Day 5/Session 1
Creating Your Society

1. Session Context

- Participants have designed multiple rooms in *Minecraft*'s in previous sessions both individually and co-operatively in their flats.

- Participants will have brainstormed their own university society based on information they received from a talk on the subject. Participants may have considered how they will create their society within *Minecraft*.

- During this session participants will work co-operatively to implement their society within *Minecraft* in such a way that they can display their society to participants in other groups, student ambassadors, and staff.

- Some groups may feel they need additional time to continuing brainstorming and developing their society or may have new ideas that they have come up with in the interim period between sessions. Groups should not be discouraged from such discussions but should be reminded that the focus of this session is implementing their society in *Minecraft* (and that they will only have the duration of this session to achieve this goal).

- The next session will allow participants to display their creation to other groups and well as exploring other groups creations through a societies fair.

2. Related Materials

- *D4S1 Creating Your Society.pptx* - PowerPoint Presentation with animations to be used by the session presenter)

- *D4S1 Creating Your Society.pdf* – PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

- *D4S1 Creating Your Society (Accessible).pdf* – Accessible PDF copy of the PowerPoint Presentation to be distributed to participants ahead of the session.

3. Expected Learning/Development Outcomes

- The group should have created their society within *Minecraft* and should be ready to showcase their society to other groups, student ambassadors, and staff.

- The group should be able to showcase basic ideas about their society such as what the society is all about and what types of activities members participate in. These ideas should be evidenced through the group's *Minecraft* creation.

- The group should continue to demonstrate developing teamworking skills compared to previous sessions. Some participants may have assumed a specific role within the team and demonstrate the skills associated with this role.

- Less confident participants should now demonstrate increased confidence when interacting with the group.

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 any 'work' towards achieving the desired design for the flat is split between everyone in the flat as reasonably as possible.

- Allow scope for more advanced participants to demonstrate their skills within *Minecraft* so long as it does not remove the ability of other participants to contribute.

- Ensure that participants are aware of the requirement for societies to be accessible and inclusive and encourage participants to consider how their society will satisfy these requirements.

- 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.