# The Mechanics of Colonialism in Minecraft

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# **Colonialism and Games**

- Colonialism seeks to justify and valorize colonial domination, like the ongoing domination of Native Americans by the United States of America.
- Popular culture spreads colonialist beliefs.
- Games can promote ideologies.<sup>1</sup>
- Besides their 2D art, text, and sound, games include rules, also known as "mechanics."
- Rules themselves can communicate messages, including colonialist messages.



The Minecraft title screen.

#### Minecraft

- The best-selling game of all time (>176 million copies).
- A blocky world where any block can be mined.
  - Craft blocks into tools and other blocks.
  - Blocks can be placed to build things.
- Generated terrain includes a variety of climates, underground caves, and "natural resources" like ore.
- The world is populated by passive animals, aggressive monsters, benign "villagers," and evil "illagers."
  - Animals include livestock, pets, and wild animals.
  - Monsters appear at night and attack on sight.
  - Villagers live in villages and can be traded with.
  - Illagers appear randomly and attack immediately.

# **Colonialist Myths**

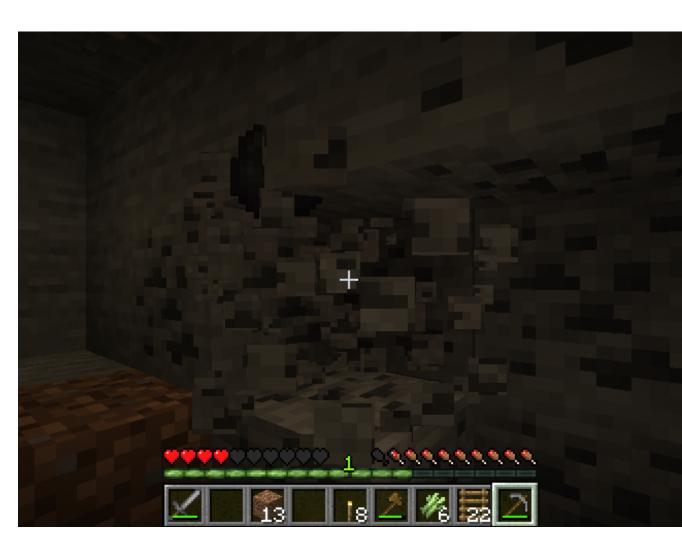
- Game mechanics dictate what is true in the game world, and imply things about the real world.
- Several Minecraft mechanics support colonialist myths which help justify past and present colonial domination.<sup>2</sup>

## **Accumulating Blocks**

- Ore is finite, but can always find more by moving on.
- No large-scale consequences of extraction.
  - Reinforces myth that 'natural resources' are plentiful and extracting them is harmless.
- Mass extraction is made easy due to enormous inventory.

#### Terrain and Exploration

- Most generated terrain is uninhabited.
  - Reinforces myth of the 'wild frontier.'
- Villagers don't use land outside of their small villages.
- Maps position player as discoverer.
  - Reinforces myth of of Western 'discovery.'









Clockwise from top left: 1. Mining coal; 2. A map being filled in; 3. A pair of villagers; 4. A skeleton monster.

#### Monsters and Illagers

- Intelligent, but unconditionally attack player on sight.
- Implies some creatures are inherently/irredeemably evil.
  - Reinforces myth that morality/behavior is biologically determined, and justifies aggression as self-defense.

#### **Villagers**

- No combat, building, or crafting ability (despite living in constructed dwellings).
- Not shown as builders of advanced ruins like shipwrecks.
  - Reinforces myth that Natives had no technology.
- Depend on player for defense against monsters.
  - Ironically, monsters are only attracted by player.
  - Sets up player as "savior," villagers as beneficiaries.
  - Reinforces myth that Natives were helpless and benefited from colonialism.

#### Advancements

- Tutorial & achievement system rewards certain actions.
  - Incentivizes colonialist activities (even killing villagers).
- Provides an overarching narrative of progress.

## Impacts

- Some players and fans revel in colonialist fantasies ("... who doesn't want to be all barbarian and destroy every village[?]" from the Minecraft Wiki tutorial on Colonizing ...
- Mechanics support explicit teaching of colonialist myths (e.g., a "British Colonisation" lesson ? on the Minecraft Education Edition site? to teach about "what the settlers went through" in Australia).
- These myths cause demonstrable psychological harm.3
- Similar mechanics exist in many game genres, because mechanics are often uncritically copied between games.

<sup>&</sup>lt;sup>2</sup> Dooghan, Daniel, **Digital Conquerors: Minecraft and the Apologetics of Neoliberalism**. In **Games and Culture** v. 14, 2016.

<sup>&</sup>lt;sup>3</sup> Stegman, Erik and Phillips, Victoria F., Missing the Point: The Real Impact of Native Mascots and Team Names on American Indian and Alaska Native Youth. Center for American Progress, July 2014.