[Template:Pp-vandalism](/wiki/Template:Pp-vandalism" \o "Template:Pp-vandalism) [Template:Use dmy dates](/wiki/Template:Use_dmy_dates) [Template:Infobox video game](/wiki/Template:Infobox_video_game)

***Minecraft*** is a [sandbox](/wiki/Sandbox_game) video game originally created by Swedish programmer [Markus "Notch" Persson](/wiki/Markus_Persson) and later developed and published by [Mojang](/wiki/Mojang). The creative and building aspects of *Minecraft* enable players to build constructions out of textured cubes in a [3D](/wiki/3D_computer_graphics) [procedurally generated](/wiki/Procedural_generation) world. Other activities in the game include exploration, resource gathering, crafting, and combat. Multiple gameplay modes are available, including [survival mode](/wiki/Survival_mode) where the player must acquire resources to build the world and maintain health, a [creative mode](/wiki/#Creative_mode) where players have unlimited resources to build with and the ability to fly, an [adventure mode](/wiki/#Adventure_mode) where players can play custom [maps](/wiki/Level_(video_gaming)) created by other players, and a spectator mode where players can fly around and clip through blocks, but cannot place or destroy any. The PC version of the game is renowned for its [third-party mods](/wiki/Minecraft_mods), which add various new items, characters, worlds, and quests to the game.

*Minecraft* received five awards during the 2011 [Game Developers Conference](/wiki/Game_Developers_Conference). Of the [Game Developers Choice Awards](/wiki/Game_Developers_Choice_Awards), it won the Innovation Award, Best Downloadable Game Award, and Best Debut Game Award; from the [Independent Games Festival](/wiki/Independent_Games_Festival), it won the Audience Award and the Seumas McNally Grand Prize. In 2012, *Minecraft* was awarded a [Golden Joystick Award](/wiki/Golden_Joystick_Award) in the category Best Downloadable Game. [Template:As of](/wiki/Template:As_of), over 106 million copies had been sold, with more than 40 million unique Minecraft players each month across all the various platforms the game is available on[[1]](#cite_note-1) Players can craft armour, which can help mitigate damage from attacks, while weapons such as swords can be crafted to kill enemies and other animals more easily. Players may acquire resources to craft tools, such as axes, shovels, or pickaxes, used to chop down trees, dig soil, and mine ores, respectively; tools made of iron perform their tasks more quickly than tools made of stone or wood and can be used more heavily before they break. Players may also trade goods with villager mobs through a bartering system involving trading [emeralds](/wiki/Emeralds) for different goods.[[23]](#cite_note-23) Villagers often trade with emeralds, wheat or other materials.[[13]](#cite_note-13)[[23]](#cite_note-23) The game has an inventory system, and players can carry a limited number of items. Upon dying, items in the players' inventories are dropped, and players re-spawn at the current [spawn point](/wiki/Spawning_(video_gaming)), which is set by default where players begin the game, but can be reset if players sleep in a [bed](/wiki/Bed).[[24]](#cite_note-24) Dropped items can be recovered if players can reach them before they [despawn](/wiki/Spawning_(video_gaming)). Players may acquire [experience points](/wiki/Experience_point) by killing [mobs](/wiki/Mob_(video_gaming)) and other players, mining, smelting ores, [breeding animals](/wiki/Animal_breeding), and cooking food. Experience can then be spent on [enchanting](/wiki/Incantation) tools, armour and weapons.[[22]](#cite_note-22) Enchanted items are generally more powerful, last longer, or have other special effects.[[22]](#cite_note-22)

## Contents

* 1 Hardcore mode[[edit](/index.php?title=(none)&action=edit&section=3)]
* 2 Creative mode[[edit](/index.php?title=(none)&action=edit&section=4)]
* 3 Adventure mode[[edit](/index.php?title=(none)&action=edit&section=5)]
* 4 Spectator mode[[edit](/index.php?title=(none)&action=edit&section=6)]
* 5 Multiplayer[[edit](/index.php?title=(none)&action=edit&section=7)]
* 6 Development[[edit](/index.php?title=(none)&action=edit&section=8)]
  + 6.1 Audio[[edit](/index.php?title=(none)&action=edit&section=9)]
* 7 Platforms[[edit](/index.php?title=(none)&action=edit&section=10)]
  + 7.1 Personal computer versions[[edit](/index.php?title=(none)&action=edit&section=11)]
  + 7.2 Console versions[[edit](/index.php?title=(none)&action=edit&section=12)]
  + 7.3 Pocket Edition[[edit](/index.php?title=(none)&action=edit&section=13)]
  + 7.4 Raspberry Pi[[edit](/index.php?title=(none)&action=edit&section=14)]
  + 7.5 Virtual Reality[[edit](/index.php?title=(none)&action=edit&section=15)]
* 8 User-generated and downloadable content[[edit](/index.php?title=(none)&action=edit&section=16)]
* 9 Reception[[edit](/index.php?title=(none)&action=edit&section=17)]
  + 9.1 Commercial[[edit](/index.php?title=(none)&action=edit&section=18)]
* 10 Popular culture and social media[[edit](/index.php?title=(none)&action=edit&section=26)]
* 11 Applications[[edit](/index.php?title=(none)&action=edit&section=27)]
* 12 See also[[edit](/index.php?title=(none)&action=edit&section=28)]
* 13 Footnotes[[edit](/index.php?title=(none)&action=edit&section=29)]
* 14 References[[edit](/index.php?title=(none)&action=edit&section=30)]
* 15 Further reading[[edit](/index.php?title=(none)&action=edit&section=31)]
* 16 External links[[edit](/index.php?title=(none)&action=edit&section=32)]

### Hardcore mode[[edit](/index.php?title=(none)&action=edit&section=3)]

Players may also play in hardcore mode, this being a variant of survival mode that differs primarily in the game being locked to the hardest gameplay setting as well as featuring [permanent death](/wiki/Permanent_death); upon players' death, their world is deleted.[[25]](#cite_note-25) When a player dies on a server set to hardcore mode, the player is banned from that server.

### Creative mode[[edit](/index.php?title=(none)&action=edit&section=4)]

[thumb|right|An example of a creation constructed in *Minecraft*](/wiki/File:Minecraft_city_hall.png) In creative mode, players have access to all of the resources and items in the game through the inventory menu, and can place or remove them instantly.[[26]](#cite_note-26) Players, who are able to fly freely around the game world, do not take environmental or mob damage, and are not affected by hunger.[[27]](#cite_note-27)[[28]](#cite_note-28) The game mode helps players focus on building and creating large projects.[[26]](#cite_note-26)

### Adventure mode[[edit](/index.php?title=(none)&action=edit&section=5)]

Adventure mode was added to *Minecraft* in version 1.3; it was designed specifically so that players could experience user crafted custom maps and adventures.[[29]](#cite_note-29)[[30]](#cite_note-30)[[31]](#cite_note-31) Gameplay is similar to survival mode but introduces various player restrictions, which can be applied to the game world by the creator of the map. This is so that players can obtain the required items and experience adventures in the way that the mapmaker intended.[[31]](#cite_note-31) Another addition designed for custom maps is the command block; this block allows mapmakers to expand interactions with players through certain server commands.[[32]](#cite_note-32)

### Spectator mode[[edit](/index.php?title=(none)&action=edit&section=6)]

Spectator mode allows players to fly around through blocks and watch gameplay without interacting. In this mode, the hotbar becomes a menu that allows the player to teleport to players in the world. It is also possible to view from the point of view of another player or creature. Some things may look different from another creature's point of view.[[33]](#cite_note-33)

### Multiplayer[[edit](/index.php?title=(none)&action=edit&section=7)]

Multiplayer on *Minecraft* is available through player-hosted and business-hosted servers and enables multiple players to interact and communicate with each other on a single world.[[34]](#cite_note-34) Players can run their own servers or use a hosting provider. Single-player worlds have [local area network](/wiki/Local_area_network) support, allowing players to join worlds on locally interconnected computers without a server setup.[[35]](#cite_note-35) *Minecraft* multiplayer servers are guided by server operators, who have access to server commands such as setting the time of day and teleporting players around. Operators can also set up restrictions concerning which usernames or [IP addresses](/wiki/IP_address) are allowed to enter the server.[[34]](#cite_note-34) Multiplayer servers offer players a wide range of activities, with some servers having their own unique rules and customs. [Player versus player](/wiki/Player_versus_player) (PvP) can also be enabled to allow fighting between players.[[36]](#cite_note-36) Many servers today have custom plugins that enable the player and the server to do many different things that are not normally possible. In 2013, Mojang announced Minecraft Realms, a server hosting service intended to enable players to run server multiplayer games easily and safely without the hassle of setting up their own.[[37]](#cite_note-37) Realms varies from a standard server in that only invited players can join the server, and that they do not use a server IP. Realms server owners can invite up to twenty people to play on their realm; however, the server can only have ten people online at a time, and does not support user-made plugins. At announced at the [Electronic Entertainment Expo 2016](/wiki/Electronic_Entertainment_Expo_2016), Realms will enable *Minecraft* to support [cross-platform play](/wiki/Cross-platform_play) between Windows 10, iOS, and Android versions starting in June 2016, with Xbox One support to come later in 2016 and eventually support for [virtual reality](/wiki/Virtual_reality) devices.[[38]](#cite_note-38)

## Development[[edit](/index.php?title=(none)&action=edit&section=8)]

[Markus "Notch" Persson](/wiki/Markus_Persson) began developing the game as a project.[[39]](#cite_note-39) He was inspired to create *Minecraft* by several other games such as [*Dwarf Fortress*](/wiki/Dwarf_Fortress), [*Dungeon Keeper*](/wiki/Dungeon_Keeper), and later [*Infiniminer*](/wiki/Infiniminer). At the time, he had visualised an isometric 3D building game that would be a cross between his inspirations and had made some early prototypes.[[39]](#cite_note-39) *Infiniminer* heavily influenced the style of gameplay, including the first-person aspect of the game, the "blocky" visual style and the block-building fundamentals. However, unlike *Infiniminer*, Persson wanted *Minecraft* to have [RPG](/wiki/Role-playing_game) elements.[[40]](#cite_note-40) *Minecraft* was first released to the public on 17 May 2009, as a developmental release on *TIGSource* forums,[[41]](#cite_note-41) later becoming known as the *Classic* version. Further milestones dubbed as *Survival Test*, *Indev* and *Infdev* were released between September 2009 and February 2010, although the game saw updates in-between. The first major update, dubbed [alpha](/wiki/Video_game_alpha_release) version, was released on 28 June 2010. Although Persson maintained a day job with Jalbum.net at first, he later quit in order to work on *Minecraft* full-time as sales of the alpha version of the game expanded.[[42]](#cite_note-42) Persson continued to update the game with releases distributed to users automatically. These updates included features such as new items, new blocks, new mobs, survival mode, and changes to the game's behaviour (e.g., how water flows).[[42]](#cite_note-42) To back the development of *Minecraft*, Persson set up a video game company, [Mojang](/wiki/Mojang), with the money earned from the game.[[43]](#cite_note-43)[[44]](#cite_note-44)[[45]](#cite_note-45) On 11 December 2010, Persson announced that *Minecraft* was entering its beta testing phase on 20 December 2010.[[46]](#cite_note-46) He further stated that users who bought the game after this date would no longer be guaranteed to receive all future content free of charge as it "scared both the lawyers and the board." However, bug fixes and all updates leading up to and including the release would still be free. Over the course of the development, Mojang hired several new employees to work on the project.[[47]](#cite_note-47) Mojang moved the game out of beta and released the full version on 18 November 2011.[[48]](#cite_note-48) The game has been continuously updated since the release, with changes ranging from new game content to new server hosts.[[49]](#cite_note-49) On 1 December 2011, [Jens "Jeb" Bergensten](/wiki/Jens_Bergensten) took full creative control over *Minecraft*, replacing Persson as lead developer.[[50]](#cite_note-50) On 28 February 2012, Mojang announced that they had hired the developers of the popular server platform "CraftBukkit"[[36]](#cite_note-36) to improve *Minecraft*[Template:'s](/wiki/Template:') support of [server modifications](/wiki/Minecraft_mods).[[51]](#cite_note-51) This acquisition also included Mojang apparently taking full ownership of the CraftBukkit modification,[[52]](#cite_note-52) although the validity of this claim was questioned due to its status as an [open-source](/wiki/Open_source) project with many contributors, licensed under the [GNU General Public License](/wiki/GNU_General_Public_License) and [Lesser General Public License](/wiki/Lesser_General_Public_License).<ref name=gon-craftbukkitdmca>[Template:Cite news](/wiki/Template:Cite_news)</ref> On 15 September 2014, [Microsoft](/wiki/Microsoft) announced a $2.5 billion deal to buy Mojang, along with the ownership of the *Minecraft* [intellectual property](/wiki/Intellectual_property). The deal was suggested by Persson when he posted a tweet asking a corporation to buy his share of the game after receiving criticism for "trying to do the right thing." It was completed on 6 November 2014, and led to Persson becoming one of [*Forbes*](/wiki/Forbes)[Template:'](/wiki/Template:') "World's Billionaires".[[2]](#cite_note-2)[[3]](#cite_note-3)[[4]](#cite_note-4)[[53]](#cite_note-53)

### Audio[[edit](/index.php?title=(none)&action=edit&section=9)]

*Minecraft*[Template:'s](/wiki/Template:') music and sound effects were produced by German sound designer [Daniel "C418" Rosenfeld](/wiki/Daniel_Rosenfeld).[[54]](#cite_note-54) The [background music](/wiki/Background_music) in *Minecraft* is non-lyrical [ambient music](/wiki/Ambient_music). On 4 March 2011, Rosenfeld released a [soundtrack](/wiki/Video_game_music), titled *Minecraft – Volume Alpha*; it includes most of the tracks featured in *Minecraft*, as well as other music not featured in the game.[[55]](#cite_note-55) The video game blog [Kotaku](/wiki/Kotaku) chose the music in *Minecraft* as one of the best video game soundtracks of 2011.[[56]](#cite_note-56) On 9 November 2013, Rosenfeld released the second official soundtrack, titled *Minecraft – Volume Beta*, which includes the music that was added in later versions of the game.[[57]](#cite_note-57)[[58]](#cite_note-58) A physical release of *Volume Alpha*, consisting of CDs, black vinyl, and limited-edition transparent green vinyl LPs, was issued by acclaimed indie electronic label [Ghostly International](/wiki/Ghostly_International) on 21 August 2015.[[59]](#cite_note-59)[[60]](#cite_note-60)

## Platforms[[edit](/index.php?title=(none)&action=edit&section=10)]

### Personal computer versions[[edit](/index.php?title=(none)&action=edit&section=11)]

The PC was the original platform for *Minecraft*; the game runs on multiple [operating systems](/wiki/Operating_system) including [Microsoft Windows](/wiki/Microsoft_Windows), [OS X](/wiki/OS_X), and [Linux](/wiki/Linux).[[34]](#cite_note-34)[[61]](#cite_note-61) Apart from the main version, there are other versions of *Minecraft* available for PC, including *Minecraft Classic* and *Minecraft 4k*.

*Minecraft Classic* is an older version of *Minecraft*, available online for players. Unlike newer versions of *Minecraft*, the classic version is free to play, though it is no longer updated. It functions much the same as creative mode, allowing players to build and destroy any and all parts of the world either alone or in a multiplayer server. There are no computer creatures in this mode, and environmental hazards such as lava will not damage players. Some blocks function differently since their behaviour was later changed during development.

*Minecraft 4k* is a simplified version of *Minecraft* similar to the classic version that was developed for the [Java 4K game programming contest](/wiki/Java_4K_Game_Programming_Contest) "in way less than 4 kilobytes".[[62]](#cite_note-62) The map itself is finite—composed of 64×64×64 blocks—and the same world is generated every time. Players are restricted to placing or destroying blocks, which consist of grass, dirt, stone, wood, leaves, and brick.[[63]](#cite_note-63) *Minecraft: Windows 10 Edition* is a version exclusive to Microsoft's [Windows 10](/wiki/Windows_10) operating system. The [beta](/wiki/Video_game_development#Beta) for it launched on the [Windows Store](/wiki/Windows_Store) on 29 July 2015.[[64]](#cite_note-64) This version features the ability to play with [Xbox Live](/wiki/Xbox_Live) friends (but not with those who have the Xbox One version), and to play local multiplayer with owners of the *Pocket Edition*. Other features include the ability to use multiple control schemes, such as a controller (preferably an Xbox controller), keyboard, or touchscreen (for Windows Phone and [Microsoft Surface](/wiki/Microsoft_Surface)), and to record and take screenshots in-game via the built-in GameDVR.[[65]](#cite_note-65)

### Console versions[[edit](/index.php?title=(none)&action=edit&section=12)]

The [Xbox 360](/wiki/Xbox_360) version of the game, developed by [4J Studios](/wiki/4J_Studios), was released on 9 May 2012.[[66]](#cite_note-66)[[67]](#cite_note-67) On 22 March 2012, it was announced that *Minecraft* would be the flagship game in a new Xbox Live promotion called *Arcade NEXT*.[[67]](#cite_note-67) The game differs from the home computer versions in a number of ways, including a newly designed crafting system, the control interface, in-game tutorials, split-screen multiplayer, and the ability to play with friends via [Xbox Live](/wiki/Xbox_Live).[[68]](#cite_note-68) The version's crafting interface does not require players to place items in the correct place in a crafting menu, however, this option was added in a later update. The interface shows the blocks required to craft the selected item, and crafts it if the players have enough blocks.[[69]](#cite_note-69) The worlds in the Xbox 360 version are also not "infinite", and are essentially barricaded by invisible walls.[[69]](#cite_note-69) The Xbox 360 version was originally similar in content to older PC versions, but is being gradually updated to bring it closer to the current PC version.[[66]](#cite_note-66)[[70]](#cite_note-70)[[71]](#cite_note-71) At [Gamescom](/wiki/Gamescom) 2013, [Sony](/wiki/Sony) announced that *Minecraft* would be released as a [PlayStation 4](/wiki/PlayStation_4) launch title, and would later be released as for the [PlayStation Vita](/wiki/PlayStation_Vita) and [PlayStation 3](/wiki/PlayStation_3).[[72]](#cite_note-72) However, the game was later delayed and the PlayStation 4 version did not launch alongside the console.[[73]](#cite_note-73) It was released on the PlayStation 3 on 17 December 2013, on the PlayStation 4 on 4 September 2014,[[74]](#cite_note-74) and on the PlayStation Vita on 14 October 2014 in North America, and in Europe the next day.[[75]](#cite_note-75) Like the Xbox versions, the PlayStation versions were developed by 4J Studios, and are nearly identical to the Xbox 360 version.[[76]](#cite_note-76) During their [E3 2013](/wiki/Electronic_Entertainment_Expo_2013) press conference Microsoft showed a trailer for *Minecraft:* [*Xbox One*](/wiki/Xbox_One) *Edition*.[[77]](#cite_note-77) It is similar to *Minecraft: Xbox 360 Edition* but features larger worlds, expanded multiplayer features, and other enhancements. This version released on 5 September 2014.[[78]](#cite_note-78) On 17 December 2015, *Minecraft:* [*Wii U*](/wiki/Wii_U) *Edition* was released. The Wii U version received a physical release on 17 June 2016 in North America,[[79]](#cite_note-79) in Japan on 23 June 2016,[[80]](#cite_note-80) and in Europe on 30 June 2016.[[81]](#cite_note-81)

### Pocket Edition[[edit](/index.php?title=(none)&action=edit&section=13)]

On 16 August 2011, *Minecraft: Pocket Edition* was released for the [Xperia Play](/wiki/Xperia_Play) on the [Android Market](/wiki/Google_Play) as an early alpha version. It was then released for several other compatible devices on 8 October 2011.[[82]](#cite_note-82)[[83]](#cite_note-83) An iOS version of *Minecraft* was released on 17 November 2011,[[84]](#cite_note-84) at the price of $6.99 per download.[[85]](#cite_note-85) A port was made available for [Windows Phones](/wiki/Windows_Phone) shortly after Microsoft acquired Mojang.[[86]](#cite_note-86) The port concentrates on the creative building and the primitive survival aspect of the game, and does not contain all the features of the PC release. On his Twitter account, Jens Bergensten noted that the *Pocket Edition* of *Minecraft* is written in [C++](/wiki/C++) and not Java, due to iOS not being able to support Java.[[87]](#cite_note-87) Gradual updates are periodically released to bring the port closer to the PC version.[[88]](#cite_note-88) On 10 December 2014, in observance of Mojang's acquisition by Microsoft, a port of *Pocket Edition* was released for [Windows Phone 8.1](/wiki/Windows_Phone_8.1).<ref name=engadget-wpmc>[Template:Cite web](/wiki/Template:Cite_web)</ref>

On 2 April 2014, a version of *Minecraft* based on the *Pocket Edition* was released for the [Amazon Fire](/wiki/Amazon_Fire_TV).

*Minecraft: Pocket Edition* is currently at version 0.15.0, with a Realms alpha test for [Android](/wiki/Android_(operating_system)) users.

### Raspberry Pi[[edit](/index.php?title=(none)&action=edit&section=14)]

A version of *Minecraft* for the [Raspberry Pi](/wiki/Raspberry_Pi) was officially revealed at MineCon 2012. Mojang stated that the Pi Edition is similar to the *Pocket Edition* except that it is downgraded to an older version, and with the added ability of using text commands to edit the game world. Players can open the game code and use programming language to manipulate things in the game world.[[89]](#cite_note-89) The game was leaked on 20 December 2012, but was quickly pulled off.[[90]](#cite_note-90) It was officially released on 11 February 2013.[[91]](#cite_note-91)

### Virtual Reality[[edit](/index.php?title=(none)&action=edit&section=15)]

On 27 April 2016, Mojang released Minecraft: [Gear VR](/wiki/Samsung_Gear_VR) Edition to the Oculus store for $6.99. [[92]](#cite_note-92)

## User-generated and downloadable content[[edit](/index.php?title=(none)&action=edit&section=16)]

A wide variety of user-generated content for *Minecraft*, such as modifications, [texture packs](/wiki/Texture_pack) and custom maps, are available for download from the Internet. Modifications of the *Minecraft* code, called "mods," add a variety of gameplay changes, ranging from new blocks, new items, new mobs to entire arrays of mechanisms to craft.[[93]](#cite_note-93)[[94]](#cite_note-94) The modding community is responsible for a substantial supply of mods from ones that enhance gameplay, such as [minimaps](/wiki/Minimap), waypoints, and durability counters, to ones that add to the game elements from [*Pokémon*](/wiki/Pokémon), [*Portal*](/wiki/Portal_(video_game)), and [*The Hunger Games*](/wiki/The_Hunger_Games). To make mods easier to create and install, Mojang announced in November 2012 that it plans to add an official modding [API](/wiki/Application_programming_interface).[[95]](#cite_note-95) [Template:As of](/wiki/Template:As_of), Mojang has yet to reveal more about their modding API.

Texture packs that customise the game's graphics are also available.[[96]](#cite_note-96) In version 1.6, texture packs were replaced with "resource packs". These play the same role as texture packs, but allow custom sounds as well.[[97]](#cite_note-97) Custom maps have become popular as well. Players can create their own maps, which often contain rules, challenges, puzzles and quests, and share them for others to play.[[29]](#cite_note-29) In version 1.3, Mojang added adventure mode[[30]](#cite_note-30) for custom maps and in 1.4, Mojang added command blocks,[[32]](#cite_note-32) which were created specially for custom maps. Command blocks allow the player to put a command to do specific tasks. There are 'One-Block Commands' where a user uses only one command (for command blocks) to make a modification to the game. You can use a One-Block Command by copying a One-Block Command and then pasting it into a command block. Finally, you activate it with something called redstone. In 1.9, Mojang added 2 new versions (Repeat, and Chain) of the classic command block, which were also created specifically for custom maps.

The *Xbox 360 Edition* supports [downloadable content](/wiki/Downloadable_content), which is available to purchase via the [Xbox Games Store](/wiki/Xbox_Games_Store); these content packs usually contain additional character skins.[[98]](#cite_note-98) It later received support for texture packs in its twelfth title update while introducing "mash-up packs", which combines texture packs with skin packs and changes to the game's sounds, music and user interface.[[99]](#cite_note-99) The first mash-up pack (and by extension, the first texture pack) for the *Xbox 360 Edition* was released on 4 September 2013, and is themed after the [*Mass Effect*](/wiki/Mass_Effect) franchise.[[100]](#cite_note-100) Unlike the PC version, however, the *Xbox 360 Edition* does not support player-made mods or custom maps.[[101]](#cite_note-101) On May 9, 2016, Mojang announced that a mash-up pack based on the [*Super Mario*](/wiki/Mario_(franchise)) franchise will be released on May 17, 2016 exclusively for the *Wii U Edition*.[[102]](#cite_note-102)

## Reception[[edit](/index.php?title=(none)&action=edit&section=17)]

### Commercial[[edit](/index.php?title=(none)&action=edit&section=18)]

On 12 January 2011, *Minecraft* passed 1 million purchases less than a month after entering its beta phase.[[103]](#cite_note-103)[[104]](#cite_note-104) At the same time, the game had no [publisher](/wiki/Video_game_publisher) backing and has never been commercially advertised except through [word of mouth](/wiki/Word_of_mouth),[[105]](#cite_note-105) and various unpaid references in popular media such as the [*Penny Arcade*](/wiki/Penny_Arcade_(webcomic)) webcomic.[[106]](#cite_note-106) By April 2011, Persson estimated that *Minecraft* had made €23 million (US$33 million) in revenue, with 800,000 sales of the alpha version of the game, and over 1 million sales of the beta version.[[107]](#cite_note-107) In November 2011, prior to the game's full release, *Minecraft* beta surpassed 16 million registered users and 4 million purchases.[[108]](#cite_note-108) By March 2012, *Minecraft* had become the 6th [best-selling PC game](/wiki/List_of_best-selling_PC_video_games) of all time.[[109]](#cite_note-109) [Template:As of](/wiki/Template:As_of), the game has sold 17 million copies on PC, becoming the best-selling PC game of all time.[[110]](#cite_note-110) [Template:As of](/wiki/Template:As_of), the game has sold approximately 60 million copies across all platforms, making it one of the [best-selling video games of all time](/wiki/List_of_best-selling_video_games).[[110]](#cite_note-110)[[111]](#cite_note-111) On 25 February 2014, the game reached 100 million registered users.[[112]](#cite_note-112)[Template:As of](/wiki/Template:As_of), over 106 million copies had been sold, [[113]](#cite_note-113) Mojang submitted the concept of *Minecraft* merchandise to Lego in December 2011 for the [Lego Cuusoo](/wiki/Lego_Cuusoo) program, from which it quickly received 10,000 votes by users, prompting Lego to review the concept.[[175]](#cite_note-175) Lego Cuusoo approved the concept in January 2012 and began developing sets based on *Minecraft*.[[175]](#cite_note-175) Two more sets based on the Nether and village areas of the game were released on 1 September 2013. A fourth Micro World set, the End, was released in June 2014. Six more sets will be available November 2014.[[176]](#cite_note-176) Mojang collaborates with [Jinx](/wiki/Jinx_(clothing)), an online game merchandise store, to sell *Minecraft* merchandise, such as clothing, foam pickaxes, and toys of creatures in the game.[[43]](#cite_note-43) By May 2012, over 1 million dollars were made from *Minecraft* merchandise sales. T-shirts and socks were the most popular products.[[177]](#cite_note-177) In March 2013 Mojang signed a deal with the children's book publisher [The Egmont Group](/wiki/Egmont_Group) to create *Minecraft* handbooks, [annuals](/wiki/Annual_publication), poster books, and magazines.[[178]](#cite_note-178)[[179]](#cite_note-179)[[180]](#cite_note-180)

## Popular culture and social media[[edit](/index.php?title=(none)&action=edit&section=26)]

[Template:See also](/wiki/Template:See_also)

Social media sites such as [YouTube](/wiki/YouTube), [Facebook](/wiki/Facebook), and [Reddit](/wiki/Reddit) played a significant role in popularising *Minecraft*.[[181]](#cite_note-181) Research conducted by the [University of Pennsylvania's](/wiki/University_of_Pennsylvania) [Annenberg School of Communication](/wiki/Annenberg_School_for_Communication_at_the_University_of_Pennsylvania) showed that one-third of *Minecraft* players learned about the game via Internet videos.[[182]](#cite_note-182) In 2010, *Minecraft*-related videos began to gain affluence on YouTube, often made by commentators. The videos usually contain screen-capture footage of the game and voice-overs.<ref name=salon>[Template:Cite web](/wiki/Template:Cite_web)</ref> Common coverage in the videos includes creations made by players, [walkthroughs](/wiki/Strategy_guide) of various tasks, and parodies of works in popular culture. By May 2012, over 4 million *Minecraft*-related YouTube videos had been uploaded.[[177]](#cite_note-177) Some popular commentators have received employment at [Machinima](/wiki/Machinima.com), a gaming video company that owns a highly watched entertainment channel on YouTube.[[183]](#cite_note-183) [The Yogscast](/wiki/The_Yogscast) is a British organisation that regularly produces *Minecraft* videos; their YouTube channel has attained billions of views, and their panel at MineCon 2011 had the highest attendance.[[183]](#cite_note-183)[[184]](#cite_note-184) Other well known YouTube personnel include [Jordan Maron](/wiki/Jordan_Maron), who has created many *Minecraft* [parodies](/wiki/Parody), including "Minecraft Style", a parody of the internationally successful single "[Gangnam Style](/wiki/Gangnam_Style)" by South Korean rapper [PSY](/wiki/PSY_(rapper)).[[185]](#cite_note-185) Herobrine is a major community icon of *Minecraft*, who first appeared as a single image on [4chan's](/wiki/4chan) /v/ board. According to rumours, Herobrine appears in players' worlds and builds strange constructions.<ref name=ign>[Template:Cite web](/wiki/Template:Cite_web)</ref> However, Mojang has confirmed that Herobrine has never existed in *Minecraft*, and there are no plans to add Herobrine.[[186]](#cite_note-186) *Minecraft* has been referenced by other video games, such as [*RuneScape*](/wiki/RuneScape), [*Torchlight II*](/wiki/Torchlight_II), [*Borderlands 2*](/wiki/Borderlands_2), [*Choplifter HD*](/wiki/Choplifter_HD), [*Super Meat Boy*](/wiki/Super_Meat_Boy), [*The Elder Scrolls V: Skyrim*](/wiki/The_Elder_Scrolls_V:_Skyrim), [*The Binding of Isaac*](/wiki/The_Binding_of_Isaac_(video_game)), [*Team Fortress 2*](/wiki/Team_Fortress_2), and [*FTL: Faster Than Light*](/wiki/FTL:_Faster_Than_Light).[[187]](#cite_note-187) It was also referenced by musician deadmau5 in his performances.[[188]](#cite_note-188) A simulation of the game was featured in [Lady Gaga's](/wiki/Lady_Gaga) "[G.U.Y.](/wiki/G.U.Y.)" music video, along with the command "/gamemode [*ARTPOP*](/wiki/Artpop)".[[189]](#cite_note-189) After the release of *Minecraft*, some video games were released with various similarities with *Minecraft*, and some have been called "[clones](/wiki/Video_game_clone)" of the game. There have been a few *Minecraft*-like and *Minecraft*-inspired games across various gaming platforms since the game became popular. Examples include [*Ace of Spades*](/wiki/Ace_of_Spades_(video_game)), [*CastleMiner*](/wiki/CastleMiner), [*CraftWorld*](/wiki/CraftWorld), [*FortressCraft*](/wiki/FortressCraft), [*Terraria*](/wiki/Terraria), and [*Total Miner*](/wiki/Total_Miner).[[190]](#cite_note-190) David Frampton, designer of [*The Blockheads*](/wiki/The_Blockheads_(game)), reported that one failure of his 2D game was the "low resolution pixel art" that too closely resembled the art in *Minecraft* which resulted in "some resistance" from fans.<ref name=FramptonPostMort>[Template:Cite web](/wiki/Template:Cite_web)</ref>

Additionally, in response to Microsoft's acquisition of Mojang and their *Minecraft* IP, various developers suddenly announced even further clone titles that are being developed specifically for Nintendo's consoles, as they were the only major platforms to not officially receive *Minecraft* at the time, despite early rumours that the game was in development for the [Wii U](/wiki/Wii_U).[[191]](#cite_note-191) These clone titles are either in development for Wii U, such as [*UCraft*](/wiki/UCraft) (Nexis Games),[[192]](#cite_note-192) [*Cube Life: Island Survival*](/wiki/Cube_Life:_Island_Survival) ([Cypronia](/wiki/Cypronia)),[[193]](#cite_note-193) and *Discovery* (noowanda),[[194]](#cite_note-194) the [Nintendo 3DS](/wiki/Nintendo_3DS), such as *Battleminer* (Wobbly Tooth Games)[[195]](#cite_note-195) and *Cube Creator 3D* (Big John Games),[[196]](#cite_note-196) or for both Wii U and Nintendo 3DS, such as *Stone Shire* (Finger Gun Games).[[197]](#cite_note-197) In an interview [*Kotaku*](/wiki/Kotaku) had with [Shigeru Miyamoto](/wiki/Shigeru_Miyamoto) and Shinya Takahashi in regards to *Minecraft* coming to Nintendo's platforms, Miyamoto stated that the [Wii U GamePad](/wiki/Wii_U_GamePad) is a "good fit" for the title, and Nintendo could have popularised the game in Japan.[[198]](#cite_note-198) In a July 2015 interview with Mojang [COO](/wiki/Chief_operating_officer) Vu Bui, it was revealed that the company is still interested in releasing the game on more platforms, including Nintendo's, and declared that even Microsoft's acquisition would not hinder that prospect. According to Bui, he has "never heard a reason why [they] haven't ended up on Wii U or 3DS. It just hasn't happened yet."[[199]](#cite_note-199) In August 2015, [Telltale Games](/wiki/Telltale_Games) confirmed to [*The Verge*](/wiki/The_Verge) that the spin-off title *Minecraft: Story Mode* is coming to Wii U, making it the first game in the franchise on a Nintendo console.[[171]](#cite_note-171) A Wii U version of *Minecraft* was announced on 7 December 2015. It was released on 17 December 2015.[[200]](#cite_note-200) In 2012, Mojang received offers from Hollywood producers who want to produce *Minecraft*-related TV shows; however, Mojang stated that they would engage in such projects when "the right idea comes along."[[177]](#cite_note-177) A documentary about the development of Mojang and *Minecraft* was released in December 2012. Titled [*Minecraft: The Story of Mojang*](/wiki/Minecraft:_The_Story_of_Mojang), the film was produced by [2 Player Productions](/wiki/2_Player_Productions).[[201]](#cite_note-201) The second episode of the [seventeenth season](/wiki/South_Park_(season_17)) of the animated television series [*South Park*](/wiki/South_Park) titled "[Informative Murder Porn](/wiki/Informative_Murder_Porn)", features the boys distracting their parents from fighting each other with *Minecraft*.[[202]](#cite_note-202) In the *South Park* episode, gruff character Corey Lanskin explained the *Minecraft* game by noting, "Minecraft, it don't got no winner, it don't got no objective. You're just f\*\*\*\*in' buildin' s\*\*\*!"[[203]](#cite_note-203) On 27 February 2014, Notch revealed that Mojang is in talks with [Warner Bros.](/wiki/Warner_Bros.) regarding a Minecraft film to be produced by [Roy Lee](/wiki/Roy_Lee) and Jill Messick.[[204]](#cite_note-204)[[205]](#cite_note-205) On 8 October 2014, Mojang COO Vu Bui stated that the movie was "in its early days of development", saying that it was a "large-budget" production, and also said that it might not be released until 2018.[[206]](#cite_note-206)[[207]](#cite_note-207) On 16 October 2014, the studio announced that it had hired [Shawn Levy](/wiki/Shawn_Levy) to direct the film.[[208]](#cite_note-208) In July 2015, it was announced the studio had hired [Rob McElhenney](/wiki/Rob_McElhenney) to direct the film.[[209]](#cite_note-209) The studio announced that the film will be released on May 25, 2019.[[210]](#cite_note-210)

## Applications[[edit](/index.php?title=(none)&action=edit&section=27)]

The possible applications of *Minecraft* have been discussed extensively, especially in the fields of [computer-aided design](/wiki/Computer-aided_design) and [education](/wiki/Education). In a panel at MineCon 2011, a Swedish developer discussed the possibility of using the game to redesign public buildings and parks, stating that rendering using *Minecraft* was much more user-friendly for the community, making it easier to envision the functionality of new buildings and parks.[[183]](#cite_note-183) In 2012, a member of the [Human Dynamics](/wiki/Human_Dynamics) group at the [MIT Media Lab](/wiki/MIT_Media_Lab), Cody Sumter, said that "Notch hasn't just built a game. He's tricked 40 million people into learning to use a [CAD program](/wiki/CAD_program)." Various software has been developed to allow virtual designs to be printed using professional [3D printers](/wiki/3D_printing) or personal printers such as [MakerBot](/wiki/MakerBot) and [RepRap](/wiki/RepRap).[[211]](#cite_note-211) In September 2012, Mojang began the *Block By Block* project in cooperation with [UN Habitat](/wiki/UN_Habitat) to create real-world environments in *Minecraft*.[[212]](#cite_note-212) The project allows young people who live in those environments to participate in designing the changes they would like to see. Using *Minecraft*, the community has helped reconstruct the areas of concern, and citizens are invited to enter the *Minecraft* servers and modify their own neighbourhood. Carl Manneh, Mojang's managing director, called the game "the perfect tool to facilitate this process," adding that "the three-year partnership will support UN-Habitat's [Sustainable Urban Development Network](/wiki/The_Sustainable_Urban_Development_Network_(SUD-Net)) to upgrade 300 public spaces by 2016." Mojang signed *Minecraft* building community, *FyreUK*, to help render the environments into *Minecraft*. The first pilot project began in [Kibera](/wiki/Kibera), one of [Nairobi's](/wiki/Nairobi) informal settlements, and is in the planning phase. The *Block By Block* project is based on an earlier initiative started in October 2011, *Mina Kvarter* (My Block), which gave young people in Swedish communities a tool to visualise how they wanted to change their part of town. According to Manneh, the project was a helpful way to visualise urban planning ideas without necessarily having a training in architecture. The ideas presented by the citizens were a template for political decisions.[[213]](#cite_note-213) In April 2014 the Danish Geodata Agency generated all of Denmark in a scale of 1:1 in *Minecraft* based on their own free geodata.[[214]](#cite_note-214) This is possible because Denmark is [one of the flattest countries](/wiki/List_of_elevation_extremes_by_country) with the highest point at 171 meters (ranking as the country with the [30th smallest elevation span](/wiki/List_of_elevation_extremes_by_country)) where the limit in default *Minecraft* is about 192 meters above in-game sea level.

*Minecraft* has also been used in educational settings.[[215]](#cite_note-215) In 2011, an educational organisation named MinecraftEdu was formed with the goal of introducing *Minecraft* into schools. The group works with Mojang to make the game affordable and accessible to schools. In September 2012, MinecraftEdu said that approximately 250,000 students around the world have access to *Minecraft* through the company.[[216]](#cite_note-216) A wide variety of educational activities involving the game have been developed to teach students various subjects, including history, language arts and science. For an example, one teacher built a world consisting of various historical landmarks for students to learn and explore.[[216]](#cite_note-216) In September 2014, the [British Museum](/wiki/British_Museum) in London announced plans to recreate its building along with all exhibits in *Minecraft* in conjunction with members of the public.[[217]](#cite_note-217)

## See also[[edit](/index.php?title=(none)&action=edit&section=28)]

* [Lightweight Java Game Library](/wiki/Lightweight_Java_Game_Library), the Java library used by *Minecraft*
* [*Minicraft*](/wiki/Minicraft), a top-down video game also by Markus Persson

[Template:Portal bar](/wiki/Template:Portal_bar)

## Footnotes[[edit](/index.php?title=(none)&action=edit&section=29)]

[Template:Reflist](/wiki/Template:Reflist) [Template:Notelist](/wiki/Template:Notelist)

## References[[edit](/index.php?title=(none)&action=edit&section=30)]

[Template:Reflist](/wiki/Template:Reflist)

## Further reading[[edit](/index.php?title=(none)&action=edit&section=31)]

* [Template:Cite book](/wiki/Template:Cite_book)
* [Template:Cite book](/wiki/Template:Cite_book)
* [Template:Cite book](/wiki/Template:Cite_book)

## External links[[edit](/index.php?title=(none)&action=edit&section=32)]

[Template:Spoken Wikipedia](/wiki/Template:Spoken_Wikipedia) [Template:Sisterlinks](/wiki/Template:Sisterlinks)

* [Template:Official website](/wiki/Template:Official_website)
* [Official wiki](http://minecraft.gamepedia.com/Minecraft_Wiki)

[Template:Mojang](/wiki/Template:Mojang) [Template:Microsoft Studios](/wiki/Template:Microsoft_Studios) [Template:Seumas McNally Grand Prize](/wiki/Template:Seumas_McNally_Grand_Prize)

[Template:Good article](/wiki/Template:Good_article)

[Category:Minecraft](/wiki/Category:Minecraft) [Category:2011 video games](/wiki/Category:2011_video_games) [Category:Android (operating system) games](/wiki/Category:Android_(operating_system)_games) [Category:Construction and management simulation games](/wiki/Category:Construction_and_management_simulation_games) [Category:Early access video games](/wiki/Category:Early_access_video_games) [Category:Independent Games Festival winners](/wiki/Category:Independent_Games_Festival_winners) [Category:Indie video games](/wiki/Category:Indie_video_games) [Category:IOS games](/wiki/Category:IOS_games) [Category:Java platform games](/wiki/Category:Java_platform_games) [Category:Kinect games](/wiki/Category:Kinect_games) [Category:Linux games](/wiki/Category:Linux_games) [Category:Microsoft games](/wiki/Category:Microsoft_games) [Category:Mojang](/wiki/Category:Mojang) [Category:Multiplayer and single-player video games](/wiki/Category:Multiplayer_and_single-player_video_games) [Category:Nintendo Network games](/wiki/Category:Nintendo_Network_games) [Category:Open world video games](/wiki/Category:Open_world_video_games) [Category:OS X games](/wiki/Category:OS_X_games) [Category:PlayStation 3 games](/wiki/Category:PlayStation_3_games) [Category:PlayStation 4 games](/wiki/Category:PlayStation_4_games) [Category:PlayStation Network games](/wiki/Category:PlayStation_Network_games) [Category:PlayStation Vita games](/wiki/Category:PlayStation_Vita_games) [Category:Seumas McNally Grand Prize winners](/wiki/Category:Seumas_McNally_Grand_Prize_winners) [Category:Split-screen multiplayer games](/wiki/Category:Split-screen_multiplayer_games) [Category:Survival video games](/wiki/Category:Survival_video_games) [Category:Video game franchises introduced in 2011](/wiki/Category:Video_game_franchises_introduced_in_2011) [Category:Video games developed in Sweden](/wiki/Category:Video_games_developed_in_Sweden) [Category:Video games with cross-platform play](/wiki/Category:Video_games_with_cross-platform_play) [Category:Video games with procedurally generated levels](/wiki/Category:Video_games_with_procedurally_generated_levels) [Category:Video games with stereoscopic 3D graphics](/wiki/Category:Video_games_with_stereoscopic_3D_graphics) [Category:Wii U eShop games](/wiki/Category:Wii_U_eShop_games) [Category:Wii U games](/wiki/Category:Wii_U_games) [Category:Windows games](/wiki/Category:Windows_games) [Category:Windows Phone games](/wiki/Category:Windows_Phone_games) [Category:Xbox 360 games](/wiki/Category:Xbox_360_games) [Category:Xbox 360 Live Arcade games](/wiki/Category:Xbox_360_Live_Arcade_games) [Category:Xbox One games](/wiki/Category:Xbox_One_games) [Category:Zombie video games](/wiki/Category:Zombie_video_games)