

**Title:** Minecraft

**Version:** 1.14.30

**Publisher:** Mojang

**Target audience:** Ages 9+

**Type of software with justification:** Problem solving. There are no clear answers in this app as users are allowed to create whatever their hearts' desire.

**Curriculum:** Could be used in math as a part of geometry.

**Cost:** There is an education version which is free, but requires the education account or an Office 365 Education account. The game without ties to education cost \$6.99 to download. In app purchases include add-ons like maps or skins and is based on a coin system (Minecoins) which the minimum purchase is \$1.99 for 320 Minecoins and the highest is \$49.99 for 8000. There is also a server-based subscription service called Minecraft Realms which costs \$3.99/month to host yourself and 2 friends and \$7.99/month to host 10 friends.

**Description of software:**

Upon opening the app, it asks you to sign in with a Microsoft account. This is skippable. The main menu has Play, Settings and Marketplace. After Play, you are greeted with 3 tabs, Worlds, Friends, an Servers (which a number 5 appears under). Under Worlds, there is a create new button, followed by a screen where you can select a premade world, but those cost money, or you can create a new world. After that, there is a screen that lets you set the parameters of the world.

The game is in first person, with your selected tool being displayed on the right. The graphics are in 3-D pixels, but the game is well known for this style. On the top left, there is a health gauge represented by hearts. There's a chat and pause button on the top center. There's another meter in the top right that appears to be represented by cartoon chicken legs. The bottom left has directional arrows for movement. The bottom center is a quick inventory menu, with a button on the side to open your full inventory. On the bottom right, there is a button to jump.

**Impression of software (how it will be used in a classroom):**

Teachers use Minecraft to allows students to become problem solvers. It can be easily used in a math based project, such as construction. Since there is a cooperative

element built into the game, a teacher could have students work in groups to create bigger projects as well as build on cooperative learning.

**Does the software pass APPS?: Yes**