

Day 2/Session 1

Design your Room

1. Session Context

- Participants will have previously been given an introduction to *Minecraft* that explained the basic gameplay mechanics and will have been taken on a tour of the world.
- Participants will have been given a general introduction to university life followed by a Q&A session with student ambassadors.
- Participants will have been assigned flats and allocated a room.
- The session is designed to give participants an opportunity to begin exploring *Minecraft* by designing their own room. Additionally, it will get the participants to begin thinking about what items they would take to university to assist with their studies and to create a space they will enjoy living in/be comfortable in.
- The next session will feature a task for participants to come together in their flats to design their communal spaces (e.g. kitchen) and will start to get participants thinking about socialising at university, and what it is like to live with other people.

2. Related Materials

- *D2S1 Design Your Room.pptx* - PowerPoint Presentation with animations to be used by the session presenter)
- *D2S1 Design Your Room.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.
- *D2S1 Design Your Room (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

3. Expected Learning/Development Outcomes

- Participants will have utilised *Minecraft's* basic gameplay mechanics to creatively design your ideal university room.
- Increased confidence with and understanding of *Minecraft's* gameplay mechanics.
- Gain an understanding of the items participants may wish to take with them to university to both aid in their studies and to make their room a comfortable place to live.

- Continue interacting and socialising with their peers. Potentially begin to ask one another for help and reciprocate, respectively.
- Continued alleviation of any potential nervousness.

4. Session Structure

- CONTENT TO BE ADDED.

5. Learning Methods, Activities, and Technologies

- PowerPoint Presentation that clearly sets out the learning objectives of the session from the beginning.
- [Not sure what else to add here].

6. Ensuring Inclusiveness

- Make it clear that each participant's room is their own space and they can decorate it however they like (except for any offensive material).
- Ensure that participants are made aware that they are not allowed to alter, destroy, or otherwise vandalise other participants rooms and that they should not criticise other participants designs.
- Allow time to address any technical issues.
- Allow participants to use chat communication as an alternative to vocal communication.
- Create a friendly environment for the participants (but with clear boundaries and enforcing the agreed code of conduct).
- Materials to be sent in advance (with accessible option).

7. Post-Session Evaluation

- Debrief and review to take place after the session.