

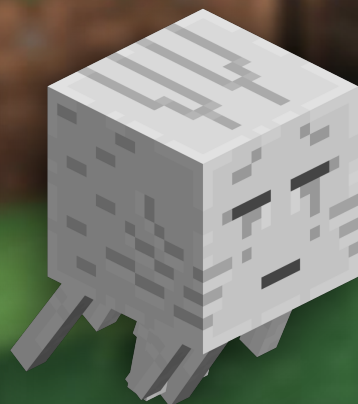
MINECRAFT

Start

Options

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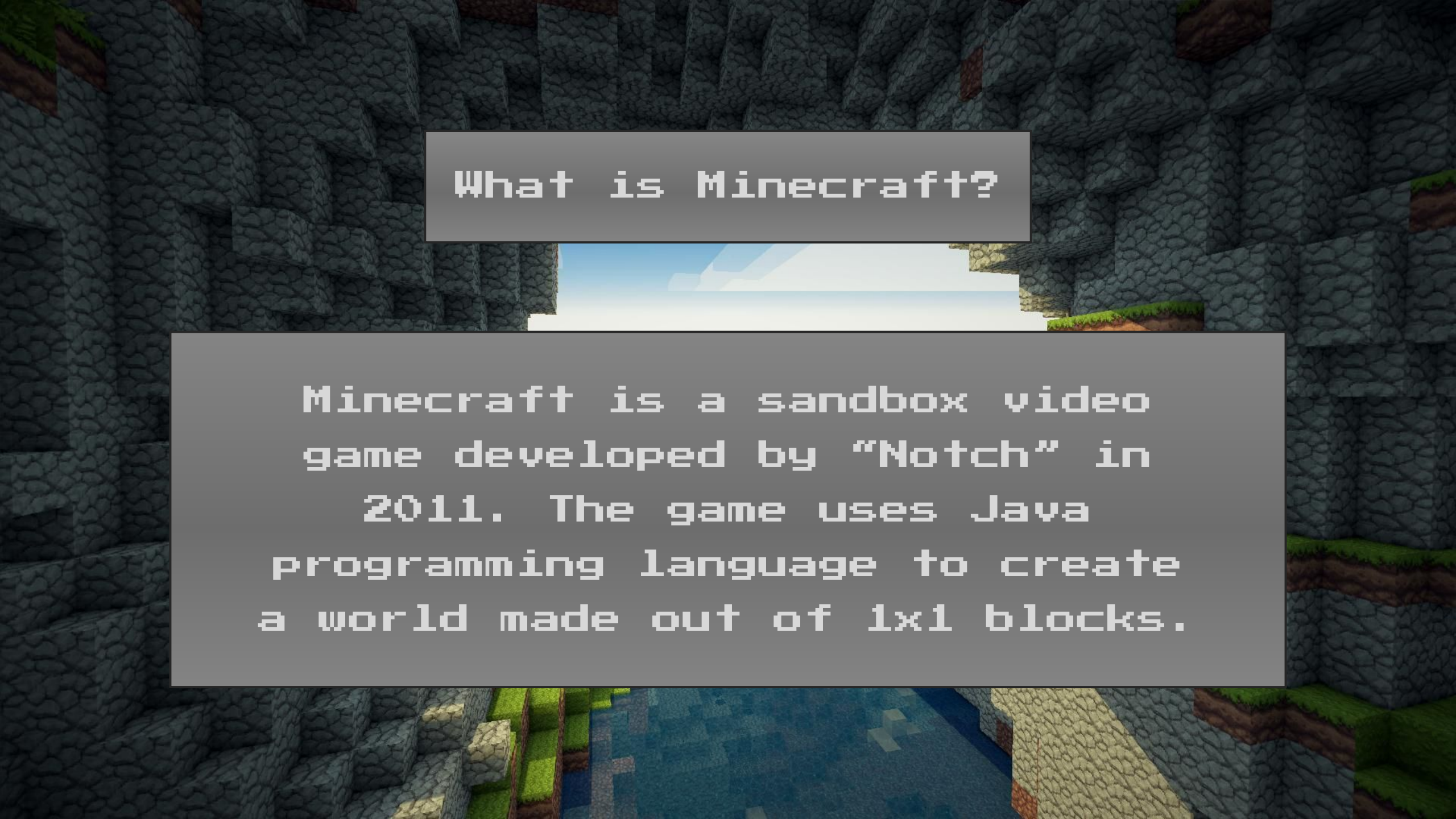
By Henry Coen



MINECRAFT



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A screenshot from the game Minecraft showing a dark cave with stone walls and a small opening in the distance. The text is overlaid on this background.

What is Minecraft?

Minecraft is a sandbox video game developed by "Notch" in 2011. The game uses Java programming language to create a world made out of 1x1 blocks.

Allow

- Users freedom to explore and create in an endless world populated by creatures and resources
- Play with friends

Encourage

- Playing collaboratively
- Build complex structures
- Advance technologically
- Encounter danger for rewards

Deny

- Creation of anything not made of blocks (No round edges)

Social Context

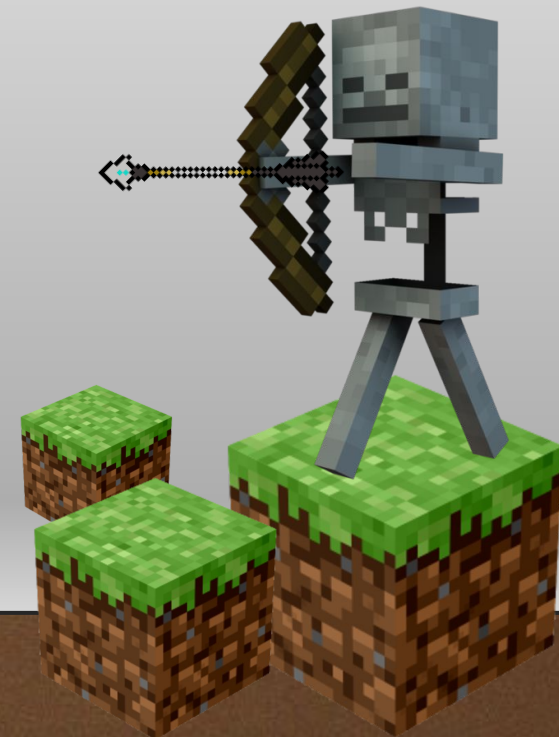
Creation

Users

Culture

Future

Minecraft spawned from previous sandbox games like Simcity and Grand Theft Auto and survival games like UnReal world. Minecraft was revolutionary for combining the two into a new endless world that quickly gained popularity.



Social Context

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Minecraft gained popularity specifically with a younger demographic who gravitate towards the endless replayability and easy to understand mechanics. Minecraft officially became the most popular video game of all time in 2021 with over 200 copies sold.



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Minecraft made gaming more accessible to a wider audience base. In addition, the widespread knowledge of the game and the freedom offered developed a culture of content creation which launched many careers. Minecraft has many of its own legends and inside jokes that come from its community rather than the developers, which is in part due to its content creators.



Social Context

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Despite being over 10 years old minecraft still releases semi regular updates and has a sizable player base. Many games since have tried to emulate Minecrafts simplistic yet rich mechanics and endless world flavor, including Stardew Valley, and no man's sky.



Feats

Minecraft's devoted fan base have created astounding feats in the game, including recreations of real life monuments and even a 64 bit computer.



Theory/Conclusion

Minecrafts huge success is a product of both technological and cultural determinism (Slack and Wise 57). On one hand the innovative simplistic freedom focused style of the game allowed for a new generation of gamers to engage. On the other the game was created because there was a demand for this type of product within society.



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Slide Chef