The state of SFXD, Year 5

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|                   SFXD and the Mod Team PRESENT                 |
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|                   The state of SFXD, Year 5                     |
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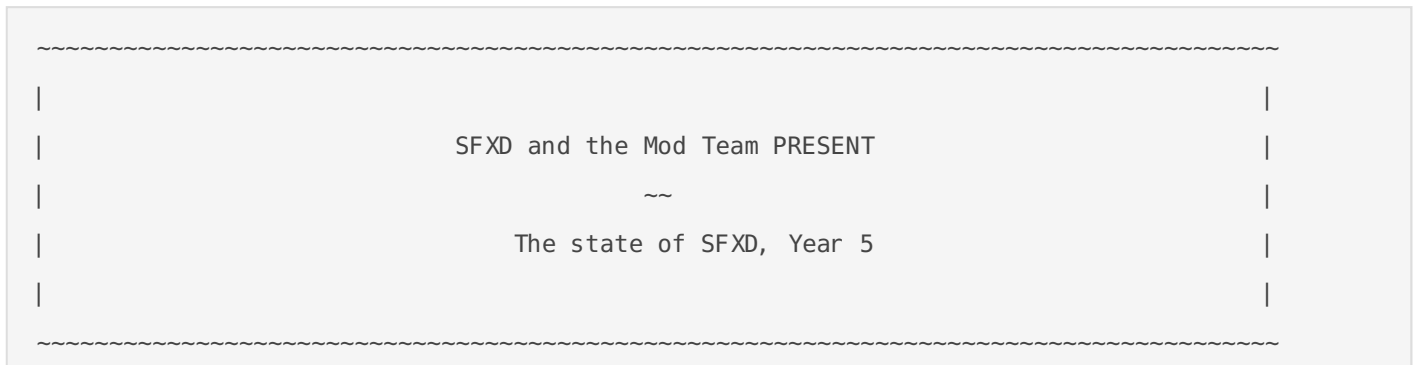**INTRODUCTION**

Hey everyone,

in addition to the yearly survey, which gives insights into what *you* think about SFXD, we thought we'd do a mod post about what *we* think about SFXD this year. I'll try to keep these running yearly.

The idea behind this is to:

- be transparent about mod actions
- showcase statistics that we have about the Server (we don't have many seeing as we hate tracking)
- give you a bit of a behinds-the-scenes view of how we run SFXD.

We'll try to keep things short, but this will definitely take up a few screens worth of messages (BEAR WITH ME) :bear:.

So without further ado:

SERVER STATS

> Actual Server Stats

4582 Members, of which:

- 1530 role-less Members Inactive for 7 Days
- 2256 Members Inactive for 7 Days
- 1036 role-less Members Inactive for 30 Days
- 1555 Members Inactive for 30 Days

Which results in a "real" membership of roughly **2600 members active every month** (roughly 1/3rd of monthly inactives check the server once every few months).

With:

- 785 average weekly visitors
- 236 Weekly communicators / 395 Monthly communicators
- 95 message per communicator
- 110 new members weekly on average, of which some 15 stay active in the server
- Roughly 33% growth every year since 4 years.

- **12500 messages sent weekly on average**
- 2500 messages sent daily on average
- 60 minutes of voice monthly on average

21 servers are following the #announcements channels and receive what we write here.

> Meta Server Stats

- 92 roles
- 50 text channels (including archived and mod)
- 21 people have been assigned a Salesforce Internal role
- 1 Vendor still active (hi @gearset)
- 12 live sessions and office hours done last year (more to come!)

> Wiki Stats

The Wiki runs on a glorious 1vCPU, 1GB of RAM droplet in DigitalOcean. Its entire footprint is roughly 20MB, and most articles are a few kilobytes - the storage comes from linked documents.

The wiki sees some 2000 visits a month on average, with people staying 14 minutes on a single page.

The wiki serves on average 300MB of data per month, mostly to the US.

> Implementation Guides stats

The implementation guides repo runs on a glorious 1vCPU, 1GB of RAM droplet in DigitalOcean. Its entire footprint is some 450MB due to the implementation guide PDFs.

The implementation guides repo sees some 9500 visits a month on average, with people staying 6 minutes on a single page.

The implementation guides repo serves on average 1TB of data per month 950GB of which is cached, mostly to the US with India being close behind.

We don't really have other stats because all of them come from either cloudflare or a selfhosted non-invasive stats module.

Total server costs are roughly $12/month, due to some droplet resizes I gotta do when the ARN get released - otherwise the traffic buckles the server.

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MODERATION

> Hard Numbers

- **SFXD Mods have banned 63 members all-time, of which 57 were spam accounts during the spam-wave this year, which were then deleted by Discord.**
- SFXD Mods have kicked 3 members this year, all of which had 2+ warnings.
- SFXD Mods have emitted 12 manual warns this year, most of which were for spamming content or approaching members despite being asked not to.
- SFXD Mods have been involved in 2 individual chats with specific members for de-escalation of various situations.
- Enforcer has emitted 22 automatic warns this year, most of which were about compliance with #job-offers or #job-requests, the rest being `@everyone` tags.

Note that reporting on mod actions is somewhat more complex than previous years due to Tatsu being yeeted into the sun, and replaced by our beloved @Enforcer.

> General Mod stance

This hasn't changed in forever - we moderate based on the rules in #basic-info, and if those do not match with our intent, we modify those publicly and post in #announcements regarding this.
The community is generally self-moderating. You are all great people, and it makes it easy to keep a handle on the server.

As a direct result we tend to be relatively hands-off re: moderation, apart from enforcing the heavily-moderated channels and banned topics.

The only actions that have not been taken in direct accordance with #basic-info were the de-escalation talks. While going into detail about whom and why is *not* going to happen, either here or in public channels, the short version of both cases was a member was exhibiting behavior we found unfit for SFXD. In both cases, we approached the member about why we felt this way, and how we would like to see change. One such member left SFXD; the other stayed.

> Specific Mod actions

The most "agressive" mod is myself, with some 90% of all manual enforcement actions being done by me.

The most "talkative" mod is Supergrape for last year, closely followed by Mekel (a few hundred message's worth, based on Enforcer points).

Tsalb continues to be the master of the Development sections, with all mod actions in those channels being done by him.

Mike oversees the ISV channels, with no mod actions taken to date.

That's all :slight_smile:

You can look forward to the Survey results soon as well :slight_smile: