

[title placeholder]

Abstract

The 2011 video game, *Minecraft*, has successfully started a craze across the globe. Due to its nature as a sandbox game, *Minecraft* is able to offer players extensive creative liberties to build their dream world. However, although it's possible to keep playing in a single world, it's a common phenomenon that many players experience rapid fatigue with the worlds they are currently playing, leading to a cyclical behavior of creating new worlds. This research aims to find the causes of this phenomenon via qualitative methods. A preliminary online survey will be conducted to verify the existence of this phenomenon. The survey will examine players' gaming habits and routines, collected data of which will be analyzed to filter out participants exhibiting the described behavior. Interviews will then be conducted with consenting players from this subset. Lastly, the results will be coded and discussed to reveal the crucial causes of the phenomenon.

1. Introduction

Released in 2011, *Minecraft* is one of the most popular video games of all time. The gameplay revolves around the player surviving in a procedurally-generated wilderness. Players

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torquem illum hosti detraxisse, ut aliquam ex eo est consecutus? – Laudem et caritatem, quae sunt vitae.

2. Related Work

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sunt vitae sine metu degendae praesidia firmissima. – Filium morte multavit. – Si sine causa, nollem me ab eo delectari, quod ista Platonis, Aristoteli, Theophrasti orationis ornamenta neglexerit. Nam illud quidem physici, credere aliquid esse minimum, quod profecto numquam putavisset, si a Polyaeno, familiari suo, geometrica discere maluisset quam illum etiam ipsum dedocere. Sol Democrito magnus videtur, quippe homini erudito in geometriaque perfecto, huic pedalis fortasse; tantum enim esse omnino in nostris poetis aut inertissimae segnitiae est aut fastidii delicatissimi. Mihi quidem videtur, inermis ac nudus est. Tollit definitiones, nihil de dividendo ac partiendo docet, non quo ignorare vos arbitrer, sed ut.

Bibliography

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Appendix

A. Survey Questions

No.	Question	Expected Answer
1	How many years have you played Minecraft?	0-11
2	How often do you play Minecraft?	Occasionally, once a month, multiple times a month, etc.
3	Do you play singleplayer or multiplayer more often?	Singleplayer, multiplayer
4	What Minecraft mode do you play the most?	Survival, creative, online servers
5	On average, how many hours do you play in a single Minecraft world?	0-5, 5-10, 10-15, 15+
6	Have you defeated the Enderdragon in a survival world?	yes, no
7	What aspects of your previous world caused you to stop playing?	Boredom, frustration, etc.

Table 1: The survey questions used to pilot the research.

B. Interview Questions

No.	Question
1	Can you describe the last time you decided to start a new world? <ul style="list-style-type: none">• What was the main reason you wanted to start over?• How did the new world compare to the one you left behind?
2	When you create a new world, do you have specific goals in mind, or do you play more spontaneously?

3. Method

[This paragraph needs to be rewritten.]

- We will be utilizing a survey first in order to gain a baseline idea of how players feel about the concept of starting new worlds, to see how common it is, and what types of players restart their worlds more often than others.
- We will follow these surveys with in-depth interviews in order to gain a more personal and qualitative idea about how players feel about starting new worlds.

No.	Question
	<ul style="list-style-type: none"> • If you have goals, what are they? (e.g., building a specific structure, exploring, defeating bosses)
3	Do you feel a sense of attachment to the worlds you leave behind, or is it easy to move on? <ul style="list-style-type: none"> • If you feel attached, what makes it hard to move on?
4	How do new updates or changes in Minecraft influence your decision to start a new world? <ul style="list-style-type: none"> • Have there been updates that made you want to restart?
5	What role do mods play in your decision to start a new world? <ul style="list-style-type: none"> • Do you start new worlds specifically to try out mods?
6	Have you ever regretted abandoning a world? If so, why?
7	How does playing in multiplayer or singleplayer affect your decision to start fresh? <ul style="list-style-type: none"> • Are you more likely to start over in one mode versus the other?
8	What's your process when deciding where to settle in a new world? <ul style="list-style-type: none"> • Do you explore a lot before choosing, or do you settle down quickly?
9	Are there any moments of progression during which you feel like you want to start a new world instead of continuing? <ul style="list-style-type: none"> • Do you fight the Ender Dragon, Wither, make Netherite equipment? • Why do these progression points make you feel this way?
10	Have you noticed any patterns in your behavior when it comes to restarting worlds? <ul style="list-style-type: none"> • For example, do you tend to restart after reaching certain milestones or facing specific challenges?

Table 2: A brief outline of the questions to be asked in the interview.