



FAIFIEFF



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Options.

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Minecraft Meets Kubernetes Crafting Future Developers on a Pixelated Playground

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6 PRINCIPLES OF GAME BASED LEARNING





THE FLEXIBILITY DYNAMIC



THE CONSTRUCTION DYNAMIC



SYSTEMS THINKING



THE SITUATED MEANING



BUILD EMPATHY





Fail early, fail often. Teach students to take risk in a safe environment – a game.



Provide multiple paths to success. Old school video games had one way to win – newer "sandbox" games are more open.



Build something that matters.
Students want to create
things with a purpose.
Minecraft lets them create
something difficult and
worthwhile



Learn how all pieces can fit or be fitted. Games help players see how their actions fit in the bigger picture, not just the individual.



Learn new ideas by experiencing them. Students learn vocabulary, real-time, as it pertains to playing with others in the game, or maths as they understand construction.



Bring players together to learn a common goal. Players must communicate, work together, and build empathy through their avatars and working with each other.



Hobbyfarm

User

Admin

Kubernetes

- Tutorials side by side with coding environments
- Gets access to different Scenarios and Courses
- · Just needs a browser













Hobbyfarm

User

Admin

Kubernetes

- Can create different scenarios and events
- Can limit the amount of concurrent users
- Is able to access student environments to help them













Hobbyfarm

User

Admin

Kubernetes

- · Every resource is a CRD
- Scaling up to points we can't even imagine



















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Restart

More Information at: https://github.com/minny-io/kubecon-paris-24

