

# HERIcraft

## HERIcraft Workshop Facilitation Manual

University College Dublin  
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# Introduction

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This manual provides detailed steps to prepare and run a HERIcraft game session. The instructions include **installing and playing Minecraft**. It covers the installation and login process, basic gameplay instructions, and **pre-workshop preparations**, including hardware and software requirements and ethical considerations. A **pre-workshop checklist** ensures readiness. The manual presents tips for managing the game and players during the game session, how to handle technical issues, and observing participants using an observation sheet. **Post-workshop guidelines** include documenting activities, debriefing, sharing data with the research team, and understanding HERIcraft reports.

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# How to install and play Minecraft

## Installation and login

A Minecraft licence was provided to all pilots in order to experiment and test the game before planning a game session for the co-envision activities with the community

The first step is to login to Microsoft Store using the provided credentials.

Then Minecraft Launcher must be installed. Once the game is installed, the third step is to access the HERIcraft server.

The whole process is outlined below and present in the video tutorial [\[video link\]](#)

### Open Microsoft Store

1. Log in using the accounts provided by the research team or purchased for the activity.
2. Check if the login was successful.

### Open the Minecraft Launcher

3. Download the Minecraft Launcher [\[link\]](#).
4. Locate the Minecraft Launcher installer on your computer and open it.
5. Use the Microsoft account credentials to log in (licences provided by the research team).
6. Use the tab on the left to select Minecraft Java.

### Version Selection

The launcher will default to the latest version of Minecraft. The server can be accessed using the latest version.

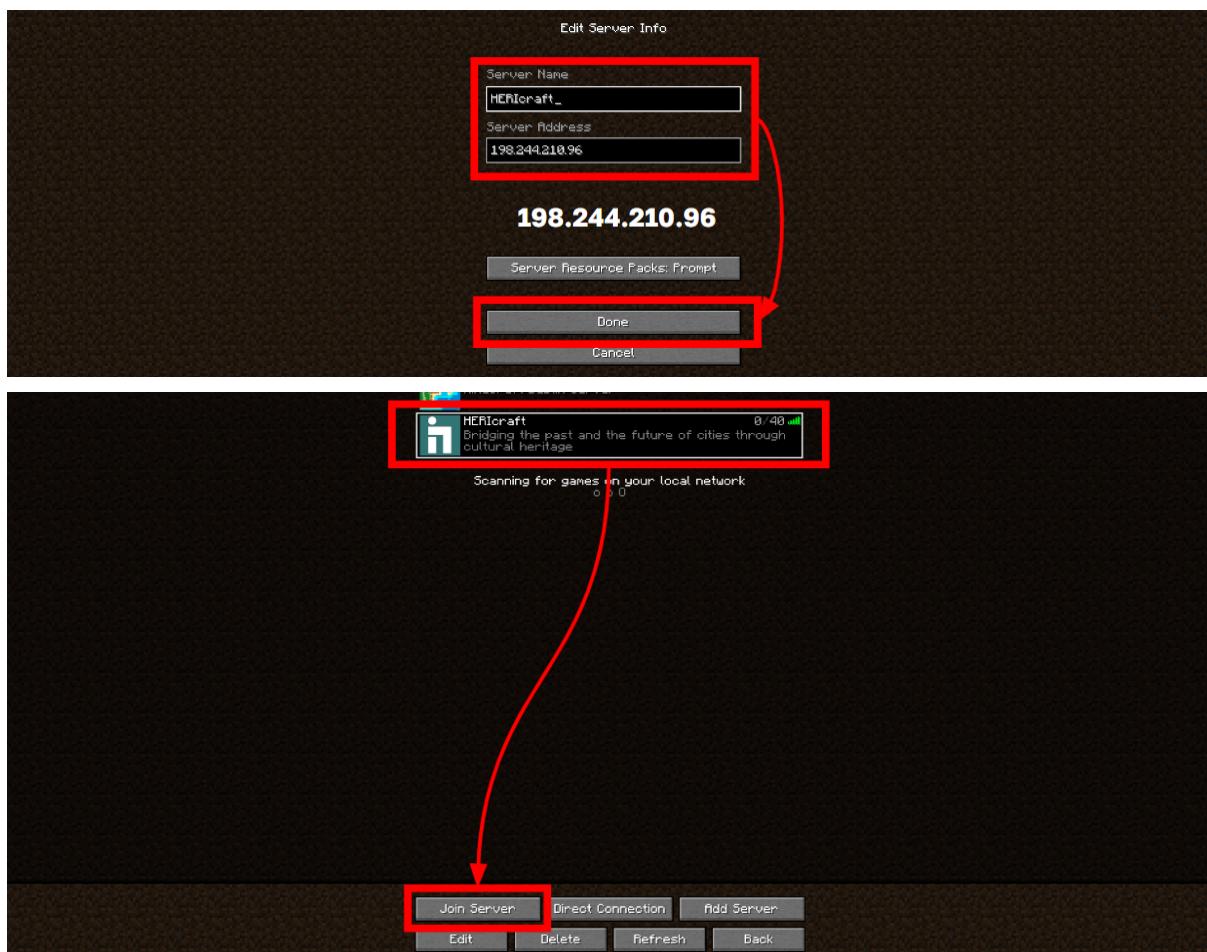
In case it can't access the server, a new installation of version is required. Follow the instructions below to install:

1. Click on the "Installations" tab at the top of the launcher.
2. Click "New Installation" to create a new profile.
3. Use the "Version" dropdown menu to select "Release 1.20.2" Minecraft version.

4. Name your profile and click "Create."
5. Go back to the "Play" tab, select your new profile from the dropdown menu next to the green "Play" button, and click "Play."

## Accessing the server (Multiplayer)

1. From the main menu, click on the "Multiplayer" button.
2. Click on the "Add Server" button to save the server details for future access.
3. Enter the name of the server: HERIcraft
4. Enter the server IP address **[198.244.210.96]**
5. Click "Done" to save the server.
6. Select the server from the list and click "Join Server" to enter the game.



# Playing Minecraft

## Basic Actions

- Look Around: Move the mouse to change your view direction.

- Inventory: E to open your inventory.
- Attack/Destroy: Left-click to attack mobs or break blocks.
- Use Item/Place Block: Right-click to use items or place blocks.
- Drop Item: Q to drop the selected item from your inventory.
- Swap Item in Hand: Mouse scroll wheel or number keys 1-9 to switch between hotbar items.

## Advanced Actions

- Crafting

Crafting Table: Right-click to open the crafting table interface.

Recipe Book: Use the recipe book (accessible from your inventory) to see available crafting recipes.

- Interactions

Chests: Right-click to open chests.

NPCs (non-playable characters): Right-click to talk.

Books: Select them from your hotbar and right-click to read.

## Multiplayer Specific Actions

- Chat

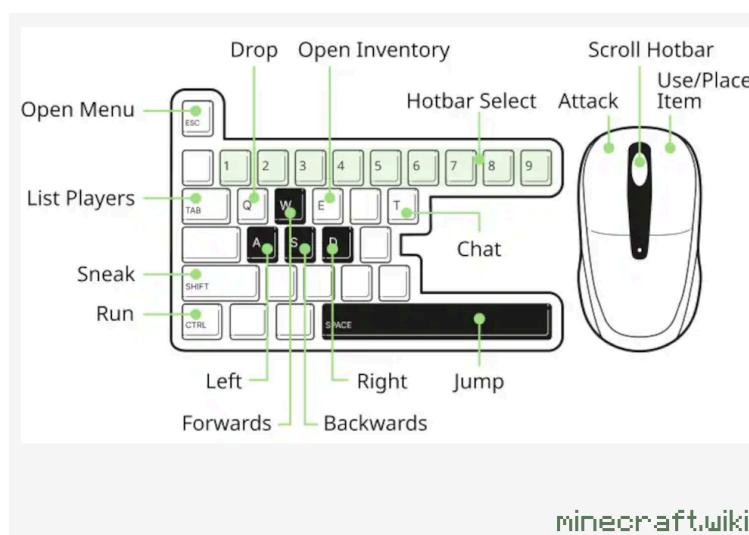
Open Chat: Press T to open the chat window.

Send Message: Type your message and press Enter to send it to all players on the server.

- Commands

Slash Commands: Type / followed by a command (e.g., `/warp heritact` to return to the spawn point).

Server Commands: A list of specific commands available in the server is displayed in the lobby area.



The keyboard and mouse binding map is displayed to players in the lobby area. However, printed copies can be provided to inexperienced players.



Lobby area.

# Before the workshop

## Preparing the game

### Hardware

The required hardware for a HERIcraft game session is at least 15 laptops connected to the internet.

The game can also be played on iPads, tablets, or smartphones. However, it is recommended that participants use their own Minecraft licences in that case.

### Software

UCD will provide up to 15 Minecraft licences to access the game.

If the pilot partner intends to have game sessions with more than 30 players simultaneously, it is recommended to acquire additional licences. Otherwise, the game session will need to be split into two sessions with fewer participants in each.

## Preparing the game session

A HERIcraft activity typically takes approximately 2 hours to complete. The first hour is dedicated to setting up the space and game for the session. The second hour

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consists of the game session itself, which is divided into 10 minutes for introduction and briefing, 40 minutes of gameplay, and 10 minutes of debriefing.

During the briefing, facilitators should introduce themselves, the project, and explain the activity, anticipating what the participants will do in the game. It is important to note that participants should be informed that all actions in the game, including chat messages, are being stored on the server, without any personal data being collected or linked to this data. Depending on the planned activities for each pilot, adjustments to the briefing should be made.

The debriefing session serves as a wrap-up for the game session and includes prompting the following questions to the participants:

- What do you remember about the game you played?
- How was exploring the "pilot site name" in Minecraft?
- What did you like the most about the game?
- What didn't you like about the game?
- What would you change in the game?

Insights from the answers can be recorded in the comments section of the observation sheet.

## Ethics

An ethics review must be requested in advance to begin preparing a HERIcraft activity for the pilots. More information about ethics can be found in HeritACT's data management plan.

The pilot is responsible for the recruitment of participants and should contact school principals and/or parents in advance to share the [Information sheet](#) and [Consent](#) and [Assent](#) forms (templates).

**Note:** Ethics requirements apply only to activities involving minors.

## Check-list

**Internet connection**

Do you have a reliable internet connection?

Do you have an alternative internet connection (mobile hotspot)?

**Laptops**

Are all the laptops charged? If not, are there enough sockets to plug them?

**Licences/Login**

All laptops connected to the Microsoft Store?

Do all the laptops have Minecraft Launcher installed?

Do all the laptops have the HERIcraft server open in the game?

**Participants**

Adaptations to the setting will be needed depending on the number of participants.

Participants can play alone or in groups of 3 players. The preferred number of participants per laptop is two.

**Consent forms**

All participants/parents/guardians signed the form?

## During the workshop

### Managing the game and players

At least two people are required to manage a HERIcraft game session. One person will be responsible for the briefing and debriefing, as well as completing the observation sheet. The other person will assist players with the game.

#### Technical support

A UCD team member will provide online support during the game session.

The online support will be provided through a zoom call that will be scheduled in advance prior to the start of the game session.

The support person will have access to both the server console and the game, being able to perform assistance to players in the game, such as teleportations and give items/blocks.

## Observation

#### Observation sheet

The observation sheet should be completed by one of the facilitators.

It contains space for general notes as well as a rating scale for assessing the level of engagement during the game.

The observation sheet (Annex 1) can be printed to facilitate its completion.

Classify the following dimensions according to your observations considering the group of participants in the session. Remarkable events can be registered in the notes section.

# After the workshop

## Reporting the activity

### Providing the data to the research team

After the workshop with the game, it is recommended that the facilitation team conducts a debriefing session to discuss the activity's outcomes, general observations, and any difficulties encountered. The observation sheet can be utilised during the team's debriefing session.

Additionally, both observation sheets and a brief report, considering the prompt questions to the participants, must be shared with the research team.

### The structure of a HERIcraft report

The report will present the outputs from the activity in the HERIcraft server. A document describing the data collected using the following strategies:

**Questions During the Game:**

In-game questions aimed at gathering participants' insights on heritage and New European Bauhaus values.

**Chat Log:**

Generation of word clouds based on participants' chat activity within the game, pinpointed to specific locations.

**Participant Interventions:**

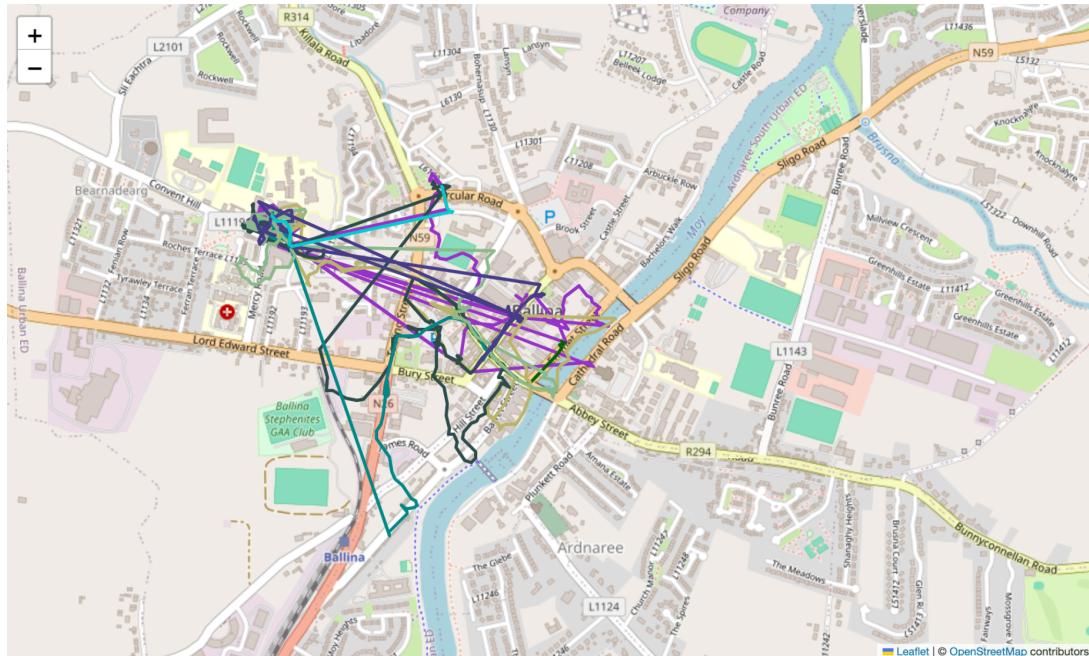
Creations within the game will be archived as Sketchfab models, accessible via shared links.

**Material Metrics:**

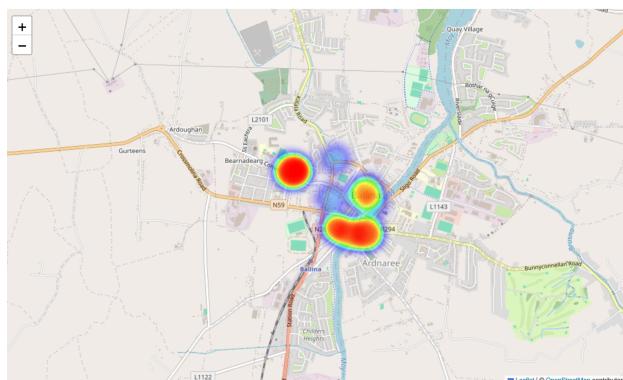
Tracking the type and quantity of materials (blocks) used by participants, recorded in server logs. This data facilitates understanding participant preferences in building materials and landscaping.

**Location Metrics:**

Recording player actions, including movement within the virtual environment. Visualisation of key interaction areas and preferred pathways will be available through map-based visualisations.



Example of player movement tracking data.



Example of heatmap representation of actions made by players.

The intensity of colour represents the frequency or concentration of player actions in specific areas of the game world. Hotter colours like red or orange indicate areas where more actions occurred, while cooler colours like blue or green represent areas with fewer actions. This visualisation can help identify patterns of player behaviour, popular gathering spots, or areas of interest within the game environment.

or green represent areas with fewer actions. This visualisation can help identify patterns of player behaviour, popular gathering spots, or areas of interest within the game environment.

# Annex 1

Classify the following dimensions according to your observations considering the group of participants in the session. Remarkable events or comments from participants can be registered in the notes section.

Dimension	Low	Medium-low	Medium-high	High
Fun level	0	0	0	0
Collaboration level	0	0	0	0
Communication Level	0	0	0	0
Challenge level (decision-making)	0	0	0	0
Surprise level	0	0	0	0
Negotiation level	0	0	0	0
Engagement level (participation)	0	0	0	0
Frustration and anxiety level	0	0	0	0

**Notes:** \_\_\_\_\_

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