

Why is Minecraft Good for Education?

The 2010 game *Minecraft* (a sandbox exploration game made completely of cubes) was originally designed by a Swedish programmer named Markus Persson and the help of a programming team named Mojang. He then continued to improve and develop the game as the popularity of it became more extensive until eventually, when he had become a millionaire, he handed over the ownership of the game to Microsoft.

Surprisingly to some, *Minecraft* is a very educational game. Firstly, there are varying elements of the game to explore such as caves and ravines identical to real life which helps teach children science (linking to the real life ores) and tectonic plates. Furthermore there are many geographical links including islands and vast open seas; physical height differences and population distribution.

Furthermore as there is no guide for building or designing in the game and players will have to think creatively and outside of the box which may help improve a person's imagination, therefore, potentially improving their creativity in English. Additionally *Minecraft* may improve a person's architectural skills as there is no rush to win which enables people to take time designing whatever their imagination improving their architectural skills and even some cubes in the game are affected by gravity meaning they would learn how to make a house which doesn't topple over as, in real life, everything is affected by gravity.

In conclusion, *Minecraft* is a surprisingly educative game with lots of different aspects to a traditional videogame like elements including: Geography, Geology, English and Architecture. I think *Minecraft* should be used in primary schools as a way to make education fun and creatively inspire children to use their imagination at a young age,

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