MinecraftEd: Report Guidance Notes

The aim of this report is for you to reflect on the experience of using Minecraft to understand biological concepts. This is a personal reflection, so there is no real rules as to how it is structured. However, there are a few things I would ask to be included in the report to enable me to explore the viability of this idea in more detail.

## How easy was it to use?

In other words: was translating an idea from research into an implementable Minecraft design easy or difficult? Were any difficulties due to limitation with the software, or with experience with the software? Did difficult or challenging aspects seem daunting and off-putting, or were they enjoyable problem-solving exercises?

## Was the Realm aspect valuable? Why/why not?

Was having a shared space to work useful in shaping how you went about the work over the month? For those of you that used it, why did you choose to over a single-player world. For those that used the single-player world more/only, why?

## Time

Was 12hrs a week too much, too little, or just right to get things done? Did you work more, less or about those hours? Why? Was the flexibility of time to work good or bad? Did it mean you worked less on it than you might have done otherwise?

## Concepts

What did you build? Was it structural, functional, or both? Why did you choose to go the route you did? How long did it take to conceive the concept(s)? How would you explain your build to someone (a) with you present and (b) with only material provided to a user in-game?

How did you build your concept? How can someone recreate it? Was there coding involved? How easy would it be for someone to build you idea?

## Teaching Potential

How well would using this software work within:

* Tutorials
* In-Course Assessment
* Practicals
* Honours Projects
* Revision

Is there a correlation you think between amount of minecraft experience and utility of the software in learning? Would people with no/little experience find it too much? Would it be better as static pre-built worlds or as dynamic and real-time construction of concepts? Would it require a tutor who knows how to work with the software? Do you think course organisers would see the usefulness in the idea?

Realms can take 10 people, Education Edition up to 30 (20 more realistic tbh for large/complex maps) at once in a single world. Does that limit anything? If you were in charge or a course, how would you make use of it and why?

## Personal Reflections

This one is a bit hard to explain, and it really is part of every bit of the report. But I would appreciate more general comments on the idea of the project, why you wanted to get involved etc. Also the opinions of your friends of the idea, the way in which the project was designed and run by myself, and anything that hasn’t been mentioned.