Section 1
Chapter 2 - Interactive Environments For Involvement And Motivation For Learning

Exemplary case 5

Title: **Minecraft Education Edition**

Description:

Country: **Spain**

Technology: **Minecraft**

Participants: **Sixth year of Primary School (12 years old)**

URL: **http://www.educacontic.es/blog/minecraft-en-el-aula**

During the 2012-13 academic year at the Alameda de Osuna School in Madrid, the 6th grade Primary students, under the guidance of their teacher of Digital Competences and ICT Trainer, Lara Romero, developed a project using Minecraft which had gamification, learning through play and teamwork as its main focus.

The product of the project is a house built by students using Minecraft. This house was built over the period of one term. To do this, the students were grouped in pairs, in which one of the students, with experience of Minecraft, was mentor to another who did not know the game. In addition, they had to agree in advance on what they wanted to build and what they were going to be able to do according to their own skills. They took into account that they had limited time, and that at the end of the process they should explain how they had built their house together. The project, therefore, was developed through phases and cooperative work.

The use of this video game allowed the teacher to work on different skills: creativity, spatial vision, communication, teamwork, planning, and student motivation. The project was developed in the

classes of digital competences, which was 45 minutes a week. As there was so little time, it was very important that there was previous organization of the tasks associated with the project. During the development of the project, Lara used the Edmodo social network, a network they use regularly, to create a specific group around Minecraft where the more advanced students solved the doubts of their peers, as well as shared tutorials, some of which had been created by the students themselves.