

Guideline for nice cooperation among team members

Be nice to each other, yeah sure! But... what does it mean exactly?

Fundamental basics

We are a community of people with one unifying goal. It is important for us that every person who wants to participate is able to do so. Nobody should feel excluded or rejected for no reason. The community atmosphere and the communication among each other are based on respect, kindness, politeness and trust. That means for example:

- to not insult anybody, be it implicitly or explicitly.
- to not depreciate or ridicule anybody.
- to not annoy, pester or belittle anybody on purpose.
- to address potential problems and not to backbite.
- to clarify problems quickly so there won't be any frustration.
- to initially expect the best from everybody.
- to initially assume everybody's seriousness and authenticity.

Of course not every single person is as nice as we would like them to be, but this is no reason to behave like ill-humored cynics, who see every stranger as a potential threat!

The way we approach others tells a lot about ourselves and it affects the reaction of other people toward us and others. That is why we ask you to set a good example and behave in a way that will make people want to be as nice as you are due to your constructive actions! Thank you so much for your cooperation!

Online communication

Please don't let yourself be carried away by virtual anonymity and refrain from all sorts of stupid foolishness! Every account you interact with is made by a real person who wants to be treated as one. All the above-mentioned points apply for online contacts as well as in person.

Rules and violations

At some point it may be useful for you to come up with specific rules and a set of predefined consequences to enable you to deal with destructive behaviours. But in the beginning stages it probably is better not to overregulate your endeavor and to just believe in the goodwill and positive spirit of your team members. It's easy, just treat each other nicely and with respect! ;)