

Minecraft: Building new realities

Description

Minecraft: Building new realities

Minecraft emerges as a potent tool for bridging the digital divide in education and civic engagement. It fosters problem-solving and creativity, empowering young individuals to co-create solutions and actively participate in shaping their communities.

Level of participation

Information
Ideation

Duration of participation process

Preparation: 1-3 weeks
Implementation: 1-2 days
Follow-up: 1-2 days

Target group size

50-100 people

Costs

$$

Human resources needed

At least two persons for moderation and reporting the results

The method: what is it, when to use it and what outcome to expect

Minecraft for youth participation is a dynamic and immersive digital method that leverages the popular *Minecraft* game to engage young participants in meaningful collaborative activities. In the game, the player creates constructions such as buildings or circuits in a freely accessible, procedurally generated world.

This game world can also be explored to collect resources, fight against monsters and process raw materials into new items. This empowers young people to take the lead in shaping their projects, such as community revitalization, environmental awareness campaigns, or youth advocacy efforts.

In addition, it enhances learning experiences by incorporating Minecraft into educational programs, encouraging hands-on problem-solving and creativity. The method fosters a sense of belonging and civic engagement among youth by involving them in Minecraft-based community development projects. It allows participants to apply their learned skills to real-world challenges.

The process: how to conduct it in an in-person setting or online using a PC/laptop with video option

1. Set Up: Download the trial version of Minecraft (you can play for 100 hours for free) or buy the full version in the app store.

2. Introduction: Participants may not know the game and need instruction on how to play it.

3. Equipment: Provide laptops and tablets for those who need them. You can also partner up with an internet cafÃ©, university or youth centre to set up the server and provide equipment.

4. Define the Project: Outline the goals and objectives of the project within Minecraft together with the youth.

5. Collaborative Building: Participants work together to build, design, and create within the virtual world.

6. Ideation: Encourage participants to share ideas, discuss concepts, and collaborate on solutions.

7. Project Progress: Regularly check in on the projectâ??s progress, offering guidance and support as needed.

8. Completion and Presentation: Once the project is complete, participants can present their work and discuss the outcomes.

Blended participation

Combine online and in-person elements by hosting Minecraft sessions or festivals for young people.

Digital communication

Communication platform for meetings: Teams, Zoom, Webex

Gaming Communication: Discord, Team Speak

Good to know

- Ensure a safe and moderated environment for participants.
- Encourage creative freedom while aligning with project goals.
- Provide technical support for participants unfamiliar with Minecraft and Hardware tools.
- Facilitate discussions and reflections on real-world applications of the project.
- Celebrate achievements and contributions to inspire continued participation.
- Provide a space to discuss how the learned skills in Minecraft can be transferred into the real-world and support youth to take action.

Share :

Twitter
LinkedIn
Facebook
Email
Download Method
Print Page