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Minecraft Education in the Classroom – The Only Limit is your Imagination

Minecraft is currently the second most popular video game of all time, with more than 100,000,000 copies sold worldwide. The increasing application of this video game for educational purposes has attracted much research attention where the main goals have been to identify the uses, benefits, and challenges of supported integration of Minecraft into classrooms for teaching and learning purposes.

So, what are the main findings on the educational uses of Minecraft? Can students learn effectively by playing it? Does it provide positive stimulation? Are there any barriers to using this type of video game at school? The usefulness of educational games has long been validated by numerous studies. However, it has not always been easy to use games, and especially video games, in class. When players become highly engaged and fully immersed, they can often be more open to learning through the interactions, discoveries, and experiences during the provided game. High engagement also limits distractions, loss of motivation, and misunderstanding of content, all negative factors for learning. Thus, gamers are free to discover and to cognitively focus on the task at hand.

Minecraft Education has been available in an educational version of Minecraft since 2016, and it is rapidly catching on at schools. American and Swedish schools have been integrating Minecraft into their curricula to teach everything from science to urban planning, and to some extent, languages. Many educational applications and experiences can also be found on various online forums. As a teacher, you don't need to be the expert in Minecraft's game technology to create engaging and worthwhile learning experiences. You will likely never be as expert with the technology as your students. And that's OK. Learning is best served when teachers act as pedagogical game master and a co-learner to their students, establishing an environment where risk taking is supported for all. This hands-on workshop will help you dive deep into the features that make Minecraft EE such an amazing educational resource in engaging students and fostering creativity and collaboration in classrooms around the world.

Find out how to build your own lessons in Minecraft, discover how Minecraft EE can help your students meet the new Digital Technologies Curriculum progress outcomes and learn how to get your class (or school) up and running with Minecraft EE no matter what your school learning platform is.

Preparation materials

If attendees would like to play in the Minecraft Education world being discussed, please download and install the Minecraft Education App from this website (PC, Mac, Chrome or iPad): <https://education.minecraft.net/en-us/get-started/download>

Workshop presentation for Minecraft Education in the classroom will be loaded onto a Google drive here
<https://drive.google.com/drive/folders/1UXRIsBz6ClwuESaCH3sRHZEvkUvLzkw9?usp=sharing>