

Digital citizenship through game design in Minecraft

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Abstract

Purpose

This study aims to describe a library project exploring innovative options for embedding information literacy skills in the elementary school library by utilizing Minecraft, a virtual world three-dimensional (3D) building game environment.

Design/methodology/approach

The small-scale descriptive study, with a follow-up survey, focuses on a group of fifth-grade students in an after-school technology club facilitated by the school librarian. The students designed and built a 3D virtual world library game for younger students to help them learn digital citizenship and information literacy.

Findings

Analysis of observations, interviews and videos indicated that students were highly engaged in learning information literacy elements throughout all stages of the project from design, building, implementation and testing of younger students.

Research limitations/implications

Although the small number of students enrolled in the club is a limitation, the feedback provided strong evidence of motivation for learning through gamification. Further research could assess learning outcomes with the curriculum, specifically for digital citizenship and information literacy.

Practical implications

Embedding information literacy into a 3D world allows students to learn computer code, mathematics, game design, and fosters collaboration while demonstrating digital citizenship.

Social implications

Game design requires teamwork, a real-life skill essential for students entering the work force.

Originality/value

Few articles share student-designed solutions of critical information literacy needs. This study exemplifies constructivist learning in a gaming environment.

Keywords

Information literacy Virtual worlds Game design Digital citizenship Minecraft Technology clubs

Citation

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Digital Citizenship lesson introduces digital theft, media literacy, sharing, and harassment concepts through a series of exciting Minecraft activities. The purpose of this experience is to explore one of the behaviors responsible digital citizens will need to possess to work successfully in collaborative digital environments with peers. By the end of the lesson, students will be able to: Define what types of behaviors make up a responsible digital citizen. The agent can be programmed to do various tasks via computer programming tools built into the game. Student Activities. Essential Question Read More. Home. Digital Citizenship Through Recreation Design In Minecraft. Arcade Game. Digital Citizenship Through Recreation Design In Minecraft. By Jimmy December 4, 2018May 9, 2018. To proceed enjoying great video games on , you might want to enable plugin referred to as Flash. In case you personal the disc model of Minecraft: Xbox One Edition and you've got performed for not less than 5 hours or purchased an item between September 2016 and September 2017, additionally, you will obtain a digital copy of Minecraft under Prepared to put in. This supply is valid until January 31, 2018, after which period you will have to buy a digital version of Minecraft. Minecraft is a first-person sandbox-style digital game in which players explore and build three-dimensional worlds using textured Lego-like cubes. There are a number of different ways to play the game, from Survival Mode, which requires players to acquire and leverage resources to support their health in a hostile monster-filled world, to Creative Mode, which gives players an unlimited supply of resources and special powers like flight. The game can be played solo or in huge communities that span the globe. Levin's experiments with the game in his classroom followed a similar trajectory: he began by publishing a blog, called The Minecraft Teacher in early 2011. "Every day I would get emails from teachers using the game in ways I had never considered," Levin said.