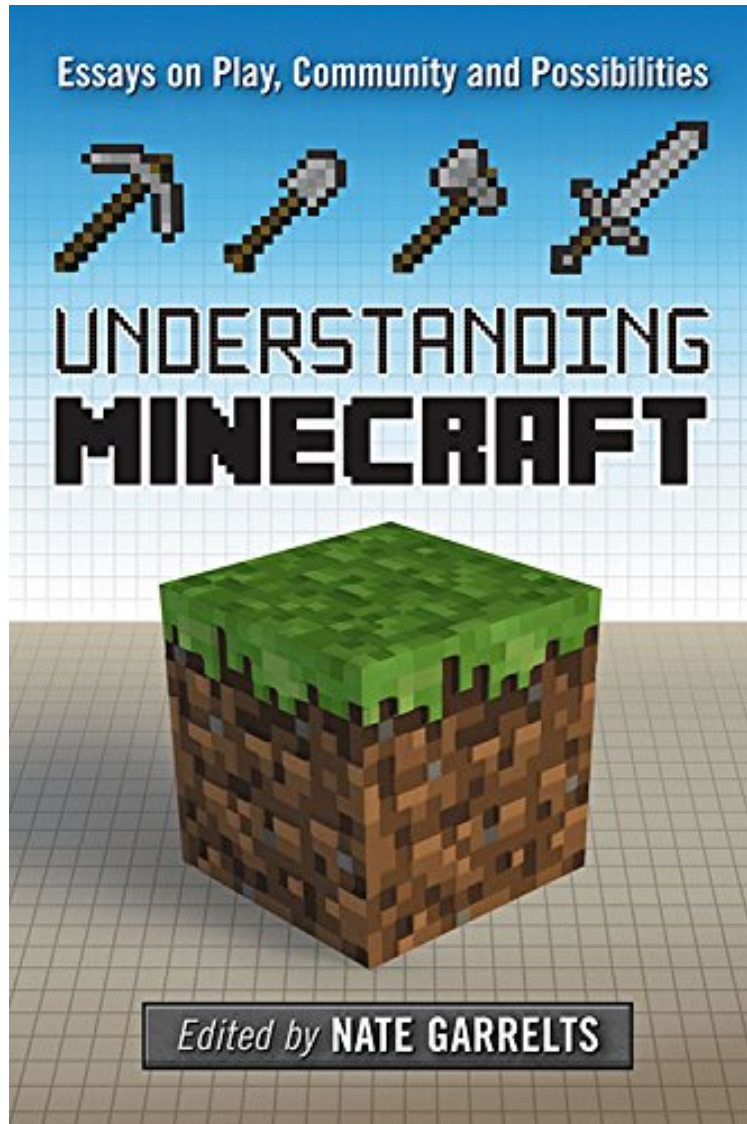


Understanding Minecraft: Essays on Play, Community and Possibilities (Minedraft)

Nate Garrelts

*DOC | *audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



READ ONLINE

#1974975 in Books 2014-09-25Original language:EnglishPDF # 1 .60 x 5.90 x 8.90l, .0 #File Name: 0786479744232 pages | File size: 26.Mb

Nate Garrelts : Understanding Minecraft: Essays on Play, Community and Possibilities (Minedraft) before purchasing it in order to gage whether or not it would be worth my time, and all praised Understanding Minecraft: Essays on Play, Community and Possibilities (Minedraft):

0 of 0 people found the following review helpful. Academic Examination of Minecraft With Uneven Essay ValueBy WhitI myself am working on a book about Minecraft, and I have been working through some of the academic research

that examines the game. This is a mixed collection of work, with some exceptional essays about the game's unique powers and some that seem to have been included more to include a perspective than to deliver real insight. Anyone who reads academic analysis of texts of all kinds, from movies to music to books, will recognize the inclinations some authors have to use whatever lens they usually do to look at everything to look at Minecraft. Readers who do not usually look at academic research will find much of the book impenetrable, but some of it energizing, as it grants the game the intellectual depth and heft it deserves but does so with the use of a LOT of syllables to go along with that respect. I'm glad I read this. There's an affecting history of the game, and there are excellent reflections on how the game's storyless, trackless space served as a revolutionary experience for many players, who have discovered its mutability. I'd recommend it to students of the game's value for "serious games" and for education. The ordinary fan will find much to enjoy, too, but only if he or she skips the chapters that lack appeal. 0 of 1 people found the following review helpful. Three Stars By PharmboyNot as expected.

Since its official release in 2011, Minecraft has sold over 48 million copies across all gaming platforms. The premise of Minecraft is simple: destroy, collect, build and interact in a world made entirely of colored cubes. Unlike Lego blocks or other construction toys, Minecraft's digital play space allows for virtually limitless creation without the cost and limitations of physical building materials. Developer Mojang's generous policies toward modification and other uses of their intellectual property also engender enthusiasm and creativity from fans who make music, art and animation inspired by the software. The first essays in this collection cover Minecraft's origins, describing its relationship to other video games and toys and examining the learning models implicit in its design. Later essays describe and theorize the various ways players interact with the software, which simultaneously presents them with structural constraints and limitless possibilities.

"an engrossing and thorough read for gamers...exhaustively researched and thoroughly cited...the reading is lively and active with an approachable tone and style"--Library Journal. About the Author Nate Garrelts is an associate professor of languages and literature at Ferris State University in Big Rapids, Michigan.