



**Forum: HM General Chit Chat**

**Topic: Hello! Is anybody Home?**

**Subject: Re: Hello! Is anybody Home?**

Posted by: pijon

Posted on: 2012/7/22 18:29:52

OK, Chilly...

While I want to stand my ground on my point about comments, I don't want it belabored either and I agree that it is rapidly becoming so. Still, I don't want my words or points confused either.

Chilly said:

Quote:

Deviantart is NOT popular because it gets more comments, Deviantart gets more comments because it IS popular.

It is not my point nor what I said that you have responded to. I was talking about Deviantart's SYSTEM (not the comments themselves)... how it handles comments in a way to increase community... that's what makes them so popular. I was attempting to draw the direct correlation between comments/community and popularity. Do you have any alternative explanation as to how they got to be the most popular? I'd also like to add that I was recruited there by several former members of Art Zone, which was turning into a ghost town (now dead) as a direct result of exactly the sort of things Star mentioned in his original post (this is me trying to get back on topic ). Allow me to back up this opinion by example: Those 6 people who recruited me... all of them told me this is why they left and all 6 of them extolled the virtues of how deviantArt set up comments and groups... you know, communal stuff.

I am willing to concede that comments and popularity are interrelated, each dependent upon one another, not a one way direction from one to the other, so we're sort of both right.

Do I have a plan? Ummm... not really.

Merely to bring it up and hope members read this and the idea catches on as well as me leading by example. Look, I brought up the comments suggestion because it seemed to me like the easiest fix (though by no means a complete one). BTW, I do feel that comments are only one piece of the bigger vital ingredient: community. I think all of those things Star mentioned are also part of that equation. If you build community, you can build loyalty. Again, this is not merely something I feel but something I've observed and something I know a lot of artists feel because I've actually talked with them. (Of course, I realize it's futile to convince a dedicated loner like you, Chilly of the value of community; I'm talking to everyone here on this point).

As to your ideas, Chilly... I actually think they are good and sound ideas. I'd like to see them as features but the idea of shifting HM's entire focus presents a large risk of alienating the members you do have and does nothing to guarantee new folks would come.

Again, getting back to Star's original post... I was very disheartened and troubled by the moderator responses which were in large part, "well, I'm busy, the art's not good and nobody participates." That makes me think "man the lifeboats, this ship's going down!" I don't think the ship's going to right itself without some help from the mods (and a game plan would be nice too). I certainly understand how the mods can easily become too busy with their schedules but perhaps if they need help, asking for it would be a consideration. I feel HM's been very good to me and I really want to see it stay alive and healthy. I am willing to step up and help out, even become a mod to help with the workload if necessary (although unlike Star, I am less eager to knock my own piece out of the monthly top images

).