



# MINECRAFT AS A PEDAGOGIC TOOL

Dr Helen Carney  
Dr Helen Tidy

# WHAT IS MINECRAFT?



Sandbox Game



Space to Explore



Characters for Interaction



Inventory of Items



# PERCEPTION OF MINECRAFT



- It's just for kids
- It has no educational benefit

# THE BENEFITS TO STAFF AND STUDENTS

*Simplicity is key – written for young children to use*

Benefits of a inclusive learning environment that is familiar to those taking part

*\*Encourages creativity\**



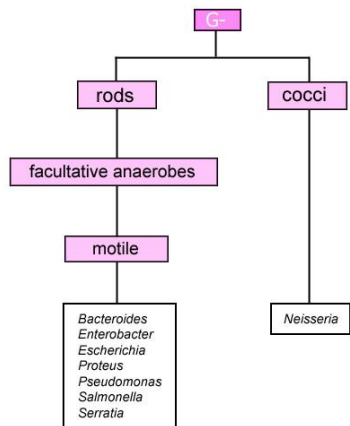
# CREATIVITY IN SCIENCE LEARNING & TEACHING

## PROCEDURE:

1. Obtain eight 2 ml cuvettes, two for each of the dilutions of Fast Green dye (label each duplicate pair "A" and "B"). Only label on the TOP of the cuvette as below:

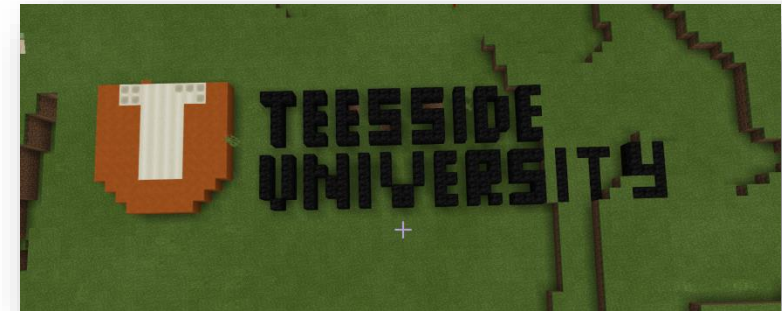


2. Using the appropriate-sized micropipette, add the volume of Fast Green dye shown in column 1 to each of the cuvettes **in duplicate**.
3. Using the appropriate-sized micropipette (different from the one used in step 3), add the volume of water shown in column 2 to each of the duplicate cuvettes.
4. Obtain one further 2 ml cuvette and prepare a blank control for the spectrophotometer by adding 1000  $\mu$ l of water to the cuvette.
5. Place a piece of clean Parafilm over each cuvette (it will stretch over the top like cling film) and invert four times to mix thoroughly.



Traditionally, science involves following lots of procedures...

Opportunities to express ourselves creatively are welcomed...



# MY JOURNEY - MINECRAFT IN HIGHER EDUCATION

From 2016 – 2018  
*Pre-Digital Transformation*

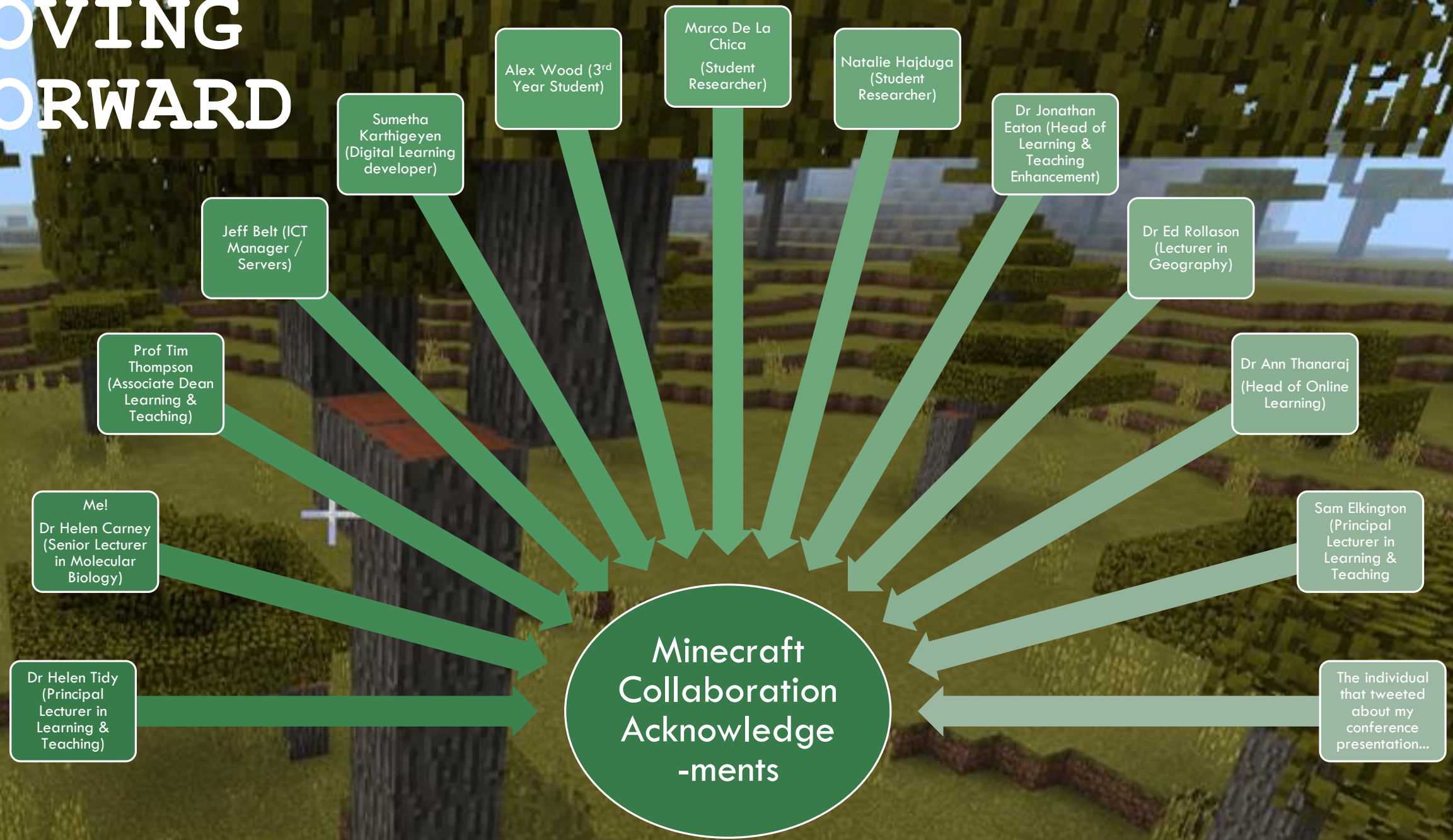


2018 – 2020  
*IPad's, Microsoft & Future Facing Learning*





# MOVING FORWARD



Alex Wood (3<sup>rd</sup> Year Student)

Marco De La Chica (Student Researcher)

Natalie Hajduga (Student Researcher)

Dr Jonathan Eaton (Head of Learning & Teaching Enhancement)

Dr Ed Rollason (Lecturer in Geography)

Dr Ann Thanaraj (Head of Online Learning)

Sam Elkington (Principal Lecturer in Learning & Teaching)

The individual that tweeted about my conference presentation...

Dr Helen Tidy (Principal Lecturer in Learning & Teaching)

Me! Dr Helen Carney (Senior Lecturer in Molecular Biology)

Prof Tim Thompson (Associate Dean Learning & Teaching)

Jeff Belt (ICT Manager / Servers)

Sumetha Karthigeyen (Digital Learning developer)

Minecraft Collaboration Acknowledgements

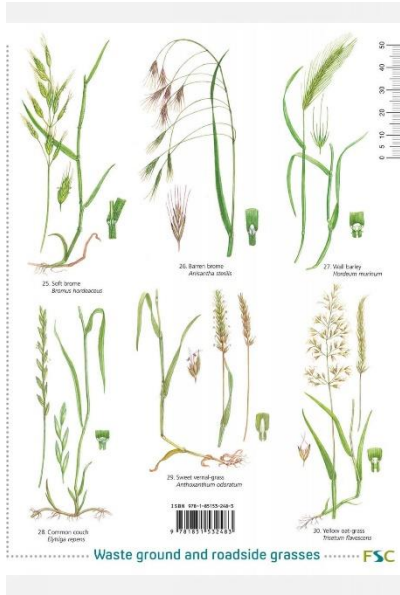
# WIGIE (WOMEN IN GAMIFICATION IN EDUCATION)

<https://wigie.tees.ac.uk/>

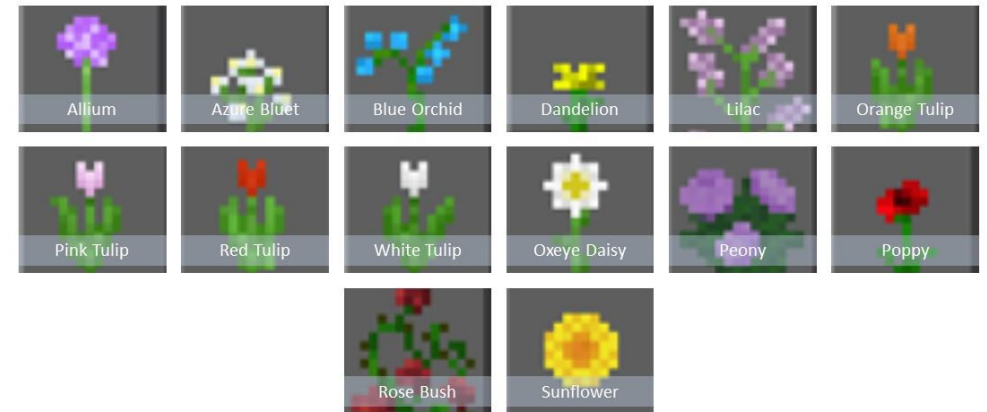
An all inclusive environment for networking and ideas/inspirations.



# MINECRAFT: BIODIVERSITY FIELD TRIP



Easier to identify species



➡ easier transition through the process of habitat analysis

# A STUDENTS VIEW - ALEX WOOD

Minecraft has such a promise for students as it provides a truly multipurpose environment and is indiscriminate towards disabled students.

Irrespective of a student's learning difficulties, Minecraft allows a student to approach a project with in creative and critical manner to achieve a solution.



Being a dyslexic student, I understand the reality of having to decide between listening to a lecture or taking notes; which ultimately result in a lecture I can vaguely remember or notes I have no memory of taking.

***Minecraft provides me a space in which I can return to, improve and manipulate in a way to help me learn.***

HAVE A GO AT THE  
FIELD TRIP...



The field hut