

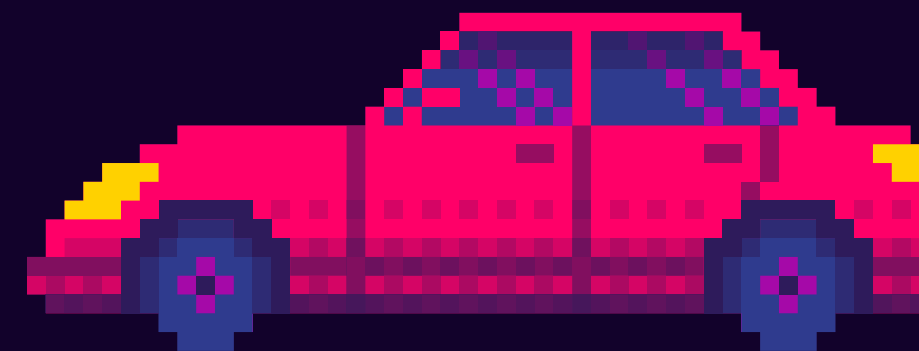
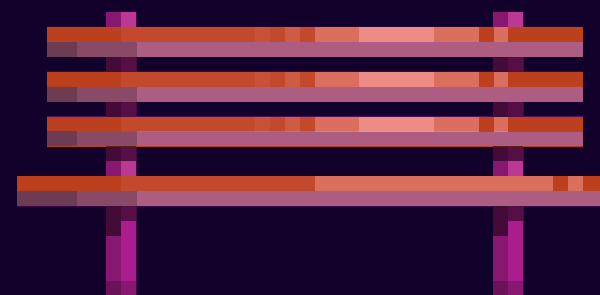


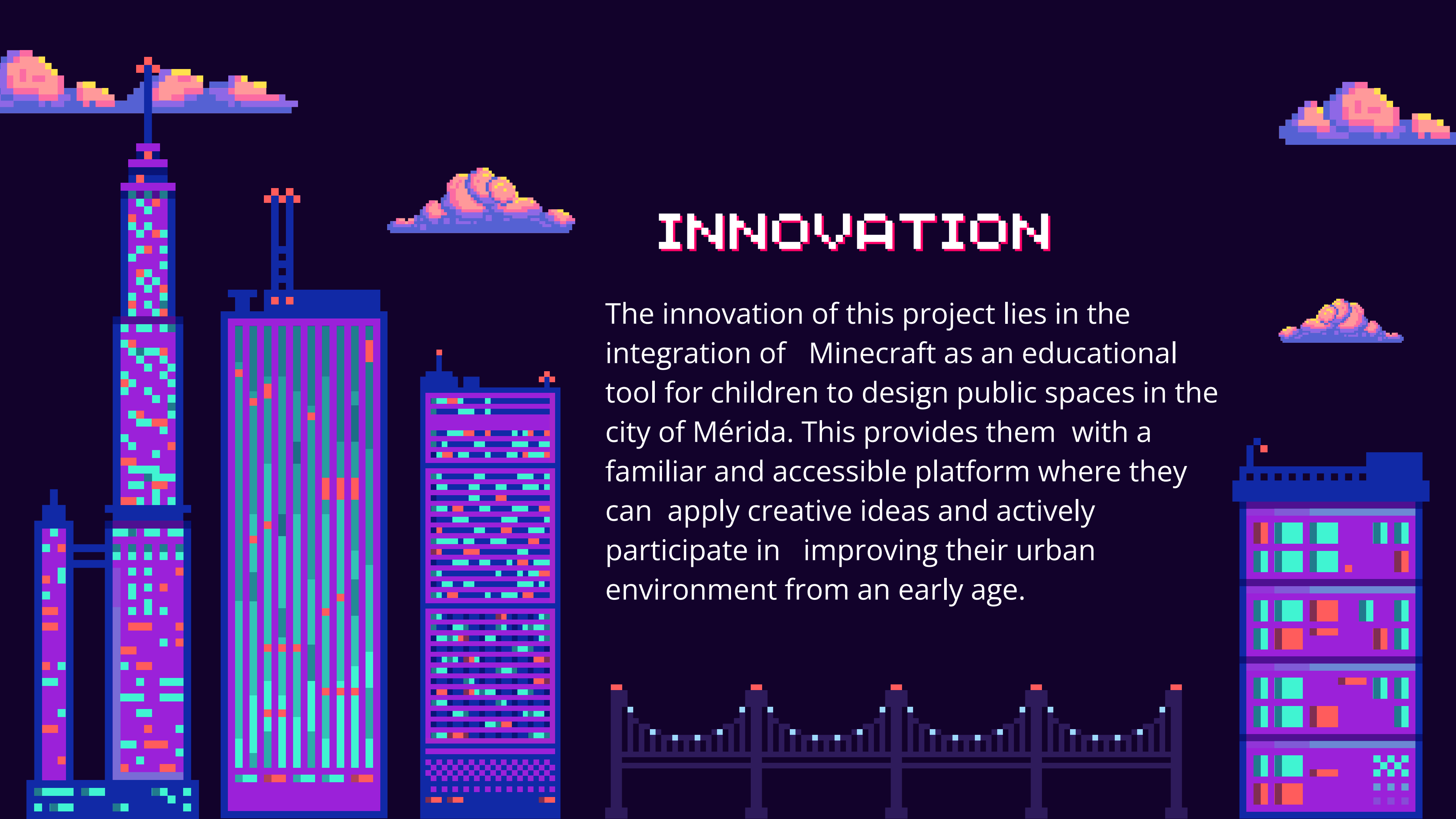
# URBAN DESIGN MINECRAFT



# OBJECTIVE OF THE PROJECT

In this project we aspire to include children to contribute to the design of parks and public spaces within the city of Mérida using the video game "Minecraft" as a tool to help young minds express their ideas.






# INNOVATION

The innovation of this project lies in the integration of Minecraft as an educational tool for children to design public spaces in the city of Mérida. This provides them with a familiar and accessible platform where they can apply creative ideas and actively participate in improving their urban environment from an early age.

# ESTRATEGY

This project is based on the block by block methodology and on the case study carried out in the city of Brazil in 2020.





# OUR TEAM

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