



January Interviews

Interviewee: Ka

Capacity: Admin

Hello Ka, Happy New Year!

Happy New Year!

Good to have you back for another interview! How are you feeling today?

Today was kinda good. I didn't have much work, but I had plenty of meetings and, luckily, they ended in the first half of my day. Now I am just resting and after this interview, I'll start studying again.

That's good. So, last time that we spoke to you, you mentioned recovering from a knee injury. How are you doing now? Have you recovered or are recovering still?

Well, my knee is getting a bit better than before, last we talked I was still in an immobilizer and I couldn't move my knee. But now I've gotten my full range of motion. I can bend my knee now, like before, but I can't put any unnecessary and sudden weight on it yet. I'm still going through rehab. Furthermore, I just received a new program from my doctor two days ago, so now I'm going to start doing rehab again after the holiday.

That's good.

So, I believe you have already introduced yourself during the previous interview. So shall we directly dive into our questions?

Sure!



Okay so, well first and foremost, I love the changes that have occurred in the server. It must have taken quite a bit of effort and manpower, especially during the holidays, thank you so much for all your effort.

How did you manage to juggle the changes during the holidays?

Well, I barely did. Of course, I had to spend the holiday as well, so we technically had to get back to it just a few weeks before the actual opening of the server. So, for some reason, the days leading to that were full of anxiety because one- I was still resting. I didn't have any rest for the holiday [chuckles] because I was busy at work. And I had to juggle that with the plans that we had. We had numerous plans on the server. I know you've seen it, Griz, but we had plenty of separate channels where we discussed the plans for the opening of the server and all the plans were laid out. But the plan was still just a plan and we still hadn't done anything about it technically. The day's meeting for the server reopening was a ball of anxiety. But when we were nearing the beginning, we started getting stuff done and we started getting things off the checklist and it started to feel a bit lighter. However then the server tour...the changes that we did to the server tour, which were maybe the major changes that we had to do. I think that was the most important and ironically that was the most last minute thing that we did. So that was a mess. But I think the other stuff was received pretty well, so that's a relief. then we had a bit of a hiccup, with the new role out of the server, the new server tour rather. But we were able to patch it up pretty well, so now we are again, in a chill state on the server and I think some people have been more active than usual.

And I don't know but I feel like in comparison to the past or last few months to the holidays, the server is quite livelier now so that makes me happy and I also think people missed being in the server after it went down for like two months. That's pretty cool.



Yeah, a lot of people missed the server during the holidays. Because it was all just closed.

Yeah.

So, I believe the staff was on holiday as well, right?

Yeah, yeah.

Especially during the holidays and the organizing process of it all?

Yeah, it was... [chuckles] It was hard, juggling and trying to allocate tasks during the holidays. It was a bit of a challenge but just because I had to be confident of the fact that they are also on holiday, some of the staff members did say that they'll be out during the holidays and I wanted to respect that. So, I didn't want it to be too much or assign them tasks throughout the holiday, even if I wasn't sure that they were online till like oop, it was always just like asking: "Hii, who is here?" (In a cute voice), umm and whoever just answers [laughs], I would be "oh, thank god, so you are available to do this and that." (in a regular voice) and we went along with that. Until we got the stuff done. So umm, a lot of the organizing and mod staff were out. But luckily, those who were in and available to do the job were efficient, and they were able to do the tasks that were assigned to them, in a short amount of time, maybe a day after or even less after I give the task out. So... we were able to tick stuff off our checklist. Even if it was a bit of a hassle because we were quite understaffed during the holidays but we were still able to pull through. So that's great!

Given the time limit, were there any changes that you weren't able to do? Or did you manage to complete all the changes?

So we still have some things left. I think at least for the mod staff and the org staff we were able to make most of the changes. Some of them are still in the pipeline, but they just stayed in the pipeline. Because we think that, it's still



important to keep rolling out and keep everything fresh, so we haven't rolled out some important changes yet. I think on that end, like server-wise. The new stuff that we've rolled out is pretty much everything. Majority of what we planned for the re-opening. For mentoring staff though we had a lot of plans. It's just that we are short-staffed as for the mentoring staff and it's been quite a struggle to get everyone on, especially since everyone was on holiday and if not only holiday, we were doing work and other stuff like that. Then we were also in the middle of asking people to join the mentoring staff so that we can do what we planned to do as soon as possible. So, for the mentoring staff at the end of things, we weren't able to roll it out as we wanted, but we just planned to move it to February. So that we can create or try to create everything and prepare the materials for it. So for this January, I'm not that concerned about the lateness of it all and it kinda made sense in the end because we just re-opened the server in mid-January, and I don't know maybe people would appreciate it more if we used the entire month to a certain activity that is related to the stuff mentor staff does. But yeah, on the time limit, I'm quite happy. At first, I was scared that we were going to be closed for too long. And the tendency was that we were going to be closed for two months and people would start losing interest or not look forward to the opening of the server. That's what scared me off. Because I think that happened like once- or the first time that we did it. When we went back on, people started leaving the server because they got used to not doing anything. So now we closed for two months and I'm quite happy with that because I think the staff members got the rest that they needed. And then it was quite a wild ride leading to the server opening, but after that, we probably needed like a week, or a few days to even get back on track with the tasks that we used to do before the server closed. Once we got that in motion, everything was all good. So the time that we decided on, for closing and revamping, was fine, [laughs] I would have appreciated one more month but that would keep everyone on their toes already and that may have been



too long. I'm glad that with the two months that we've had for resting and then the open-server or re-opening, the new stuff that we showed the members during our re-opening. I'm also happy with the outcome.

Then well, the talk about the server revamp was a motivation for many people to come back and see what was going on.

Yeah, yeah, like that was a relief. I didn't expect that. But that was a good surprise.

Yeah, so what brought on these changes that have been happening in the server? Or rather happened.

Yeah, so some of these were issues that we'd been experiencing before. Let me just go to the announcements so that I have a list of the changes that happened.

Ok [chuckles]

[laughs] 'Cause there is a lot and I don't recall everything at the moment. So the embed was something that we discovered by surprise and it was like- "Oh we could use this", the KSG bot-looking thing, it was really cute. And one of our problems before was that the organizers and admins needed their time off, and then when we think that. Oh, this...this certain pin message or this announcement had to be updated. We'd have to contact an urgent organizer that hosted that, and they had to make the changes. But what if they're busy, so that just fixed our issue of having to disturb our organizers that are on break just to do that task. So this would allow us to just make changes - like anyone can make changes. And also, we had a problem for us, for people asking about - how to do this and that. And we didn't have a proper pinned message or it's either that or we didn't have an updated pinned message. So we decided that we'll just put a pinned message with all the details needed for each of the channels so that when members are inside or want to have a



view of a certain activity, a course, or channel, they can easily go to the pinned message and ideally – everything would be there. So there's that, and then in the subject channel, I'm gonna be talking about maybe the big changes. For the subject channel, we wanted a more organized way of answering people because of the tendency that when people ask multiple things at the same time and mentoring staff or other members aren't able to get to it quickly, it becomes alternating messages talking about different things. So it was not organized. Therefore we found this cool bot that makes a thread out of all the messages in the channel, and I think that it makes it a little more organized than it was before.

This whole server change was also because since we started the server, there were a lot of discord updates that happened. We now have programs like Text chats in voice channels. And we also have slash commands. So there were a lot of things that weren't updated and then there were also a lot of things that just didn't make sense anymore with the new server features. So, we had a lot of channels before but now that we have the text in voice chat, we just wanted to make everything less overwhelming [laughs] for the members. I know how it feels to see a lot of channels there [laughs] and if you don't know which one is for what then you're gonna have a lot of trouble navigating around the server so we just wanted to help in that a little bit for the members.

And then the quiz activity was also one of the main changes. In the quiz activity we had before, we noticed that a lot of people just had the quiz activity role, and the same people were attending the quizzes or even no one in general. And the previous process that we had was with the whole voting for the available time before actually going over the quiz and in the end, very few people showed up. They would cancel and stuff like that. And we also heard a lot of feedback about it so we wanted to make the changes. So that you know I'll just stop here and then take a quiz and then leave, period. I



think the new quiz process also made it easier for our staff because we wouldn't have to host now and then, so overall it was less time spent or like-less effort and time spent on running this activity and then we all get what we want. We got people to attend the quiz activity and even if they didn't, we didn't spend much time on it because we simply had to run a command on our end. So basically it's like optimization. A lot of the changes here are just optimizing the features and activities in our server. And making it easier for both members and also the staff. I'm sorry Griz, I've been talking a lot now. *[laughs]*

No, it's okay *[laughs]*

[laughs] This is the last part I guess. The new items were also a big change in the way of the server economy. We've been looking at it for quite some time now because people have a lot of hearts and they don't have anything to spend it on. So we were thinking that we had to add a few things to our shop, and we also had to revisit the way that we gave our hearts. If we are going to add something really expensive to the shop, then we have to help the members get more hearts than they previously did so they know that they could get expensive stuff if they put some more effort into it as previously we gave out just a few hearts than we do now. That's where the SEA role and the Whalien role were birthed? We had to put some high-priced items in there. Of course, we wanted to make it worth it, so we did some role icons and stuff like that. Then we also did a server point card quota reduction card because we know there are times when people are too busy to do the quota, but they still wanna stay in the server, so we wanted to put out an item like that. But of course, it comes with a price, so if they wanna avail these items in the future, they just have to grind a bit. It's also easier to earn hearts on the server now. Simply chatting in the subject channels would give you quite a lot of hearts already and also participating in the quizzes or rather in the activities. In some courses, we give quite a lot of hearts so that in a week, you'll get a sufficient amount



of hearts already. If you study or practice Korean a bit, it'll all help you in the end. I think I'm done talking [*laughs*]. Unless I didn't answer the question.

[laughs] No it's okay you answered enough.

I believe you have answered most of the questions, but let's dive into the changes again with some other questions.

So could you explain how the tour process, and the server tour process changed - as you mentioned that you had changed it earlier and it's something you did last minute?

The tour? You are talking about the tour, right?

Yes.

For some people who are gonna be reading this, it's gonna be a while since you've had a tour, so for a refresher, previously we had almost the same information actually, it's just that the server tour itself a few hours worth of videos which you had to watch and after that, you had to answer a server quiz and if you didn't get a passing score, you wouldn't get access to the server. So that was because our initial goal was to make people understand the requirements of the server. People who could follow instructions and that they have the server quota requirements engraved in their minds before their entrance to the server and if they don't then they are just going to be kicked out in the end if they don't understand the need for that. Again the server quota is there so that people are not forced but encouraged to do at least a bit of Korean in a month or rather every month. Like the two points which you can get easily from some activities, helps them to keep the learning continuum. So initially we wanted everyone to be able to understand that, that's the main thing. And they have to understand everything in the server before they go in because once they are inside, it's a bit overwhelming. So, they kinda know what to expect before they enter. But the problem with



that initial goal was that not a lot of people ended up getting inside the server. And I understand that because the process of getting in was quite hard. You have to watch a few hours of videos and then you have to answer this quiz. But what if you are having a hard time reading through walls of text and all that. So our new goal, for now, is just to expand the community. And expose a lot of people to our server and then also expose the new people to our lovely members, who will help them to be motivated. So along with the pinned messages, where they already get the context to see in every channel, we made the tour easier for them. And in the new tour, they don't have to watch tons of videos anymore. It's all text-based. And previously they had to answer 14 questions for the final server quiz but now they just have to answer two randomized questions. And a lot of questions are not in there anymore. So I think we made it easier with the goal of expanding and also getting more people inside the community. Also, we listened to the feedback of some members who wanted to get inside the server about how hard it was to enter when they just wanted to learn. So we wanted to find a middle ground. We still wanted to keep it a bit hard where you had to read through a lot of stuff and get to know the server more before you can get in, but also easier in the sense that you just have to navigate around the channels that you can see to get the answer. And that it kinda mimics the act of searching around the channels to find something that might answer your question, before you ask about it. If that makes sense.

There are some new channels like FAQs, and you updated the map channel, are the changes made towards helping the old and newer members, especially the server tour? We made those channels or rather we updated those channels so that it will also aid the new members. Also, the new members are now being welcomed in the bathroom break. So that other people can welcome them inside, and help them as well when they're overwhelmed. Others can walk them through that, as much as they can. And



they are also led to the FAQs like you said, and the packages in the welcome message in the bathroom break. The mods made a sheet about that, and we put them all in a channel and then the packages are based on the different levels. So we made it into the layout of the packages channel. It's just a small message and you just have to click on which one is your level. So that you're not overwhelmed with walls of text. For example, I am a total beginner, but, but I am bombarded with information on advanced people and intermediate people. We didn't want that. We wanted them to be able to have the choice of just clicking on what they need and not be overwhelmed with information for the other level. Those channels are made, edited, and updated with the newcomers and also server members who have leveled up or something, in mind.

So hooking onto the KSG packages. What was the idea behind it? How did you come up with it?

If I remember correctly, it was suggested by one of the staff members. I think it was because we opened the idea of revamping the server tour to the staff. We wanted to hear their thoughts or their concerns with the current server tour setup. Then, by then- I talk about the current and that means the previous setup. The hour-long video to a server tour kinda set up. I wanted them to tell their thoughts about the server tour and then they did say that only a few people are going through as a member. It's hard to listen to long videos or just answering a server quiz where you don't know what you got wrong but you have to keep answering again and again. We also opened the idea of not having videos and what we should do for the server tour if not the videos. So it was decided that it was going to be text-based. So that's where that idea popped up I think. We also decided to make a channel that has the FAQs so that the coming members can look there and we can also update the map because the map back then was not updated at all. It had stuff we didn't use anymore and didn't have stuff that we currently use. It was a mess. So we



had to make sure that the map was updated and that the FAQs were sufficient, having all the useful information. The package's idea came to life because some of the newcomers on the server didn't know what to do. The issue with the old server tour was that they got bombarded with a lot of information on activities and courses that they didn't need, or maybe their level wasn't at par with it yet. For example, I'm a working student and I just have to be here for a little amount of time and get the server points I need, but I'm still interested in studying Korean. So we didn't want to overwhelm those people with lots of information about clubs and all that if they didn't have the time for it. That's where we thought about packages. We wanted to keep it separated by different levels. For example, if I am an absolute beginner, where's the stuff that I can visit, or just get to at first? That's where the idea started and we worked towards that. I'm sure after we make even more changes to the server, it will grow, and that package's channel will change over time but right now, it's quite useful as well, for the staff, because when new people ask what they can do in the server, we can direct them to that channel as it already has the information that they need.

That's good.

Going back to the new roles that came out in the *Magic Shop*. The *Whalien* role - why is it so expensive? So many 7s, but I love the 7s.

[laughs] This is connected to the thing I said earlier about how a lot of people have a lot of hearts and they don't have anything to spend it on for which we decided to make a super expensive thing. We had to make it worth it and we thought about making a hoisted role. It had to have a really cute role icon and color which we can price at the high end so that they think properly before buying it. If they had enough hearts, then they could buy it but they would also need some spare hearts in order to buy their -1 cards or what there is. So that's the *Whalien* role. I think it's worth it. It's really cute as well. But only one person has ever bought it, so I'm hoping, and I've tried snooping around the server and I think some people are



saving for it. So that's nice. I'm looking forward to seeing more people with the *Whalien* role and possibly we can add another expensive thing in there.

Can we ask how you came up with the role names? And how did you come up with the icon mainly? Because they are done beautifully.

I'd like to thank Sas for the role icon design because she was the one who worked on that wholeheartedly. So, thank you Sas for the role icon design for both SEA and WHALIEN. About the role name I wanna say that we are really bad at role naming conventions, naming anything! I think we are collectively, just winging everything when it comes to naming stuff. So I was asking about that role and I thought, "KSG Role" and that was the dumbest idea I've ever thought of. *laughs* When I was pitching this idea to the staff, I said 'I want this really expensive role in there that does this and then I also want this role that lets them buy something and try their luck but it won't give them the role but when it does, it's fulfilling.' So, those were the ideas. They were not named after anything. I just wanted those-

[technical difficulties] [reconnects after much struggle]

I've noticed members around trying to get the SEA role, Azzy has probably done it millions of times by now. Be honest, does it exist? Or are you messing with us to steal our hearts?

[MORE technical difficulties, can't hear Ka's answer]

[Difficulties fixed]

Ah, okay, I remember. I think I remember what I said.

Okay back to the SEA Role again. Let's pretend that I'm asking the question again.

[laughs] Okay



So I've noticed- blahblahblah- I've asked the question, go ahead.

[laughs] Okay, So I was saying - the role exists, don't worry, there have been like ~4 legitimate people who have gotten the role and they didn't cheat at that. I'd tell you because they are staff members, they didn't cheat, they just had the hearts and the resources to keep trying for the role. So there are only four members in the server right now who have the role. Still waiting for someone who can get it. I have not gotten the role. I remember testing the role before. That was a long way back , I guess about a year ago. Because I wanted it there but I was saving it for the server re-opening. So I just made the automatic responder for it and all that before the server closed. I was testing it on my own. And I tried it about 278 times before I got it.

Oh my god, 278...

Yeah, 278 times. And I still didn't get it so I was like - ok good luck, everyone. But, some people are just lucky, right? Those four people were lucky enough to get it. So don't lose hope, I think *laughs* you all do... And that's why it's just the item itself. It's not expensive because we don't want you losing your hearts. Just trying it out.

So you mentioned the exercise list and how they have server points attached to them now? So I was wondering, when was the list created? And what does the list have to offer, for those who don't know?

So, the lists are made by our staff and are like mini quizzes or mini exercises that have to be answered on a Google form. They are sold in the magic shop and when you buy it, you enter a command, and it will ping us to our org request channel. We send you the form and you have to answer that. Before, we didn't really do it, I mean - previously you bought it then you can answer and just get feedback on it. But now you can convert it to a point so that you



could use it as a server point and we have 1 out of 2 required server points for the month. Just as long as they're returned by the mentoring staff in one month as well. As in you answered it and you got it returned in the span of one month. We are also stricter on the mentoring staff now on returning the feedback for the exercises.

Um in one month...?

Yeah, in the span of a month. They should be returned in one month and also they have to have a score of 70 or above because we don't want people answering for the sake of it and not understanding what they're answering. So we kept the certain quota for it, but that's just an extra activity and it's not advertised as an official exercise- or course on the server. It's just something you can do so that when you're running out of stuff to do for a server point, you can use that. Well, you asked since when it was there. It was there for a long time but not a lot of people answered it. That's why we also changed the prices of it in the shop because we realized that since it was staff created, it took a lot of effort for the staff members to create that, so we upped the prices a bit.

Ah, ok. Well, that's good. More addition to the activities we have. So, the server is nice, we always have people helping each other out. You especially see that in our subject channels such as words, grammar, etc. It's good to see the new change that has been made, recognizes this, and rewards people with help me role, a chance to earn server points via helping each other out! So, how did you think about this change, as well letting people apart from mentors have the 'Help Me!' role?

Okay, great. It's not advertised, right? In the sign-ups or extra role channel people with 'Help Me!' role can convert their questions they answered into a server point as well. The reason behind that is that number 1- we have only a few mentoring staff so we need all the help we can get and also we have



some capable members in the server who can answer questions just as well as we can, so we are allowing it. We have to make sure that the questions are answered correctly of course so we can jump in whenever it is needed. But we decided to let those who have the 2,3 role and above to have the chance to have the help role so that they can also help out! And who knows, they might want to be pinged for stuff like that, as well. So if they wanna help out and take the initiative to help the mentoring staff out like that, we are not going to stop them. So we made it an acquirable role for some members. And we also got rid of the **.helpme** command because primarily it's just because of the new methods for the new layout of the subject channel. Ideally, they can ping the role itself in the respective thread so we can receive the question. And it doesn't work on bots because the **.helpme** role calls Mimu, and that will umm complicate things because it might make a thread of the question itself. And then it might make a thread of the actual Mimu response. So we just made it pingable by everyone. That's it.

Is there a reason why you haven't advertised that the 'Help Me!' role has the opportunity to earn a server point?

So what happens now is they only see the channel rather, when they get the role. I didn't really wanna advertise it like that because I didn't want people to be obligated, or rushing to answer the questions just because of a quota, if that makes sense. So I wanted them to help out, just because they are willing and really wanna help out and are not doing it for a server point. That's why it's like an extra thing that they can get. After they get the role itself. Does that answer the question?

Yeah, yeah, it does. Thank you.

So you mentioned keeping up with the discord changes and the forums and you have introduced circle room talks. How is that different from the bathroombreak channel? How does it benefit us?



Let me just backtrack a bit. I saw this - the forum feature of Discord - when it was launched. And I was thinking, 'Do we need something like that?' So at first, I was just thinking if we should use it in server questions or would it confuse people? Because people are just asking fine in the server-questions channel. So I kinda let that be. But then we had a thought before we had people post stuff in bathroom break, and we know some people as well have it muted already because it can get noisy at times and all different topics are talked about at once. And you know how discord is. Sometimes you reply to one message that was sent a week ago and then afterwards the next message that gets sent in the channel is the current topic and it's just a mess. So we wanted a channel that people can access and use in a more organized way of talking about certain subjects. And I think that was the perfect opportunity to use the forum channel. And we got the validation on that when we received a feedback post to have something like that and also to use the forum channel. So when we received that, we were already drafting, or testing out the forum channel. We were just waiting for the rollout and making sure that everything is good to go, but I'm glad that most people have already used it. And some of the topics are still actively using it so that's great.

Great. Staying onto the discord changes the topic, a couple of months ago there was, slash commands that came in and forced themselves in. How was it adjusting to the changes of those commands?

Yeah, it was really hard honestly. Personally because during the time that slash commands came into discord, I was really inactive from the server. I was generally lost with the things that were going on and I had to make the most main changes for some of the commands and stuff like that because they don't work as they used to. Those were like some of the challenges that I've had there. And then also some bots had to either close down operations or pause operations for a bit so they could also adjust to the slash



commands. It was just a mess because some bots were not working the role of the slash commands, and the different bots that we use in the server were done at different times. So we also had to adjust to that. We had to change a lot of processes internally and also externally in our activities and stuff like that so it was really hard. It was a good thing that we did the revamp at a time when almost all of our server bots were using slash commands already. So we got to tweak our processes. Also the server tour uses a lot of- not slash commands but we were able to adjust our processes and entrance processes accordingly without having to worry about this bot not being compatible with the slash commands yet or stuff like that.

Ok, uh... [loses voice]

Sorry. So among all the changes, I would say, personally, my favorite is being able to transfer emojis to the Ksgc server. Um, as I am in a-[COUGH] sorry [with lost voice].

No worries. Drink water Griz!

[short silence of rehydration] I did it, I drank a lot of water, but um.

Okay [laughs]

Just so you know, the season's getting cold, so sicknesses are coming in.

That's true.

Okay, back to the question. So among all the changes, personally my favorite would be transferring emojis to the KSGC server.

Oh, okay.

As I am in a lot of clubs, even though I have nitro, now other people can use it and put in emojis so it just makes it more fun. So which one is your favorite change?



My favorite change... Umm... I would say the *Whalien* role and the SEA role would be my favorite change I guess because it encourages people to earn more, therefore I can see them interacting a bit more, around the server. You know, that's the interaction that we need. Just to keep the people interested and engaged. And it's just really helped.

That's one of the best ones as well. Especially with all the effort put into it. From Sas of course.

Yeah.

Overall while making all of this - what were the challenges that you faced and overcame, apart from the ones you mentioned?

The challenge was thinking about stuff. Cause execution is one thing, but there is also the planning that comes with it. We had to talk about the pros and cons of the different changes we were gonna make. For example in the case of the server tour if we got rid of all the videos and also the server quiz that comes right after that would mean that more people will easily get in but they can also be kicked out in the end because there might be a chance that they haven't absorbed everything yet, and of course everything is just overwhelming still at the end. So we had to find some options like that and come up with a final decision in the end that will benefit all of us. Of course, we also had to think about what the process of the staff members would be if we made this certain change. We had to make sure that it wasn't a hassle to undergo and that everything would still be doable. So I think the hardest part is planning things out and making sure that everything is full proof. And also with the number of staff that we were working with during that time, it was just pretty rough.



Okay. So, could I have a little sneak peek on what's to come for ARMY KSG 2023? New courses? Clubs? Activities? We won't tell anyone! I mean - until the yearbook comes out, of course.

Okay [*laughs*]. Umm for 2023, I have no idea yet. But I was thinking maybe more roles of course. Maybe not even like 2023, maybe even earlier. If we get to think about it a little more.

Umm... It is 2023 right now...

OH, SHOOT! NO, I WAS-

[*laughs*]

I FORGOT

[*laughter continues*]

That slipped my mind. I'm dumb. Never mind, let's repeat this answer [*laughs*]. God, I just forgot it was 2023. So since we're trying to optimize a lot of processes, we're gonna have a lot of space for new roles. We still might have more fun-related roles in the shop. We're gonna think about that. And also about new activities that will keep the people engaged. We're planning on activities that will keep people engaged which won't be as hard as they used to be and they wouldn't have to go out of their way to do them because they'll be using the platform that they might already have. And then, there are also some activities like speaking activities, and comprehension activities that we are planning to go back to. So if they wanna work on that kinda skill and their Korean learning then they might wanna check those out.

Yeah, so we're coming to the end of the interview now. Thank you for that little sneak peek. So, let's end this with a final question. What are your wishes for KSG this year? New year's resolutions, even.



New year's resolutions... Like, can we double the amount of people in here?
Can we go to like a thousand members? [laughs]

How many are there now?

So right now we have like 500, almost like 440 or 450 members on the server currently. And we're also planning to be more active on social media. So we might be able to increase that number a bit. But the active members are a lot fewer than that because some people still haven't gotten through the entrance process. So I just wish we have more active members in the server, those who have actually got through the server tour and are actively doing the quota and stuff like that. So that's my wish for 2023. And then more engaged people as well meaning the people who actively attend our different live meetings. We recognize a lot of them already because they've been attending quite a lot of times already. So I just wish we get to interact with more people in our live events. Of course it is more fun like that. So overall the continuous growth of the army KSG. As an admin that's the ultimate goal so that the community grows and keeps on growing even after time passes. I'm also really thankful that it's been more than 2 years already. So at this rate, I don't think it's impossible to be able to attain those goals. Goals are slash wishes.

So, everyone who is reading the interview, make sure to invite your family and friends so that Ka's goal gets achieved. You can give back to the server that way.

[laughs]

So, thank you very much for the interview and for spending your time helping the server and its members. Happy new year again!

Happy new year! And thank you so much for asking those questions. It made me rethink a lot of stuff and just backtrack.



Oh, that's good then if it helped.

Yeah.

Ok well, see you, bye-bye!

Thanks. Bye!

