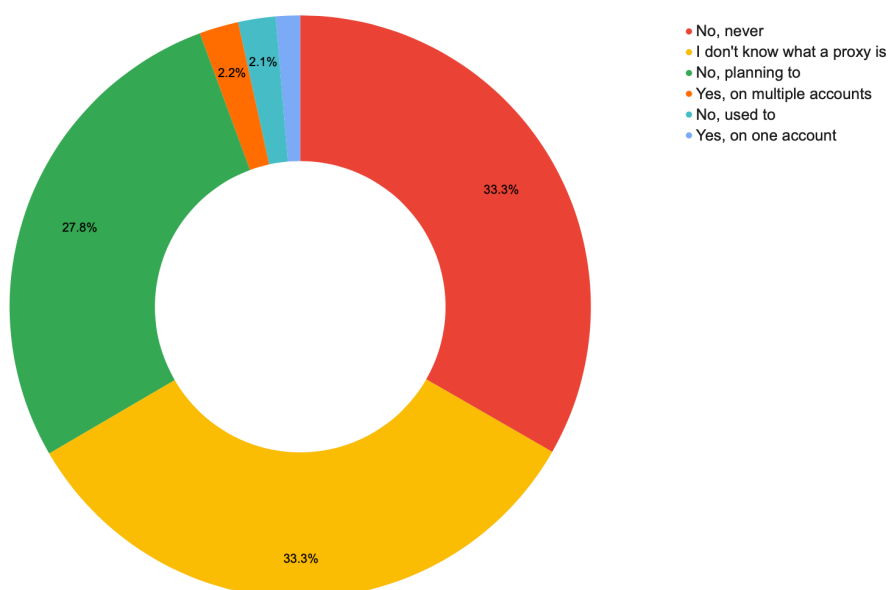
This data can be used to create a more accurate ballpark estimate of the server's monthly income than has previously been possible, although it is limited as players who have priority queue on multiple accounts are grouped into a simplified ‘multiple’ category.

Even assuming the absolute minimum value for answers of ‘multiple’ (2), that means that 2b2t's income from Priority Queue was a minimum of about \$14,000 in December 2024. The real figure is almost certainly higher, but any more specificity is a matter of conjecture. More polling on this specific question will be put out soon.



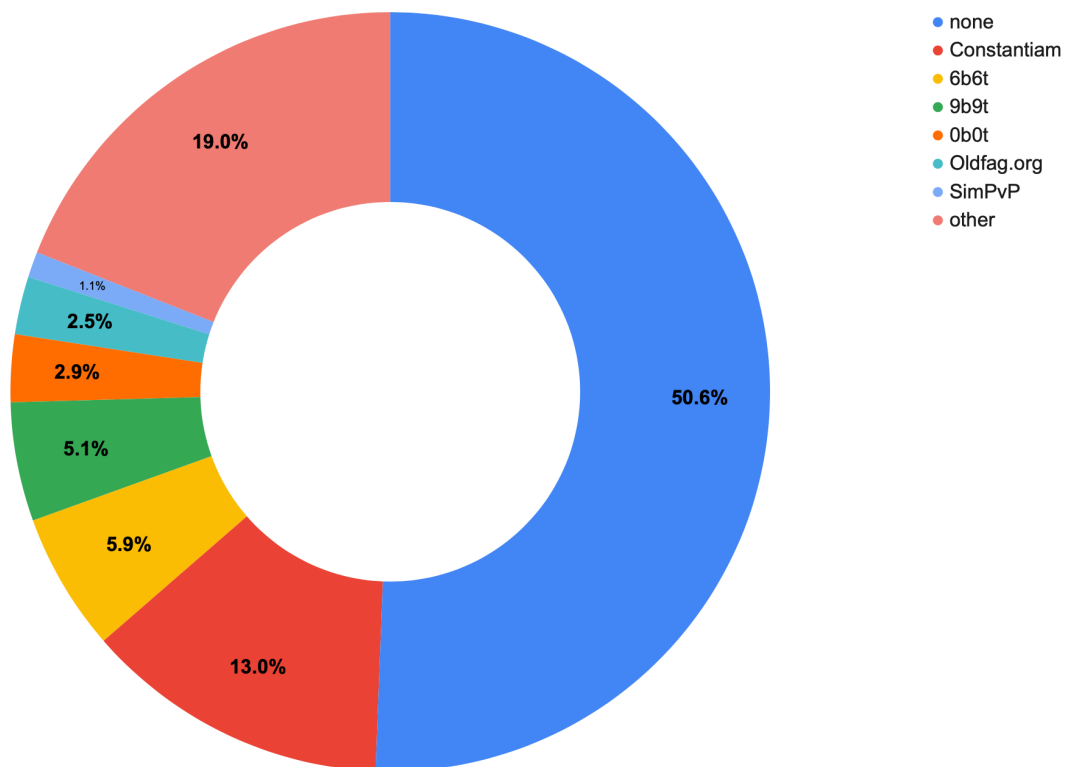
Do you use proxy hosting softwares such as ZenithProxy or 2Based2Wait?

This was quite a surprise considering how many bot accounts constantly afk on 2b2t, but less than 5% of players operate a proxy. Only about 3% of players operate more than one account through said proxy service. Also quite surprising is that $\frac{1}{3}$ players don't know what a proxy is. Although not reflected in the explicit question, nearly the entirety of these players use ZenithProxy.



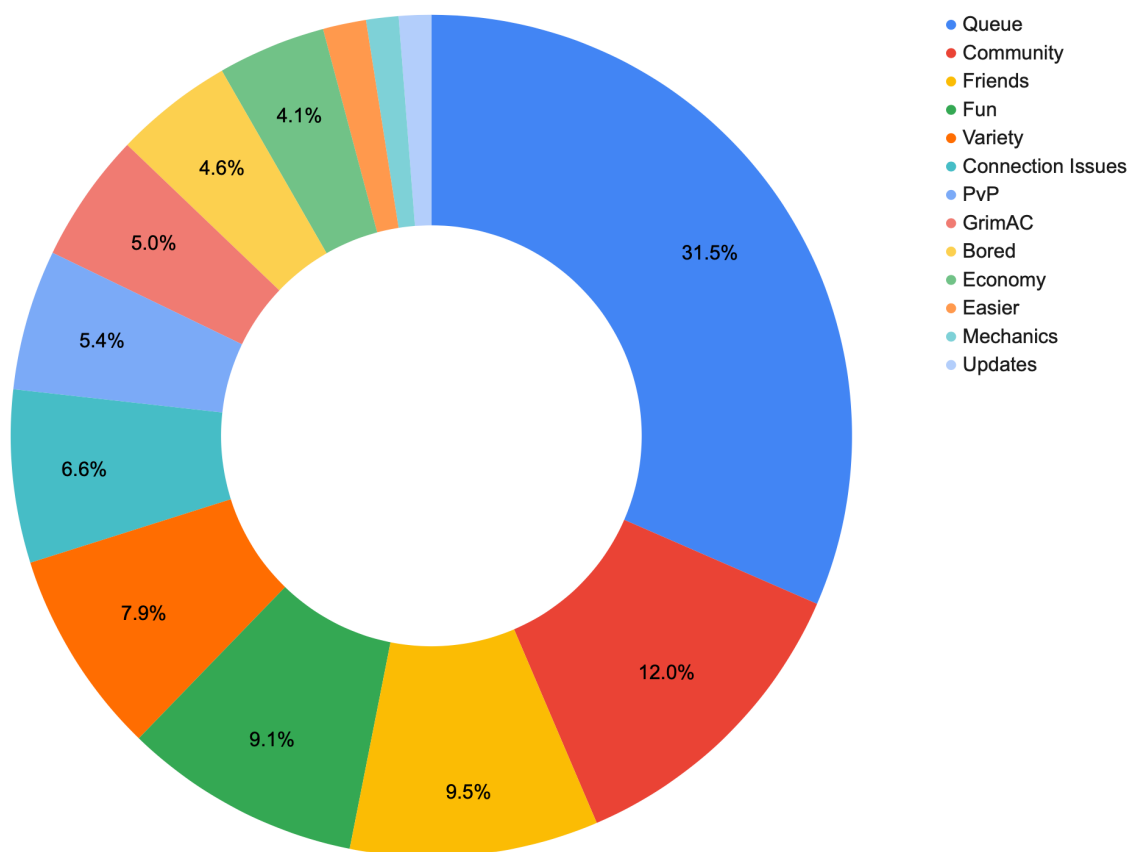
What other Minecraft anarchy (or similar) server do you most play on?

Just over half the playerbase plays only on 2b2t. The most popular secondary server for 2b2t players in Constantiam at 13%, followed by 6b6t at 6%, and 9b9t at 5%, respectively.



If you play another server, why?

Around 50% of respondents play other servers because they dislike some 2b2t-specific thing, such as the Queue, a poor connection to the server, or the server's anti-cheat. The remainder simply found elsewhere what a lot of players come to 2b2t looking for - things like a community, friends, and fun times.



Measured in 'dub' count (double chests of filled shulker boxes), what do you estimate your in-game wealth to be?

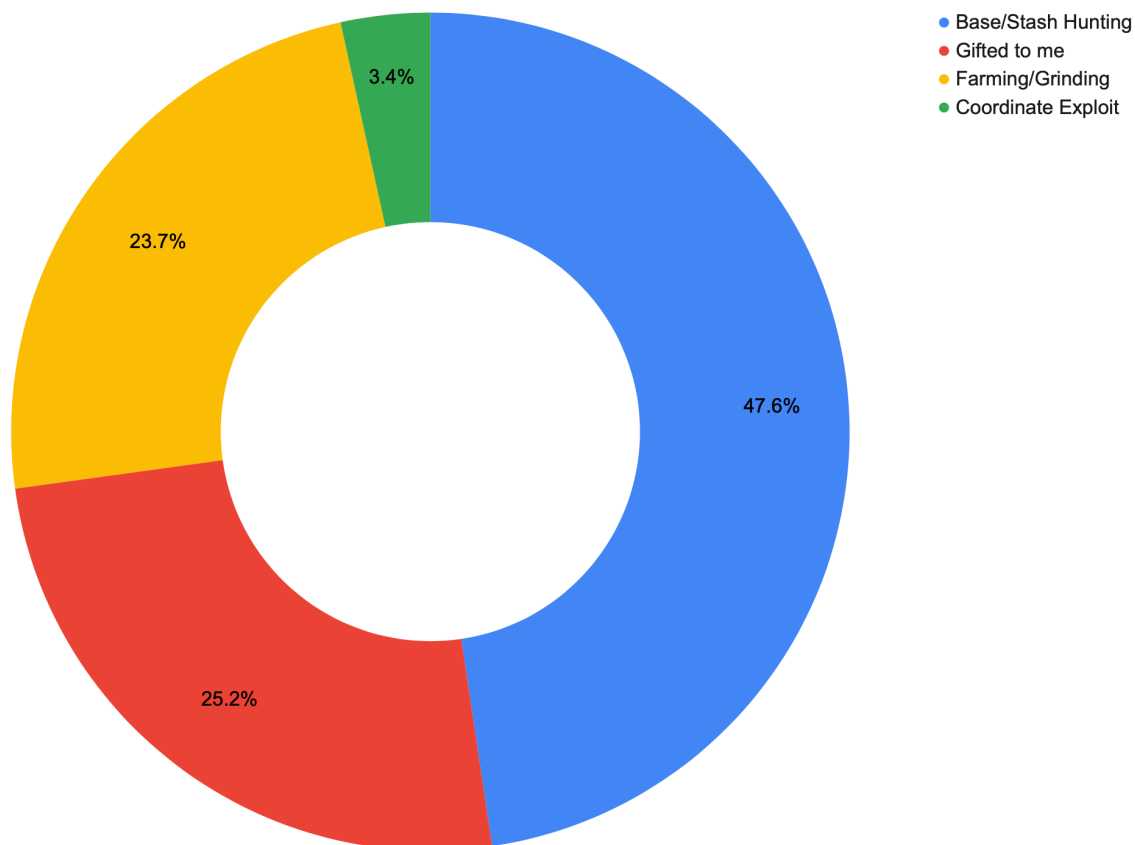
These numbers are thoroughly vetted at an individual level. People reporting large stashes have been scrutinized (checks into playtime, playstyle, shop or group affiliation, etc), and so these numbers are about as reliable of a representation of in-game wealth as it gets. At a wider level, there's some fascinating insights to be had. Certainly, there's more people that have less, and less people that have more.

Within the dataset, though, there are clear spikes at specific numbers, such as 0, 1, 10, 20, 30, 50, 100, 150, 200, 250... 1000, 2000. There's a glimpse here into how people approach estimating large numbers. For all the variety there is, aggregated together, there are clear patterns. Shout-out to the legend who counted out their 948 dub stash for an exact number.



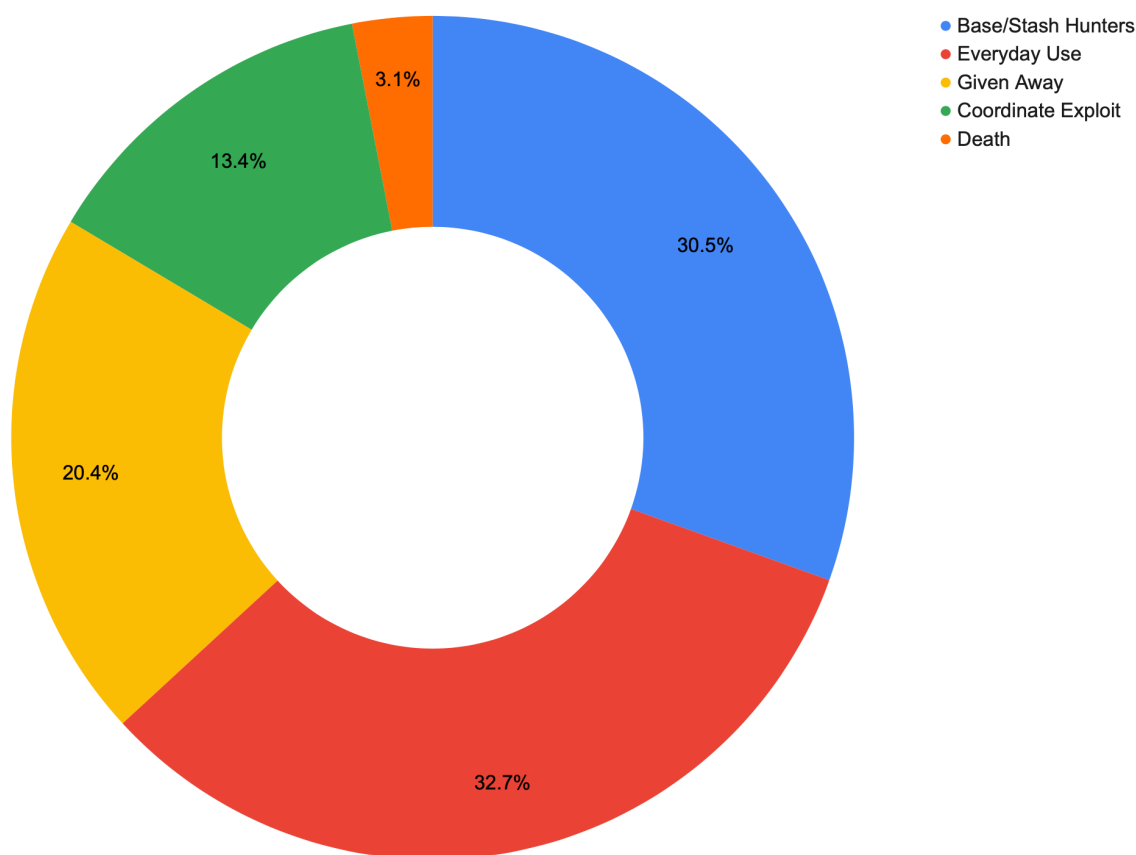
If you have gained wealth since last year, what was the main cause?

It's clear that many players participate in some type of stash hunting, be it checking dungeon chests, following chunk trails, grid flying, etc. Nearly half of respondents that gained materials this year did so in this manner, whereas another quarter received it through gifts, and another quarter did so through farming. A small remainder did so via coordinate exploits, with that being a mix of Randar holdouts and later combing of the now-public Nocom data.



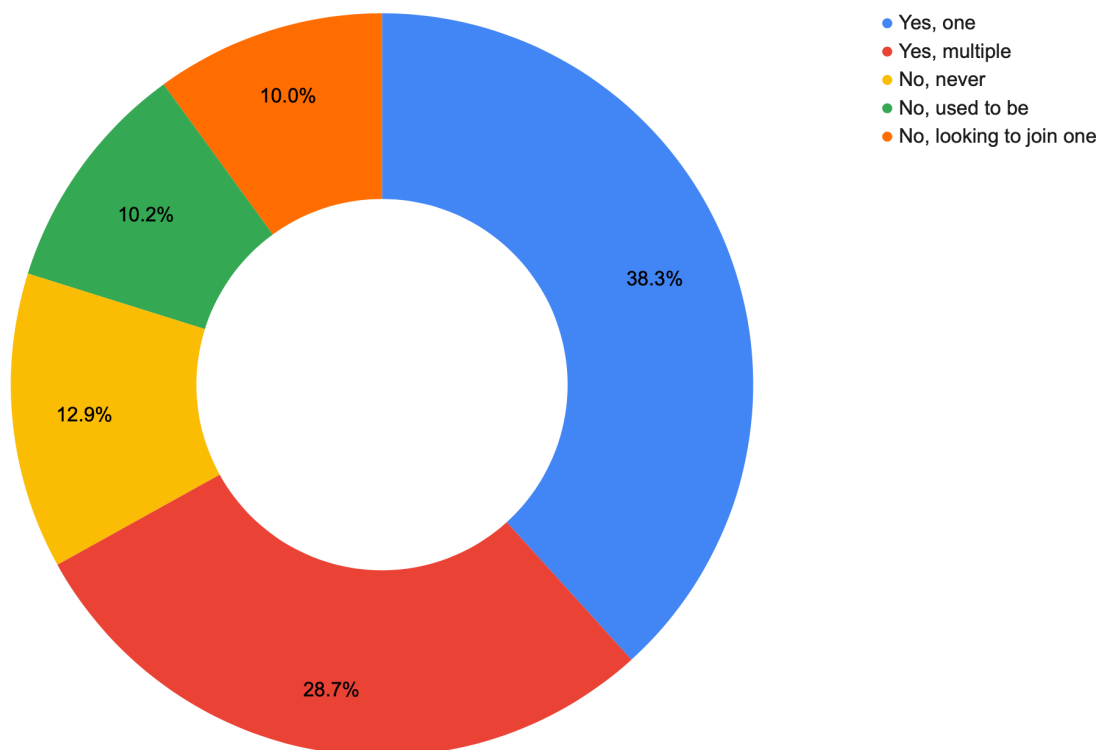
If you have lost wealth since last year, what was the main cause?

Perhaps surprisingly, the main reported reason for losing in-game wealth is by far the most mundane option, everyday use. Combined with voluntarily giving away materials (which accounts for a similar proportion), these two baskets in the data represent more than half of players that, despite the various challenges they're faced with, consistently keep their materials safe to be used as they see fit. Almost all the rest are split between base hunters and coordinate exploits. The coordinate exploit basket in this question being so much greater than that in the previous suggests that perhaps players that don't know how their stash was found are more likely to blame coordinate exploits.



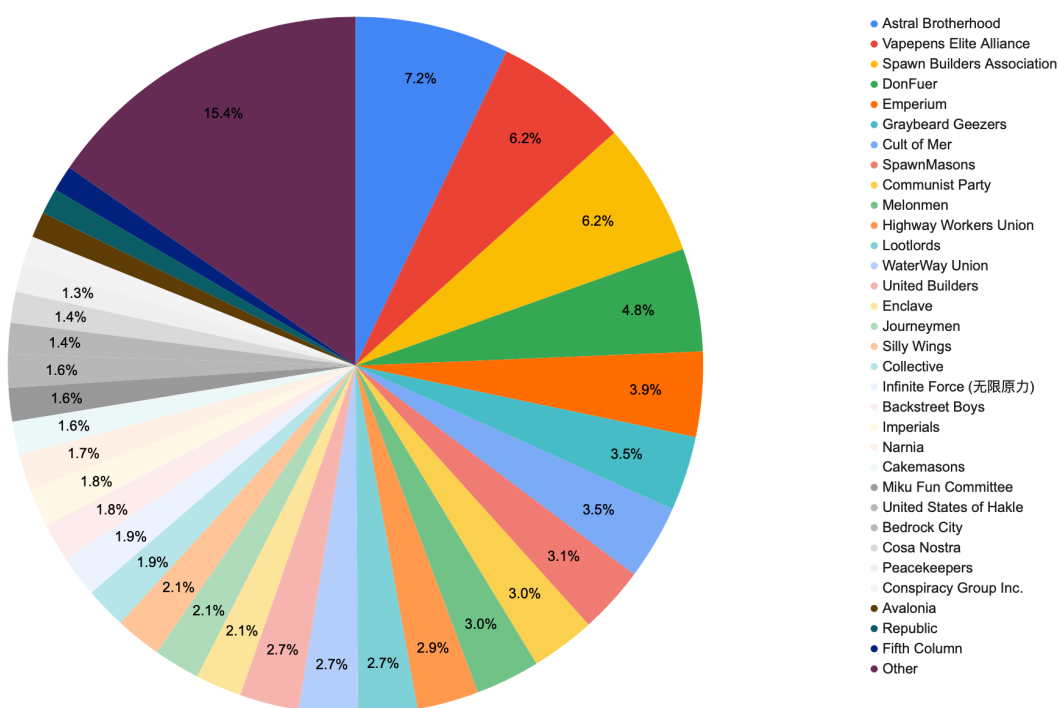
Are you a member of an in-game group?

More than $\frac{2}{3}$ respondents are currently in at least 1 group, whereas more than $\frac{3}{4}$ have been a member of a group at some time. Again, quite self-explanatory considering how much of the census's advertising took place in discord servers for the many various in-game groups.

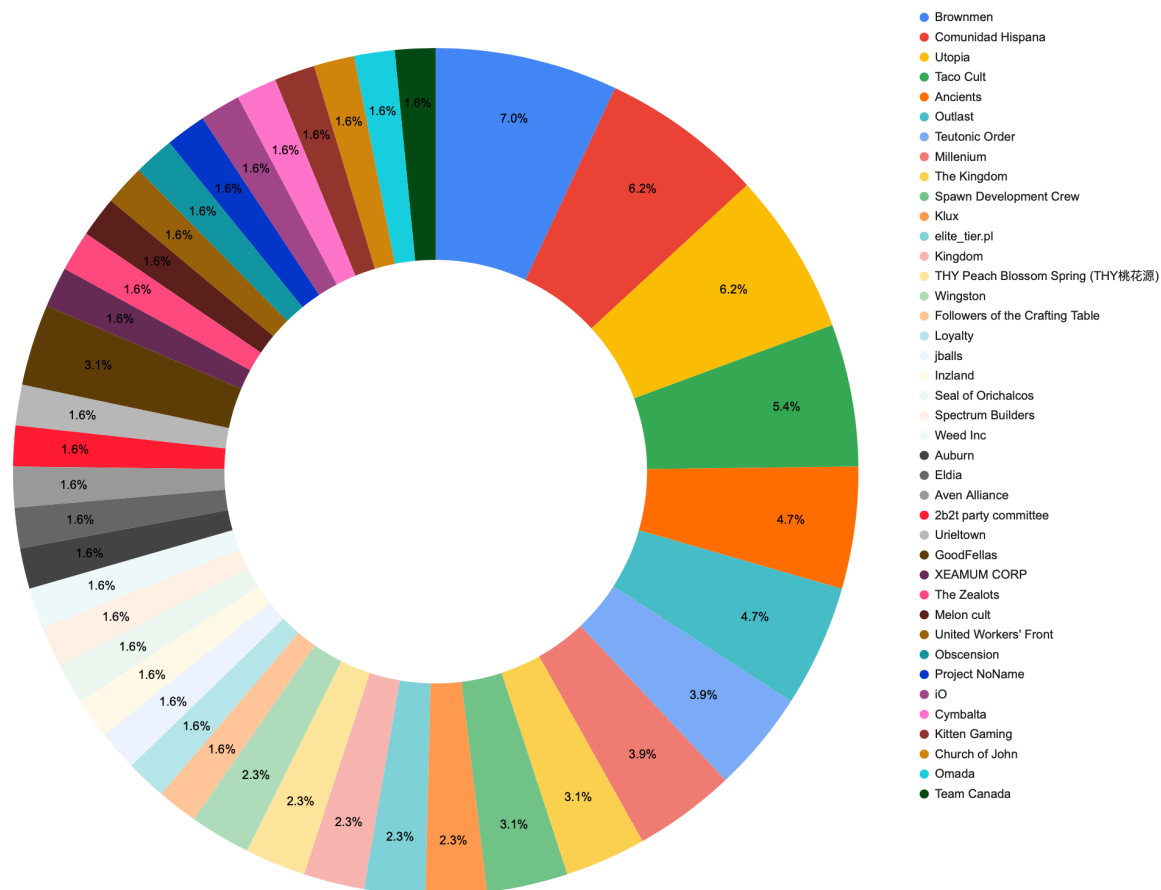


What groups are you a member of?

This question tracks every group that a given respondent is a member of. This means that a single person can be represented in the data for multiple groups. The amount of variety in the answers to this was a huge surprise, the top 15 only account for half of respondents. Clearly, the community is very decentralized. In first place is the Astral Brotherhood, followed by VEA in second, SBA in third, and honorable mention DonFuer. A graph breaking down the ‘Other’ basket is below this one.

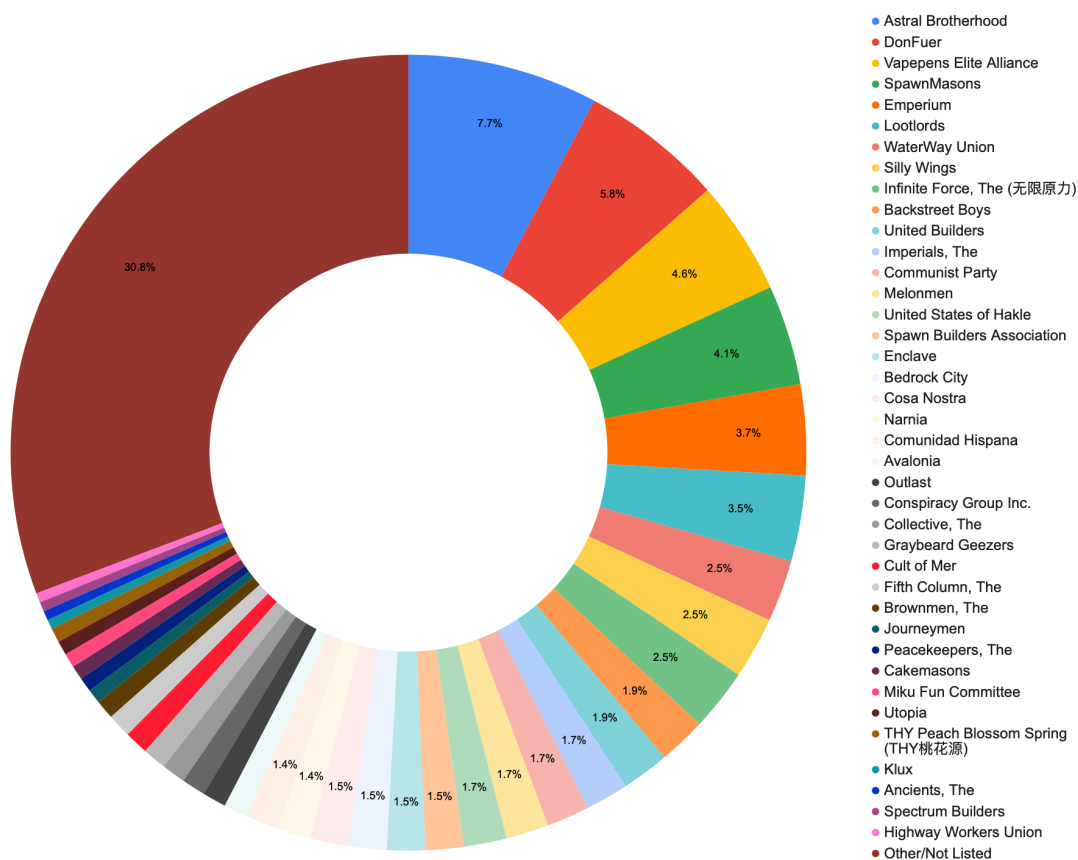


Other/Not Listed is broken down further here

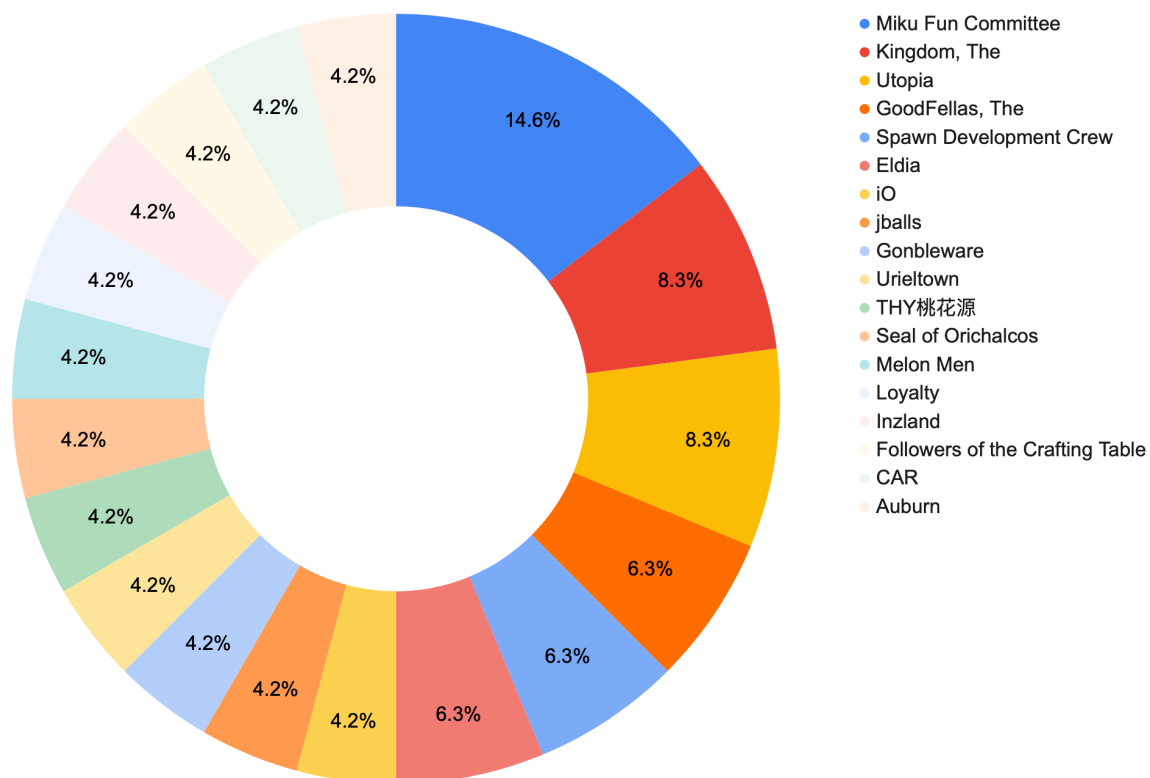


What is the name of your primary group?

This question differs from the previous in that a player can only respond with a single group for their answer. As such, groups with significant membership overlap with other groups see their respective placement rise or fall to a corresponding degree, depending on how strongly the members in multiple groups prioritize their involvement in them. In first place is still Astral Brotherhood, in second is DonFuer, in third is VEA, and honorable mention goes to SpawnMasons. A graph breaking down the 'Other/Not Listed' basket is below this one.

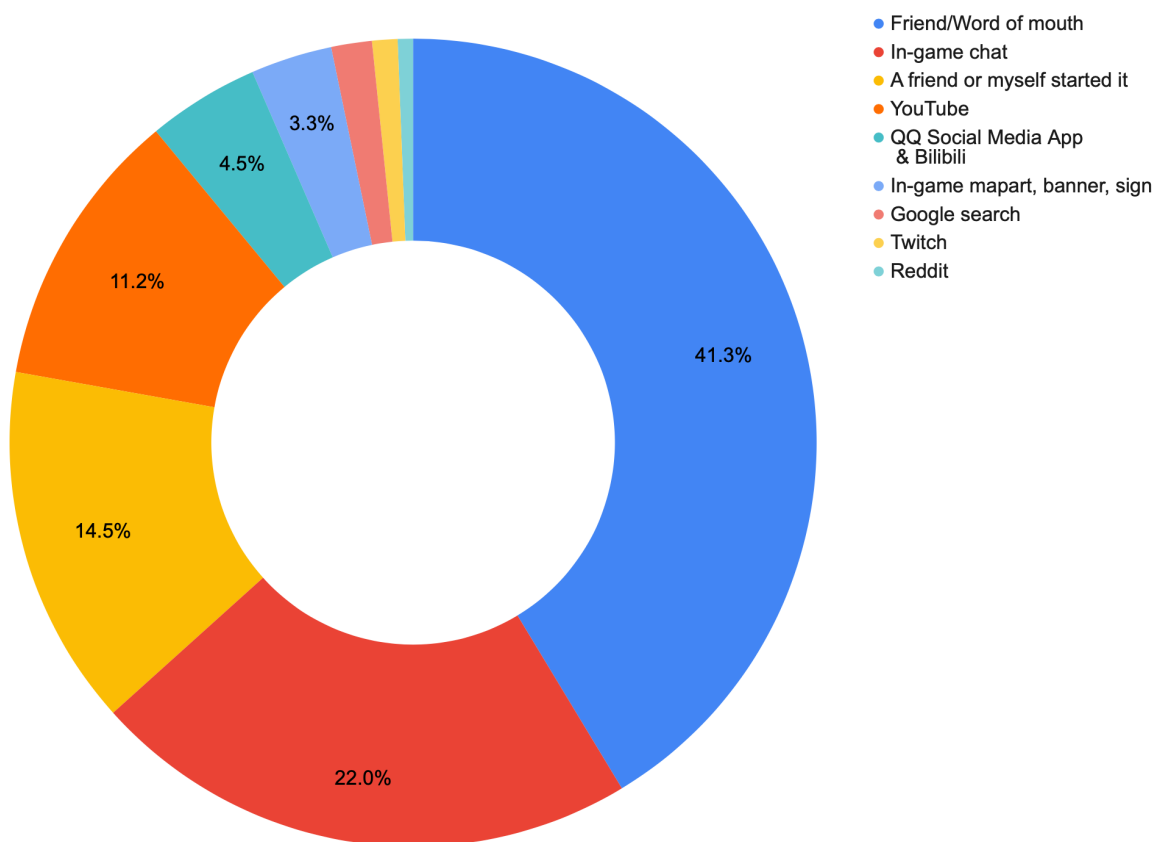


Other/Not Listed is broken down further here



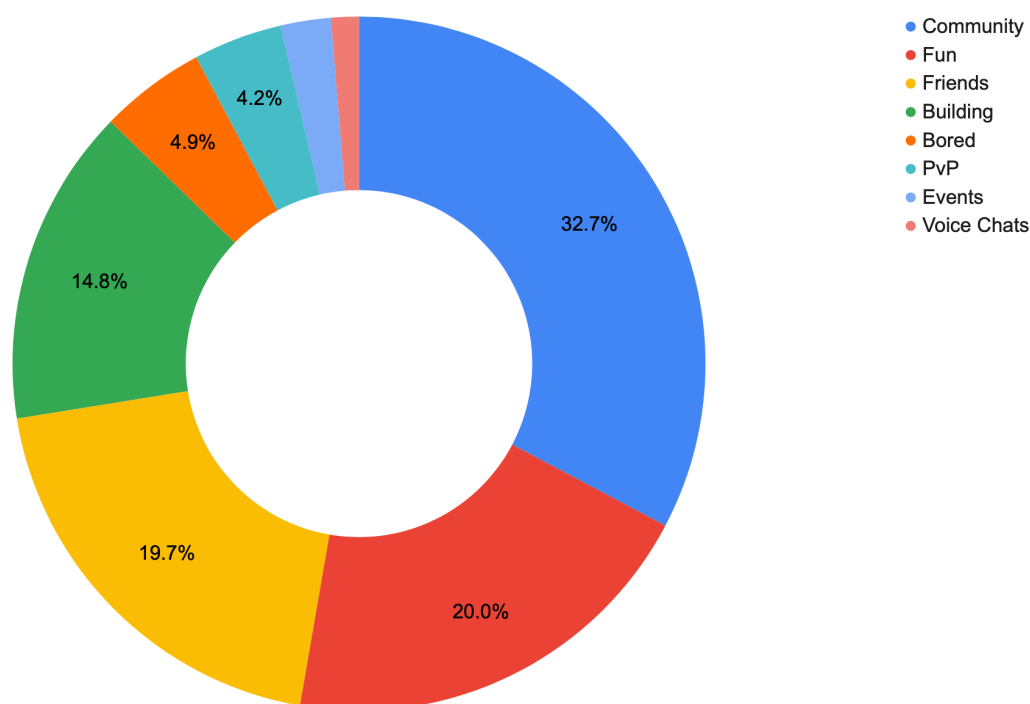
How did you first hear about your primary group?

41% of respondents first found their primary group through friends or through word of mouth. 22% found them through in-game chat. Perhaps the greatest surprise is that nearly 15% found their group through either starting it, or being invited shortly thereafter.



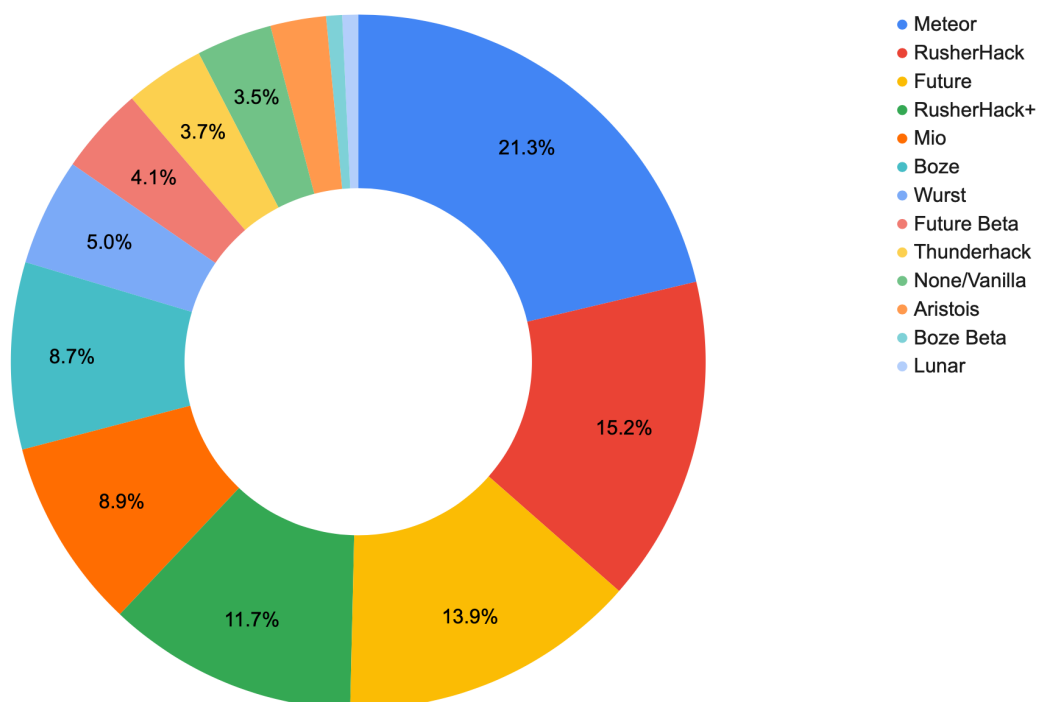
Why do you participate in groups?

Similarly to the various other ‘why do you...’ questions, respondents are generally looking for the same things in groups as they are for general gameplay and servers on which to play. Groups are generally where players come to achieve these goals after finding a server, so it makes sense that the general answers would be similar.



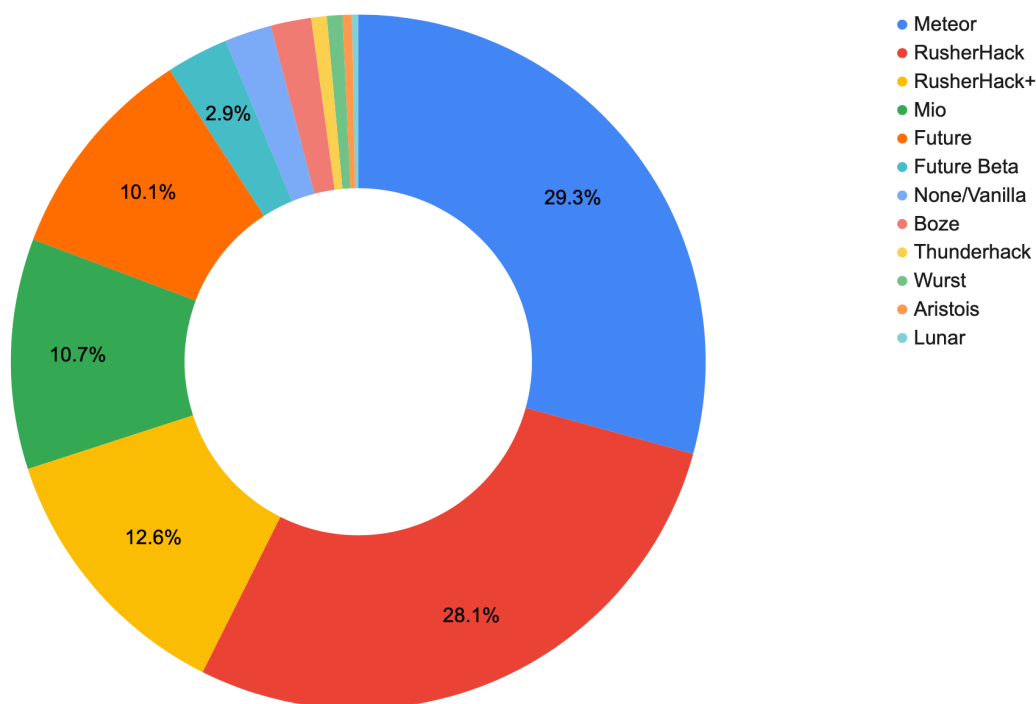
What utility clients do you use?

The most used single software is Meteor. Secondly is RusherHack. In third is Future. Honorable mention goes to RusherHack+. It is worth noting that the overall RusherHack collection of clients combined is now the most used in the community, as the combined Rusherhack and Rusherhack+ baskets account for 26.9% of respondents.



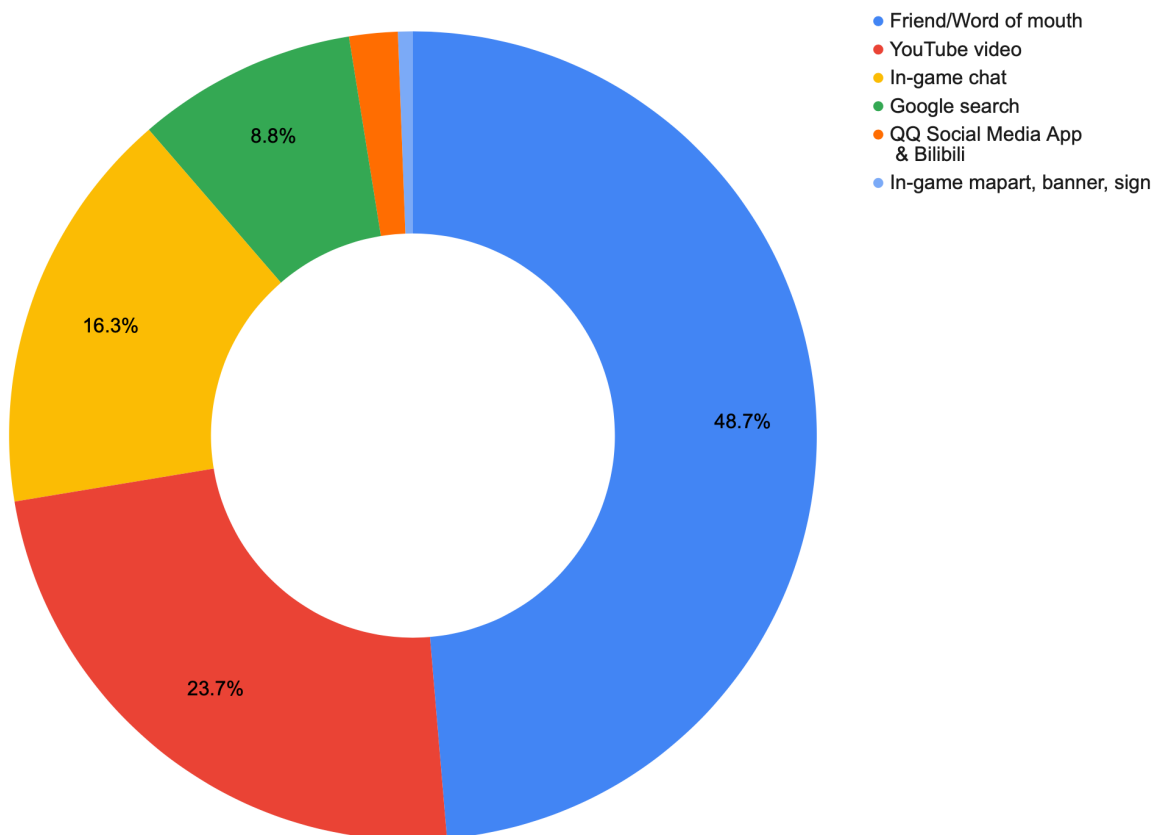
What is your primary utility client?

Similarly to the previous client selection question (and with differing ratios due to a significantly increased response rate on this one vs the previous (we have no idea why this is so different)), in first place is Meteor, with RusherHack and RusherHack+ taking second and third, respectively. Honorable mention Mio client. RusherHack's combined numbers account for even more of the whole in this one than the previous (40.7%). Likewise, Future and Future Beta combined are used more than Mio. Boze and Wurst are significantly less likely to be used as a main client than they are to be in conjunction with others.



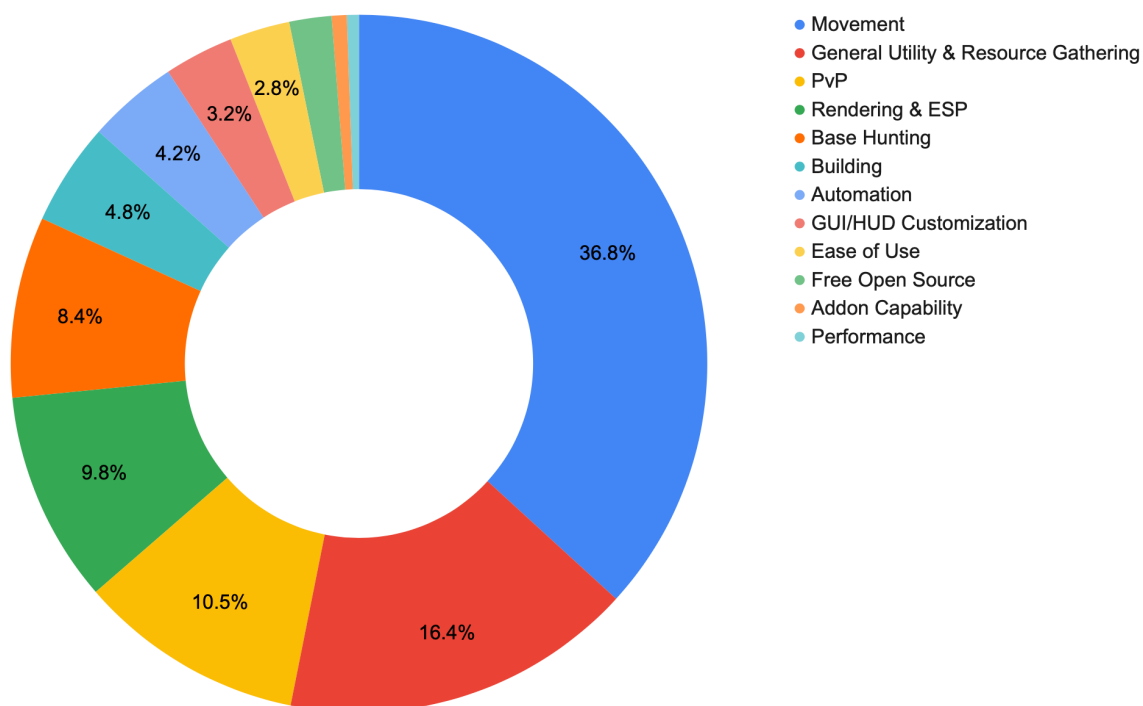
How did you first hear about the client(s) you use?

Friends & Word of Mouth account for nearly half of total responses, with nearly another quarter being via YouTube video. Shout-out to all the people that advertise clients on signs at spawn, four people say they picked their client that way. In other words, STOP and let codysmile11 dominate the sign ecosystem!



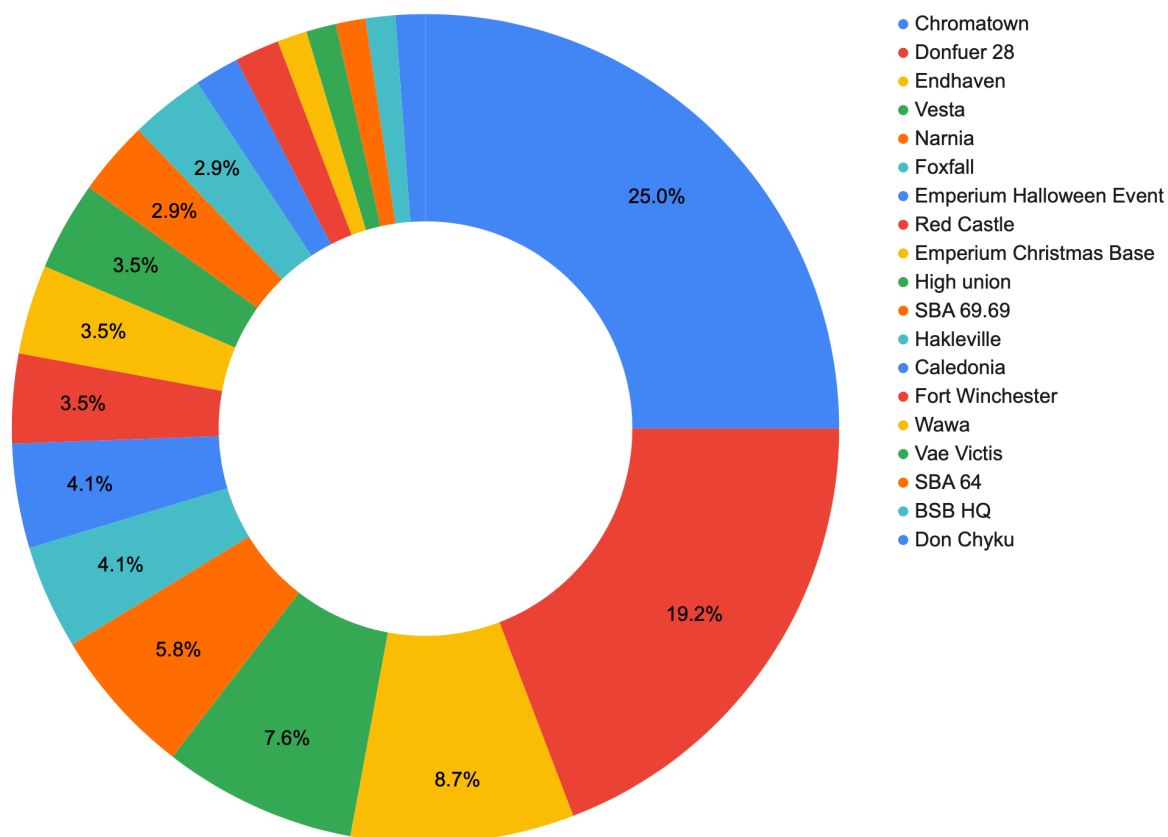
What features do you look for in utility clients?

A large plurality of utility client users want Movement modules, with the runner-ups being General Utility/Resource gathering modules, and PvP modules, respectively.



What base do you feel was the best of 2024?

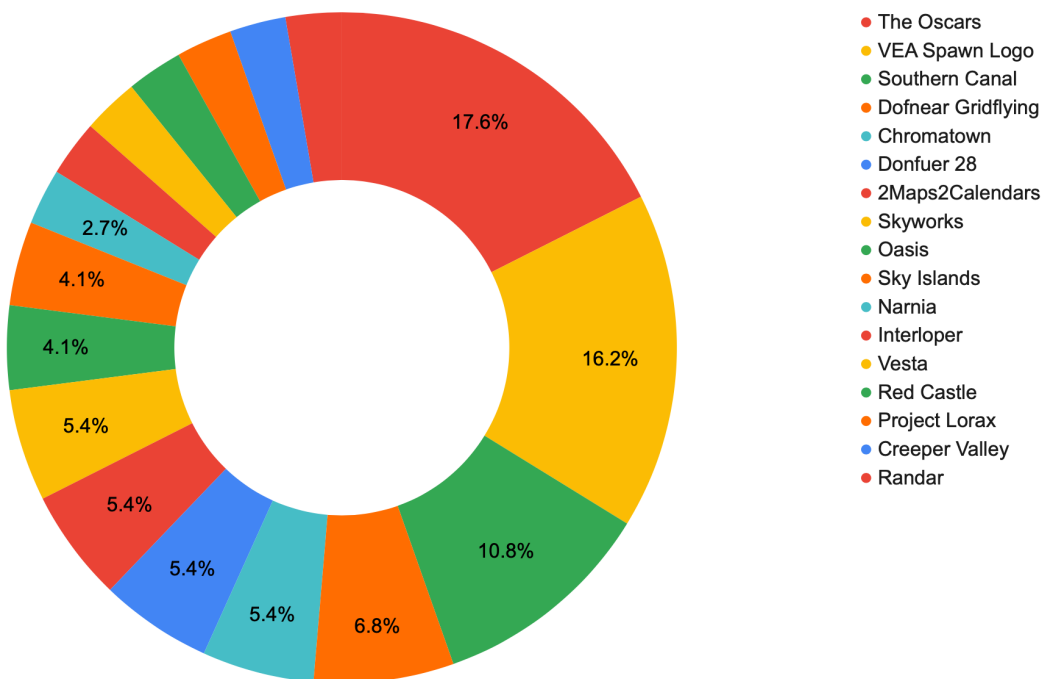
Chromatown coming in HOT in first place! It was the VEA main base for 8 months and had a ton of builders, that's a huge achievement! In second place is DonFuer 28, DonFuer's year-long main base with similarly many builders! Rounding out the top three is Endhaven, Joey_Coconut and Krobar01's 3-year end base with some members of Astral Brotherhood. Honorable mention to Vesta, the Astral Brotherhood's year-long main base.



What project do you feel was the best of 2024?

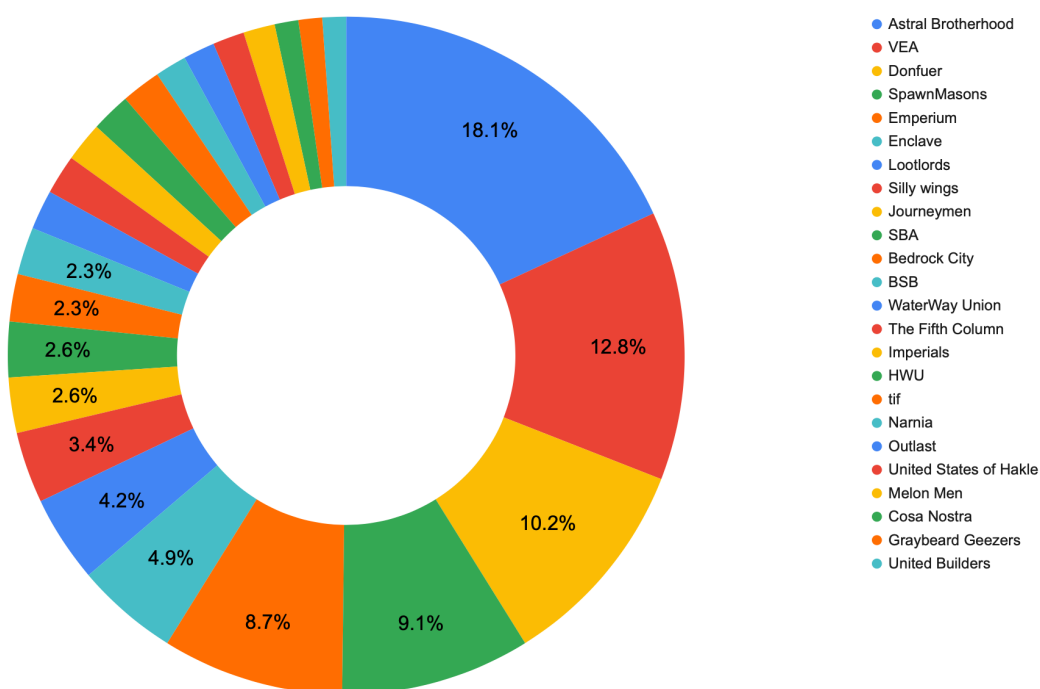
This question will have to be changed next year as there is a surprising lack of a shared understanding of what a ‘project’ actually is, with many respondents referring to private group bases as ‘projects’. As such, the data was functionally un-sortable as there are several hundred totally unique answers. That said, the top results are clear:

In first place is the Oscars - Hardboiledmegs & The Wedding Planners’ superlatives event where each participating group selected the best groups and players of given playstyles, and then came together for an unprecedented large in-game event that included every major group, all without incident! In second place was the construction of VEA’s spawn logo - the first to be made at the new sky limit post-update. It included a large number of people and was constructed quickly and efficiently out of new materials they gathered quickly. In third place is the South Canal - a huge long-term project maintained by a dedicated group of players in the WaterWay Union, so that many players, old and new, can easily exit spawn via boat. Honorable mention goes to the Enclave with their Dofnear gridflying project, which utilized the many and variously-named ‘John’ accounts in order to find and grief a large amount of bases.



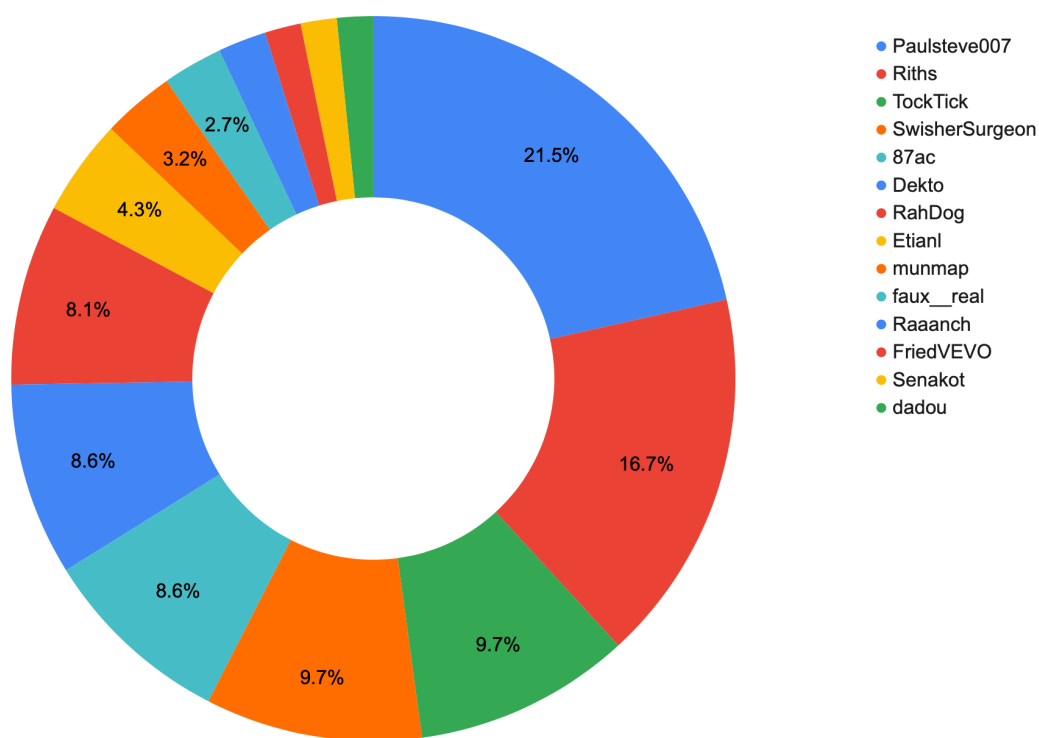
What group do you feel was the best of 2024?

In first place is Astral Brotherhood, which participated in or built several bases like Vesta, Wawa, and Endhaven, hosted several events (connect 4, spleef, and moo-moo mayhem), and gained many new members throughout the year. In second place is VEA, which had a very successful year, starting with their spawn logo, continuing with Chromatown, and closing out the year with a variety of community events. In third place is DonFuer, which built their long-term end base, DonFuer 28, and also a variety of large spawn bases (such as the Red and Yellow Castles). Honorable mention goes to the Spawnmasons which built bases like Thalassa and the Southern Air Temple, while also hosting weekly meeting events.



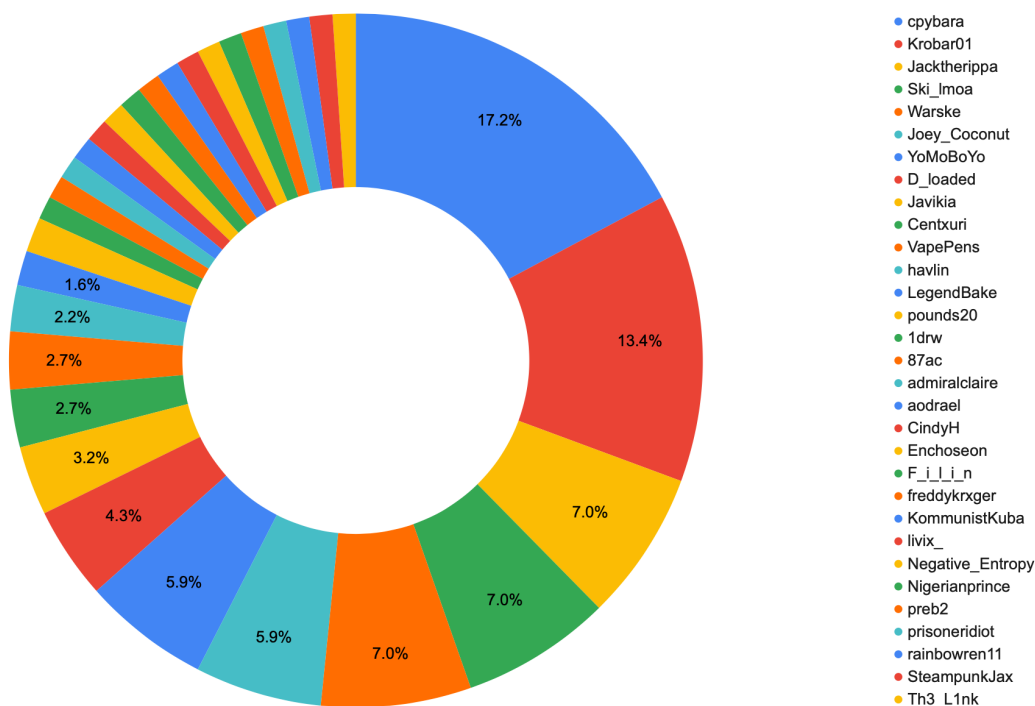
What player do you feel was the best base/stash hunter of 2024?

First place, by far, is PaulSteve007 (from SBA and Journeyman), who is one of the most prominent base hunting streamers in the community. He's followed by Riths (from Journeyman and VEA), another incredibly prolific base hunter. In third place there is a tie between SwisherSurgeon (from CGI, Journeyman, and Graybeard Geezers) and TockTick, two more quite successful base hunters. Honorable mention, also tied, the base hunting streamer Dekto (from Spawnmasons), and one of Emperium's acting leaders, 87ac. Nearly all of these players are either full members of Journeyman, or are tied in a direct way to the group.



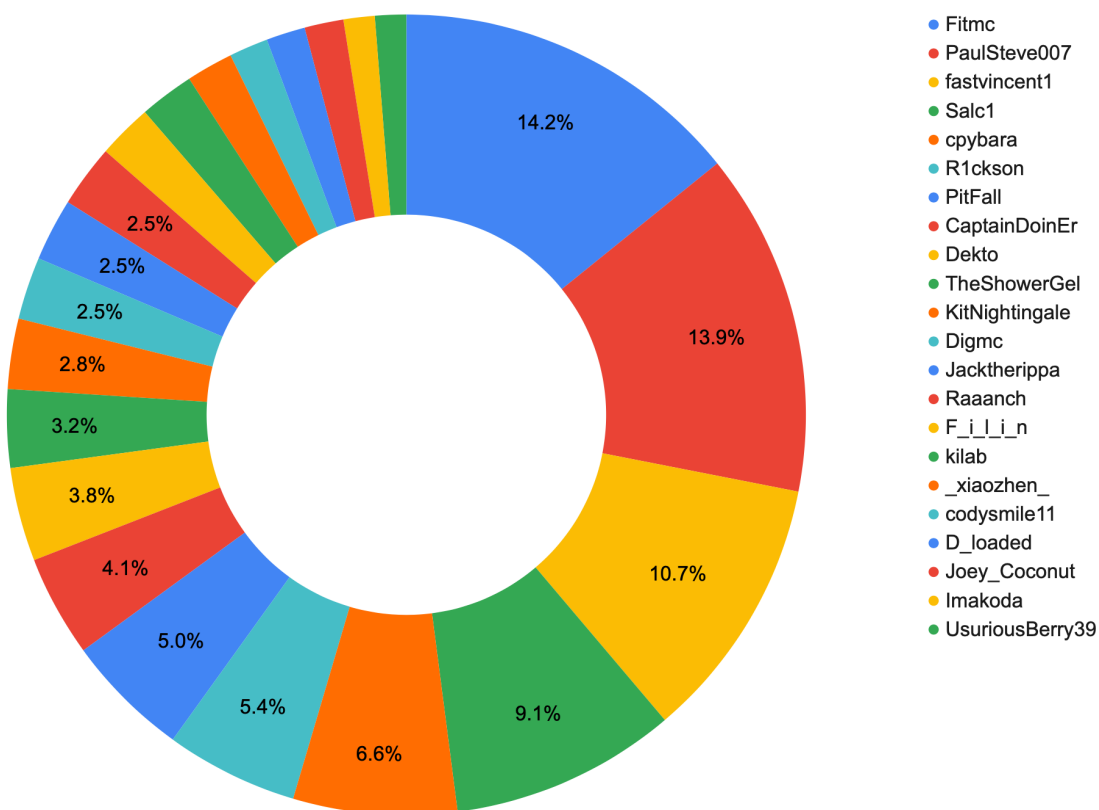
What player do you feel was the best builder of 2024?

In first place is cpybara (from Spawnmasons), who has also become one of 2b2t's preeminent content creators over the past year. He constructed a large mapart museum, town, terraforms, and even the death star. In second place is Krobar01. To some it might be a surprise that he is not first place, but as a counterpoint, he got second without completing any public builds in 2024, although Endhaven went fully public near the end of 2023. Krobar01 is well-known and widely respected even outside of 2b2t. In third place is a three-way tie between Warske (a builder involved in most major groups, the leader of Wingston, and the constructor of the Oscars building), Ski_lmoa (one of the primary builders in Emperium), and Jacktherippa (constructor of the Jackrooms & Space Valkyria). Honorable mention is also a tie, between Joey_Coconut (one of the leaders of Astral Brotherhood and one of the co-founders of Endhaven), and YoMoBoYo, prominent member of the Spawnmasons and one of the main builders at both Endhaven and Foxfall.



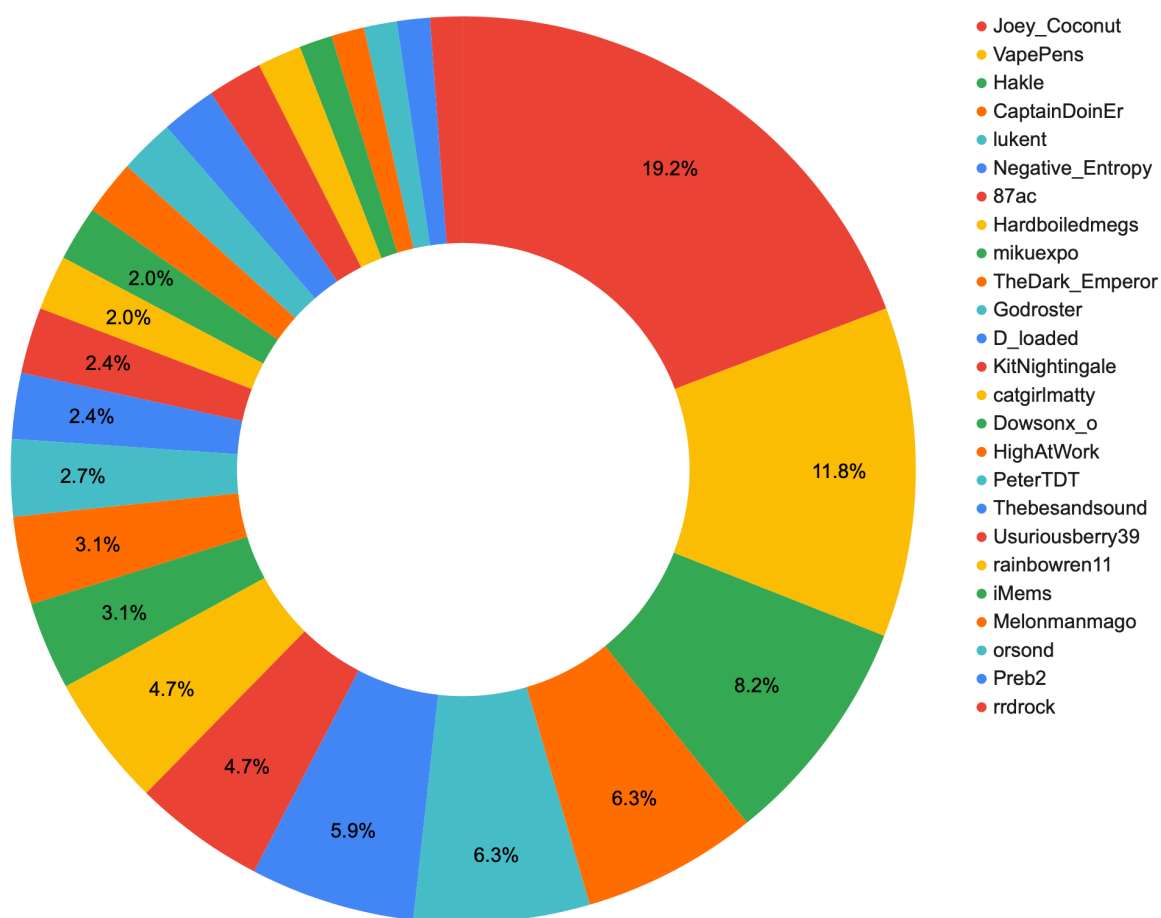
What player do you feel was the best content creator of 2024?

First place is, of course, Fitmc; we'll be ignoring that, though, as explained in the survey. First place ignoring Fitmc (and with only marginally less votes) is PaulSteve007, one of the foremost base hunting streamers in the community. In second place is fastvincent1, third is Salc1; no surprises that they feature highly. Following them are cpybara (with his wonderful series on the construction of an artistic base), R1ckson (who streamed prolifically and significantly grew his YouTube channel this year), Pitfall (with his 3-hour history of 2b2t video).



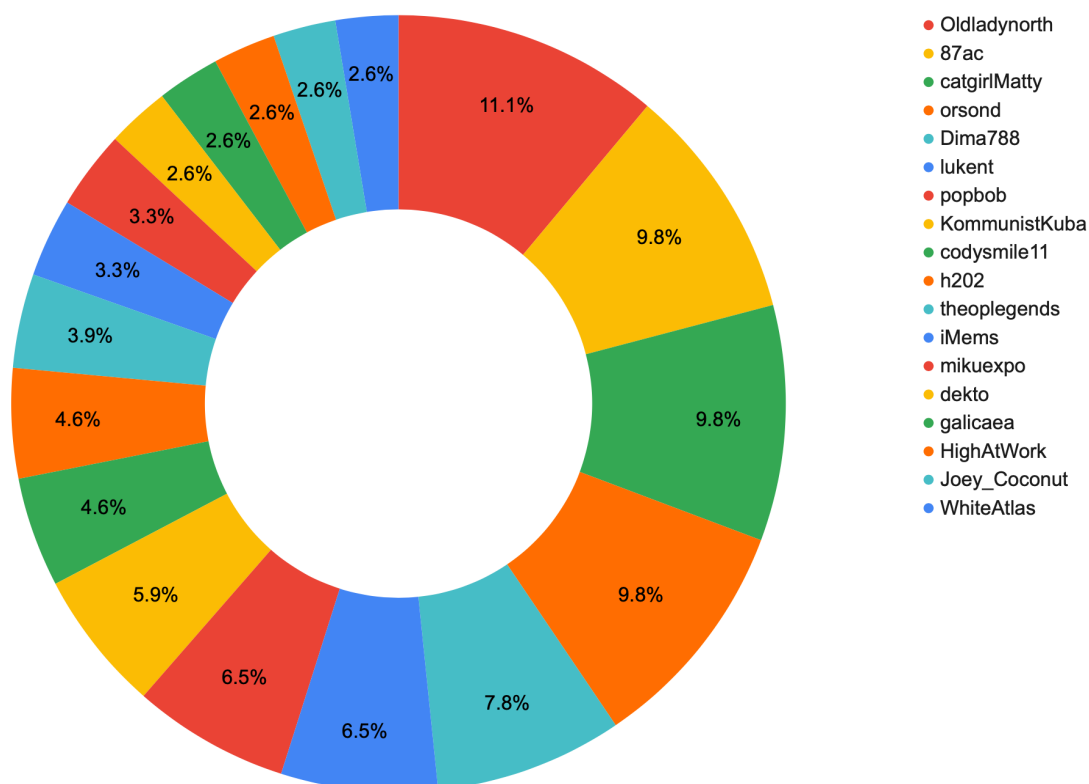
What player do you feel was the best group leader or community figure of 2024?

In first place is Joey_Coconut, who headed up the census, while also running the wiki and the Astral Brotherhood. In second place is VapePens, one of the leaders of VEA. In a surprise upset, in third place is Hakle, leader of the United States of Hakle. If you're wondering how such a new player got so many votes, so are we; all we can say is, in his words, what the Hakle! 0___0. Honorable mention is a tie between goes to lukent (one of the leaders of DonFuer), and CaptainDoinEr (the leader of the Lootlords).



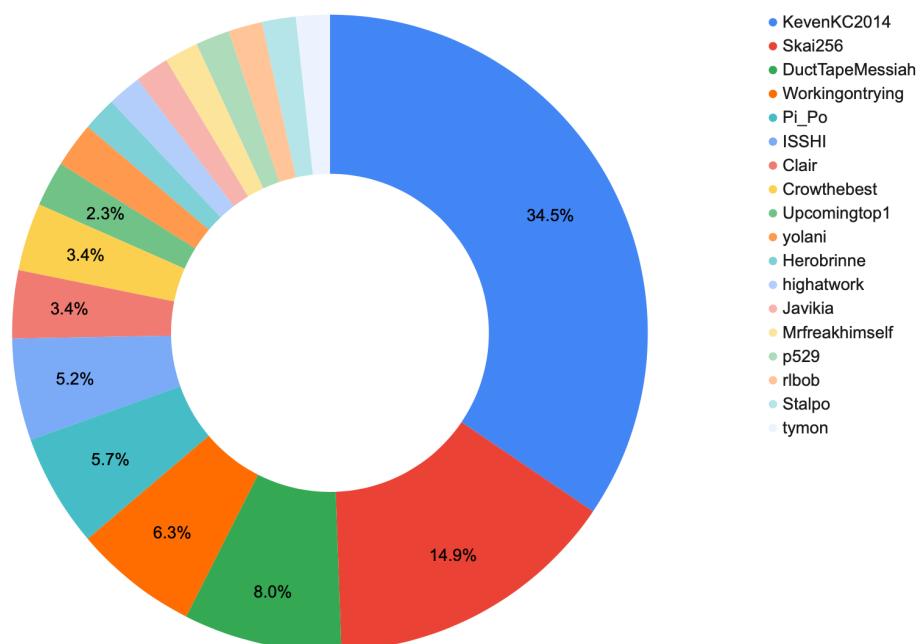
What player do you feel was the best griever of 2024?

In first place is OldLadyNorth (from Fifth Column), who insided several groups for varying periods from a couple months to approaching a year. In second place is a three-way tie between 87ac (from Emperium and Fifth Column), CatGirlMatty (from Enclave), and orsond (from Fifth Column). In third place is Dima788 (2b2t legend), followed by an honorable mention to lukent (from DonFuer).



What player do you feel was the best map artist of 2024?

To the surprise of absolutely no one, KevinKC2014 is in first place, with more than double second. KevinKC2014 has built a variety of impressive maps, most notably Angel's Mirror and, more recently, Angel's melody - these are staircased full-block map arts that take significant time and effort. In second place is Skai256 (from Narnia and Astral Brotherhood), leader of Sea Lantern Gang and creator of a specialized map art bot. He is single-handedly responsible for totally changing the map art creation, through his automated flat carpet map art bots which created thousands of map ids, including the 1736-tiled world record map, Narnia. In third place is DuctTapeMessiah (from Astral Brotherhood), who is one of the most prolific map artists of the past year, a pioneer in fullblock mapart creation, and an absolute map building machine! Honorable mention goes to workingontrying. This question was unique in its low response rate which meant some players were successful in making a concerted effort to shill a player into the top three which was not a remotely prolific map artist. After consultation among the census officers, several map artists, and further research, they were disqualified from the dataset.

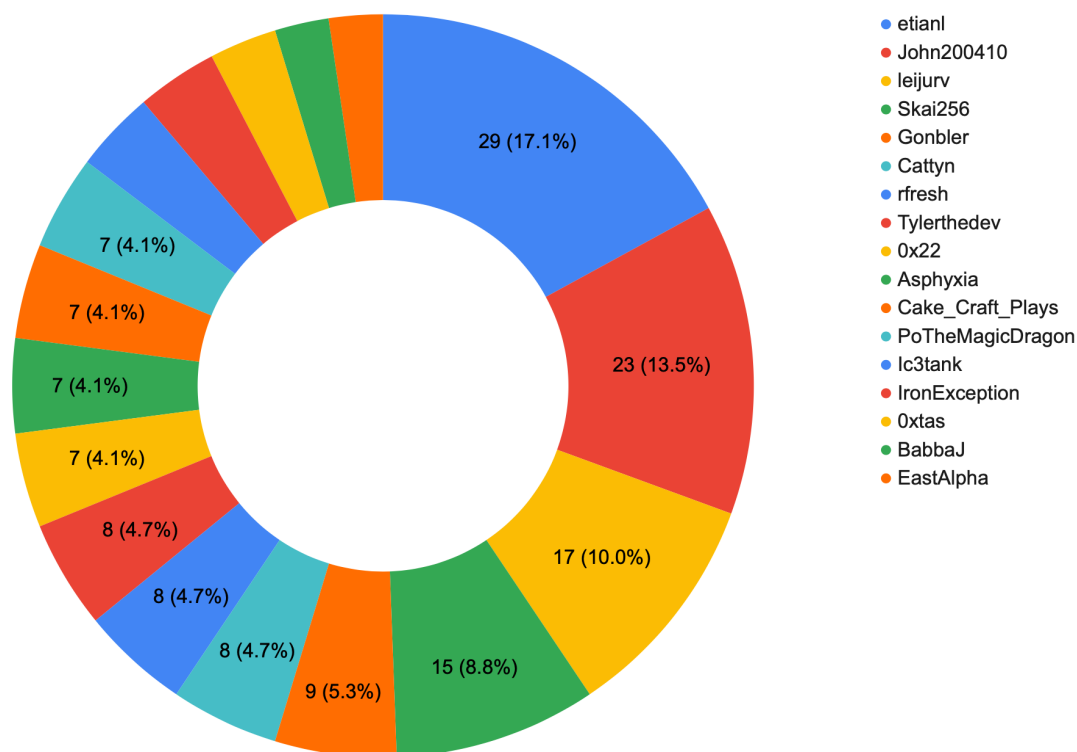


Unfortunately for KevinKC2014, people really struggled to get his name correct:

Kevin
 Kevin casey
 Kevin? cant remember his full ign but the dude that made the giant one, huge commitment cant vote anyone else tbh
 KevinC
 kevinkc
 KevinKC
 kevinkc2014
 KevinKC2014 科问KC2014
 KevinKC2024
 KevinKFC2014 or whatever his name is
 KevinMc

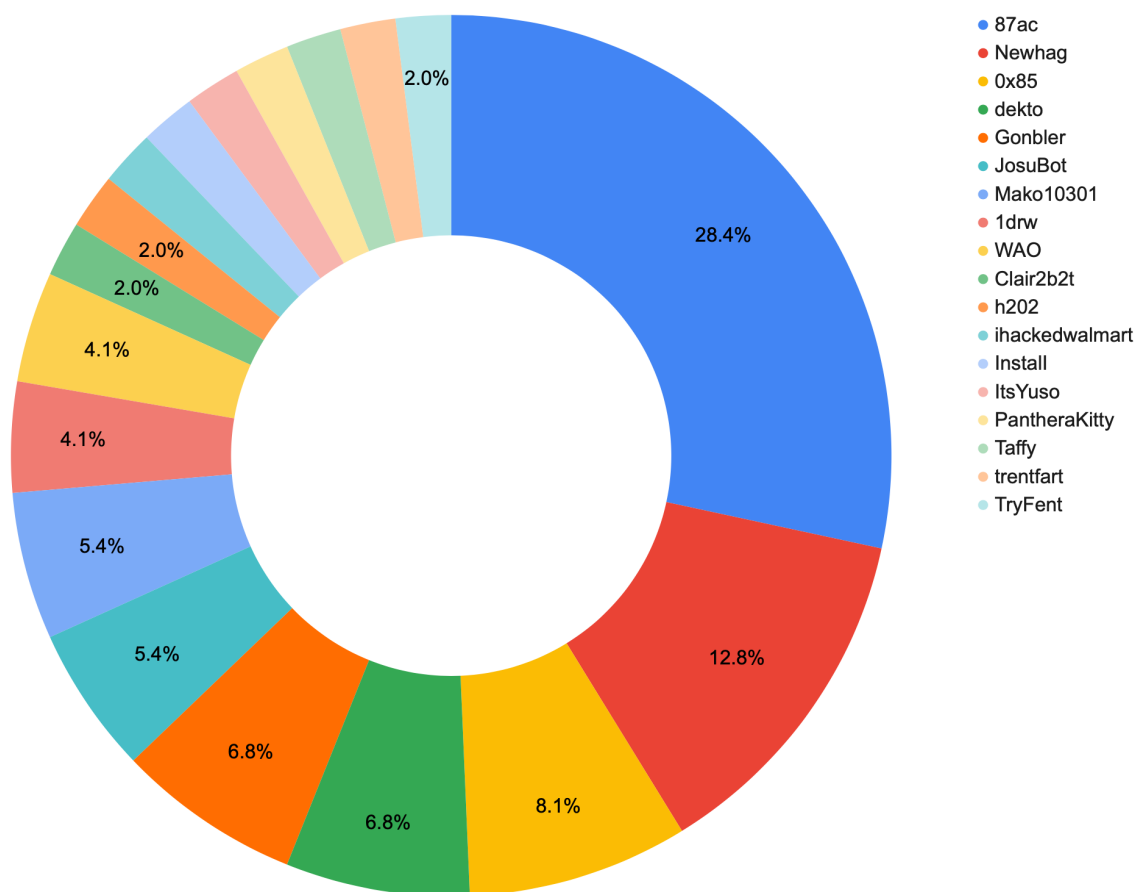
What player do you feel was the best programmer of 2024?

In first place is etianl, who developed the highly-successful Trouser-Streaks software, which totally changed the meta on 2b2t for both base hunting and base security with its palette newchunks functionality; he followed this later in the year with further releases which highlighted activated spawners and subsequently changed the meta for spawn stashes, resupply stations, and shop deliveries. In second place is John200410, long-time developer of the widely-used RusherHack utility client. In third place is leijurv (from Spawnmasons), who developed baritone client, and contributed significant technical expertise to both the Nocom and Randar exploits. Honorable mention goes to Skai256 (from Narnia and Astral Brotherhood) for his map art bot software and other automation efforts.



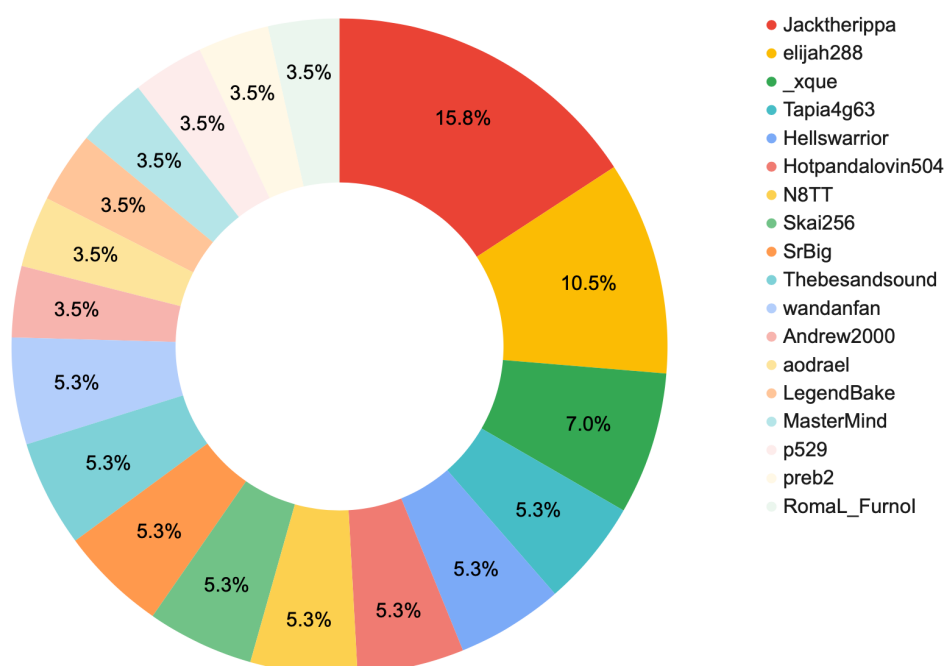
What player do you feel was the best pvper of 2024?

In first place with an overwhelmingly high score is 87ac from Emperium. In second place, also from Emperium, is Newhag. In third place is 0x85, also from Emperium. Honorable mention goes to deкто. The top three PvPers are all members of Emperium.



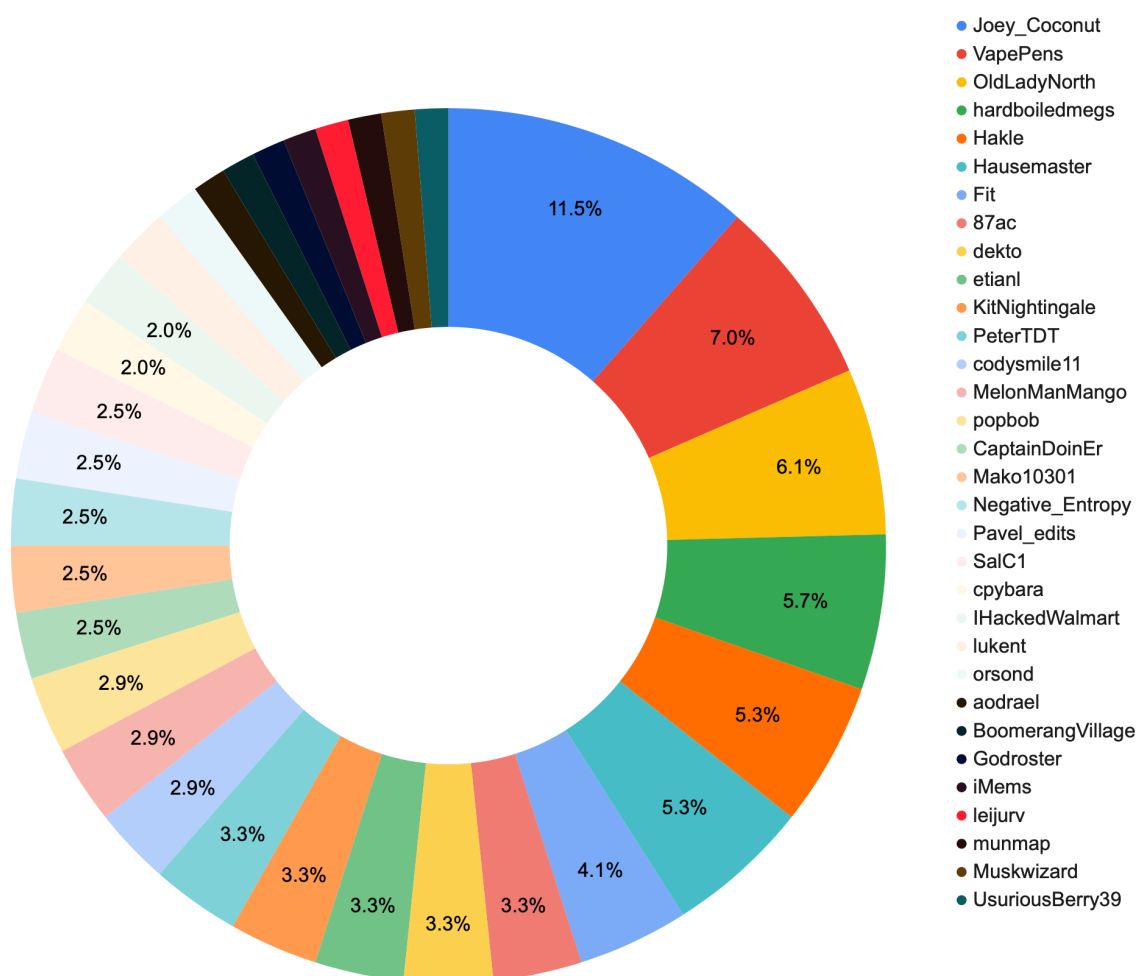
What player do you feel was the best redstoner of 2024?

Coming in first place is Jacktherippa, as a result of his elaborate redstone minigame base, the Jackrooms. Coming in second place is elijah288, longtime member of Avalonia, and the main person behind the stash setup and redstone machines at the various bases of the Avalysium-related groups. In third place is _xque (from Astral Brotherhood and Maptopia), one of the early adopters of several types of mapart platforms which included redstone functionalities that have since become more widely used. Honorable mention is an 8-way tie, followed by a 7-way tie for the rest of the dataset. This question, likewise, had an abnormally low response rate, perhaps suggesting there are not many prolific redstoners in the community.



What player do you feel has had the most influence on the server's events and happenings over the past year?

In first place is Joey_Coconut, who headed up the census, runs the Wiki, and is the main leader of the largest group, Astral Brotherhood. In second place is VapePens, who co-runs another large group, VEA, which was also responsible for several widely-known projects such as the VEA spawn logo and Chromatown. In third place is OldLadyNorth, who insided several large groups, leading to a large number of griefs and significant controversy both as a result of and in parallel to the griefs. Honorable mention goes to hardboiledmegs, who heads up the event group the Wedding Planners, which hosted several large events, such as the Oscars and Jeopardy. She also is a leader of SBA and Avalonia.



Best Overall Player

After completing surveying and graph setup, we decided to do a graph of the aggregated superlative data for some sort of top-player ranking, as has similarly happened in past censuses. Upon adding up the values as-is, we realized the results were biased towards players who had small numbers of responses that listed them as the answer for every single question. Counting in this method would mean that a one respondent could vote for a single person 8 times. As a result, we've filtered the results so that a given survey response can vote for a given player a maximum of one time for this question, but are still able to cast 8 unique votes total. This system balances the playing field against concerted shilling, and recognizes players who are well-known throughout the community more readily. As in previous years, FitMC and popbob were removed, although neither were actually in the top 5. The top 5 are as follows, with the contributing placements being listed next to them:

1st - PaulSteve007

Best base/stash hunter: 1st Place

Best content creator: 1st Place

2nd - Joey_Coconut

Most influential player: 1st Place

Best group leader/community figure: 1st Place

Best builder: Honorable mention

3rd - KevinKC2014

Best map artist: 1st Place

4th - 87ac

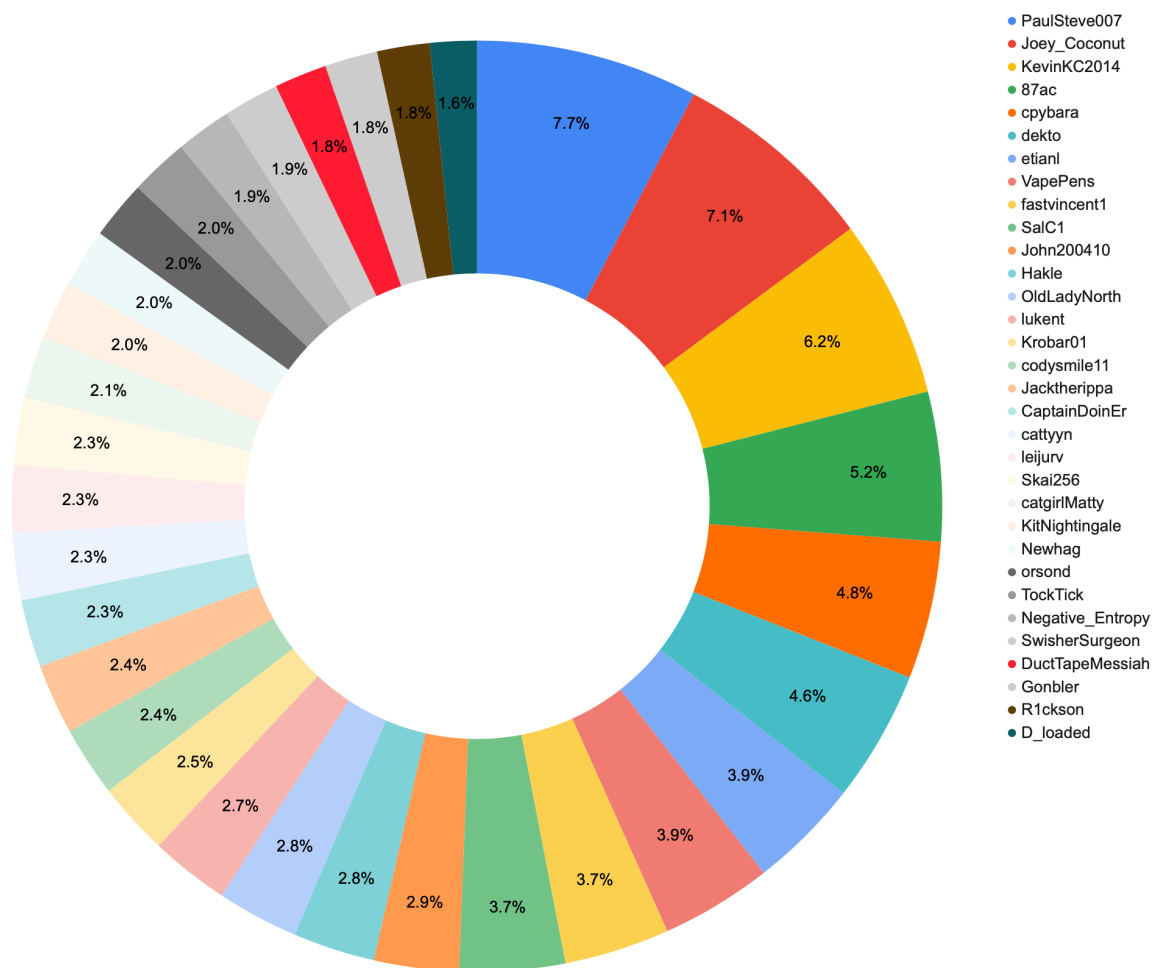
Best pvper: 1st Place

Best griefer: 2nd Place

5th - cpybara

Best builder: 1st Place

Best content creator: Honorable mention



Credits

Overall Operation

Joey_Coconut - Running the project

LegendBake - Data organization, Graph creation

Assistance

Nataani - Data analytics assistance

Beithir - Question Creation assistance

Translation

TheMineralWater - Russian Translation

EddyNoChong - Mandarin Chinese Translation

Cabeto - Spanish Translation

PoyrazD12 - Turkish Translation

0yiqitozturk - Turkish Translation

Osmobyte - Japanese Translation (unused)

Special thanks to the countless group leaders and community figures who helped to advertise this project.