TRAINER'S GUIDE TO REMWORK MINECRAFT GAMES

Mind The Game

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Introduction

This document serves as a guide to acquire Minecraft - Education Edition in no time, but a guide to effectively use the game as a training tool in the workplace.

It includes the following:

1) How to install and get licensing for the Minecraft game, which is one of the most important games in the world. We will also cover how to get the software and download it, how to disable Microsoft S Mode and what licenses are required (educational/commercial).

2) It includes an explanation of how to enter the worlds and what to do when NPCs are missing (glitches), Resources/behavioral and language issues, and what keyboard and mouse commands are needed to play the game.

3) It also includes a multiplayer guide to the game such that the game can used in multiplayer sessions. This includes an explanation of how to use the game in hybrid or remote workspaces.

Installation and Licencing

1.1 Minecraft as a Tool for Learning and Skill Development

Using *Minecraft Education*, learners gain valuable future-oriented skills in an environment that blends play with education. The platform encourages imagination, critical thinking, and procedural literacy, all within a dynamic and enjoyable setting that keeps players motivated to continue learning. One of its major advantages is that it turns education and training into an interactive, hands-on experience. Learners are placed in simulated real-world scenarios that challenge them to solve problems creatively while enjoying the process. Through game-based programming tasks and scalable challenges, Minecraft fosters computational thinking and prepares young people to navigate the digital world responsibly. It also supports emotional intelligence, empathy, and healthy digital habits.

More than simply a game, Minecraft functions as a collaborative classroom and a creative laboratory. Its open-world structure—constrained only by imagination—offers a unique space for both personal development and academic exploration. Several key dimensions highlight its educational value:

- **Independence & Creativity:** The block-based environment allows players to construct anything from small shelters to entire cities. This freedom encourages inventive problem-solving and nurtures innovation.
- **Sustainability & Resource Awareness:** Players must manage materials wisely, developing skills in planning, logistics, and environmental awareness while learning the principles of sustainable living.
- **Engineering & Problem-Solving:** Features such as Redstone mechanics simplify complex engineering concepts, turning them into approachable puzzles and engaging mini-games.
- **Collaboration & Social Skills:** Multiplayer modes require communication and teamwork, reinforcing interpersonal skills and cooperative learning.
- **Beyond Childhood Use:** While often associated with young learners, adults also benefit from Minecraft. Many use it for stress relief, family bonding, or as a creative outlet outside of work.

In short, Minecraft provides a flexible, engaging platform where education and play converge. It cultivates both hard and soft skills—creativity, digital literacy, teamwork, and problem-solving—that are essential for thriving in today's rapidly evolving world.

1.2 Adult Use of Minecraft

Although often perceived as a pastime for children, *Minecraft* offers far more than entertainment. For adults, it provides a space rich in creativity, problem-solving, and critical thinking opportunities that can be applied to real-world contexts. It transforms play into a

meaningful learning tool—equally valuable for lifelong learners or employees undergoing training.

Why does Minecraft work so well in adult education and professional training?
The platform supports both *creative* and *survival* modes, each carrying unique benefits. Survival mode, for example, mirrors real-life challenges by requiring resourcefulness, adaptability, and foresight—skills essential in adult life and workplace settings. At the same time, the game's forgiving nature means that mistakes do not carry harsh penalties. Learners can experiment, fail, and try again without fear, fostering resilience and innovative thinking. This safe environment encourages growth through trial and error, making it ideal for skill development.

Through *Minecraft Education Edition*, adults and professionals can develop capabilities in areas such as:

- **Collaboration:** Groups of learners can co-design projects, build shared portfolios, or contribute to collective tasks while facilitators monitor progress.
- **Simulation-Based Engagement:** By experimenting with Redstone mechanics, learners gain insight into coding, energy distribution, and engineering processes. Even simple in-game tasks, like digging for materials, can spark discussions about sustainability, resource management, and environmental awareness.
- **Virtual Communities:** Working within a multiplayer environment trains learners in budgeting, teamwork, and professional communication—without the immediate pressures of real-world consequences.

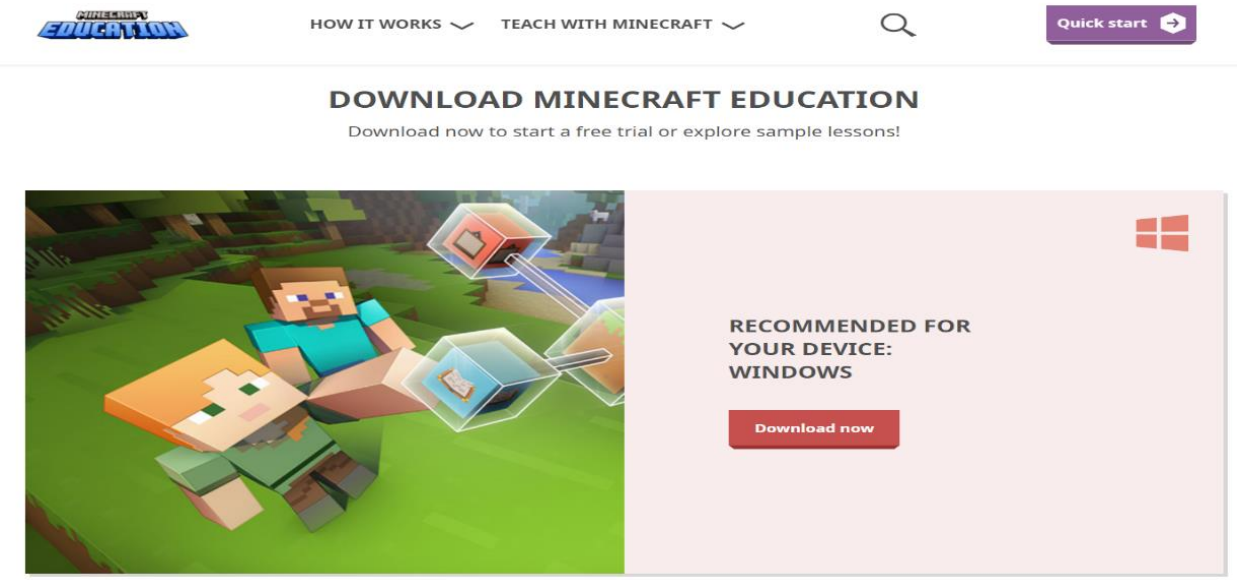
Practical Applications for Adult Learning Goals:

- **Mathematics & Science:** Learners calculate measurements, estimate fractions, or model energy consumption inside the game, then connect these skills to real-world applications.
- **Language & Communication:** The digital environment fosters reading, writing, and professional correspondence, from drafting applications to crafting formal communications.
- **Civic Awareness:** Adults can redesign urban landscapes within Minecraft and present their solutions—practicing advocacy, justification, and community engagement.

In essence, Minecraft is not just play, it is a flexible educational platform. Whether the objective is strengthening literacy, numeracy, problem-solving, or digital fluency, the game adapts to diverse needs. For employees undergoing training, it represents a powerful and engaging intervention for creativity, skills training, and lifelong learning.

Game specs, account setup and download

1. Before you start, you need to download the Minecraft Education Edition Package according to the requirements of your device. You can find the edition at the following Link: https://education.minecraft.net/en-us/get-started/download



If your computer runs in Microsoft Windows S mode, you need to deactivate the S mode to be able to download the Minecraft Education Edition.

How to deactivate Microsoft S mode.

Using the Microsoft S mode, the user can only access apps downloaded from the Microsoft App Store. To deactivate the S mode, you need:

- To create a new Microsoft account that is not licensed as a work or school
- Connect this Microsoft account to the laptop
- Then on your PC running Windows 10 in S mode, open Settings > Update & Security > Activation.
- Find the Switch to Windows 10 Home or Switch to Windows 10 Pro section, then select the Go to the Store link.

Note: Don't select the link under Upgrade your edition of Windows. That is a different process that will keep you in S mode.

- On the page that appears in the Microsoft Store (Switch out of S mode or a similar page), select the Get button. After you confirm this action, you will be able to install apps from outside the Microsoft Store.

https://answers.microsoft.com/en-us/windows/forum/all/s-mode-how-to-turn-off-windows-10/53ce25ce-734b-48b8-8d1e-baa5adb5d88b

1. To start using the game you need to acquire a Minecraft Education License. There are 2 types of licences to be acquired, academic and commercial. Visit the following link to check the license you are eligible for: https://educommunity.minecraft.net/hc/en-us/articles/360061371532-Purchasing-Options-for-Minecraft-Education-Edition-Licenses

Run the worlds

Once you download the Minecraft Education Edition, you need to have the worlds named "McWorld" files. Once you double-click these files, they will automatically open the Minecraft Education system. It will request you log in with the account for which you acquired a license from Microsoft for Minecraft Education. The worlds require the latest Minecraft Education version to work properly.

Another option will be to import the world manually. When loading the game, after adding your credentials, press play and then you will see on the right bottom part the "Import" button.

Do you face any other problems when loading the world? See if any of these solutions might help.

PROBLEM: The world doesn't have any NPC in it.

SOLUTION: That means that the BEHAVIOR PACK didn't load appropriately with the world.

Exit the world (but not the Minecraft app). Find the world you are looking for and select SETTINGS. On the left side of your screen try to find the TAB that says BEHAVIOR PACKS. Then you will see two TABS on the main screen. ACTIVE PACKS and MY PACKS. Your behaviour pack should be in the tab MY PACKS, which you should click and select activate. If you are not sure what pack you need, go look at the ACTIVE PACKS and one of those should say that "This pack is missing". Find the Pack with the same name on the MY PACKS tab and activate it.

PROBLEM: The world has boards that have weird text, say something like the board. Act.1. NPCs have weird dialogue. ETC

SOLUTION: That means that the RESOURCE PACK didn't load appropriately with the world. Exit the world (but not the Minecraft app). Find the world you are looking for and select SETTINGS. On the left side of your screen try to find the TAB that says RESOURCE PACKS. Then you will see two TABS on the main screen. ACTIVE PACKS and MY PACKS. Your behaviour pack should be in the tab MY PACKS, which you should click and select activate. If you are not sure what pack you need, go look at the ACTIVE PACKS and one of those should say that "This pack is missing". Find the Pack with the same name on the MY PACKS tab and activate it.

Check if you are facing both of these problems, go to both of these solutions

PROBLEM: The world is in a different language.

SOLUTION: Maybe you have a world that is in a different language than yours. Find the appropriate language and start again. If this doesn't work, set the language of the Minecraft app according to your preference through the SETTINGS. In the English version select the English US option, not the UK.

Navigation

Once you open the world, you will need to navigate the game. Navigation is possible using your keyboard and mouse. The buttons of the keyboard to be used are:

W – Move Forward

A – Move Left

S – Move backwards

D – Move right

SPACE - Jump (Double SPACE to fly when runs in the creative mode)

E – Open Inventory

Q – Throw the selected object

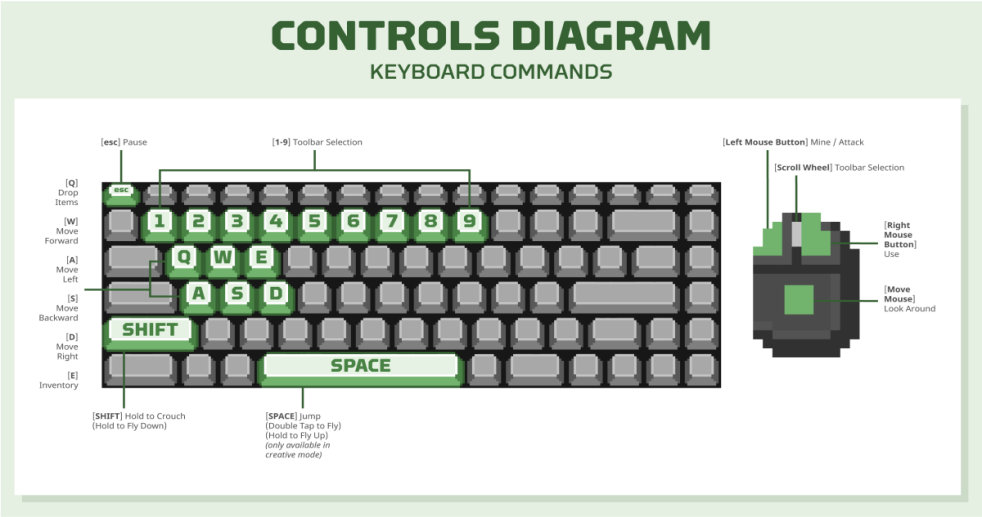
T – Open the chat

C - Open Code Builder

/ - Open chat and automatically add the first character as "/"

You can point the direction also by moving your mouse.

WE DO
NAVIGATING BASICS
Here's all the items you see on your screen and what they mean.
GAMEPLAY SCREEN FOR MINECRAFT EDUCATION EDITION
Forward
Back
Left
Right
Jump
Start Flying
Inventory
Sneak
Hide Controls
Crosshair
Item highlighted is the one in hand
Hotbar
Item in Hand
Place
Mine
Drop
MINECRAFT


CONTROLS DIAGRAM
KEYBOARD COMMANDS
[esc] Pause
[1-9] Toolbar Selection
[Q] Drop Items
[W] Move Forward
[A] Move Left
[S] Move Backward
[D] Move Right
[E] Inventory
[SHIFT] Hold to Crouch (Hold to Fly Down)
[SPACE] Jump (Double Tap to Fly) (Hold to Fly Up) (only available in creative mode)
[Left Mouse Button] Mine / Attack
[Scroll Wheel] Toolbar Selection
[Right Mouse Button] Use
[Move Mouse] Look Around

World Navigation (Guide for Single Player)

As you explore the game, you may encounter obstacles or moments where progress seems difficult. Don’t give up! Take a moment to think things through—it might require placing elements in the correct sequence (refer back to the microcredentials) or selecting the right answer from multiple choices. Stay persistent!

Throughout your journey, you'll encounter helpful characters, arrows and text which will provide guidance. Pay close attention to these hints—they are there to assist you.

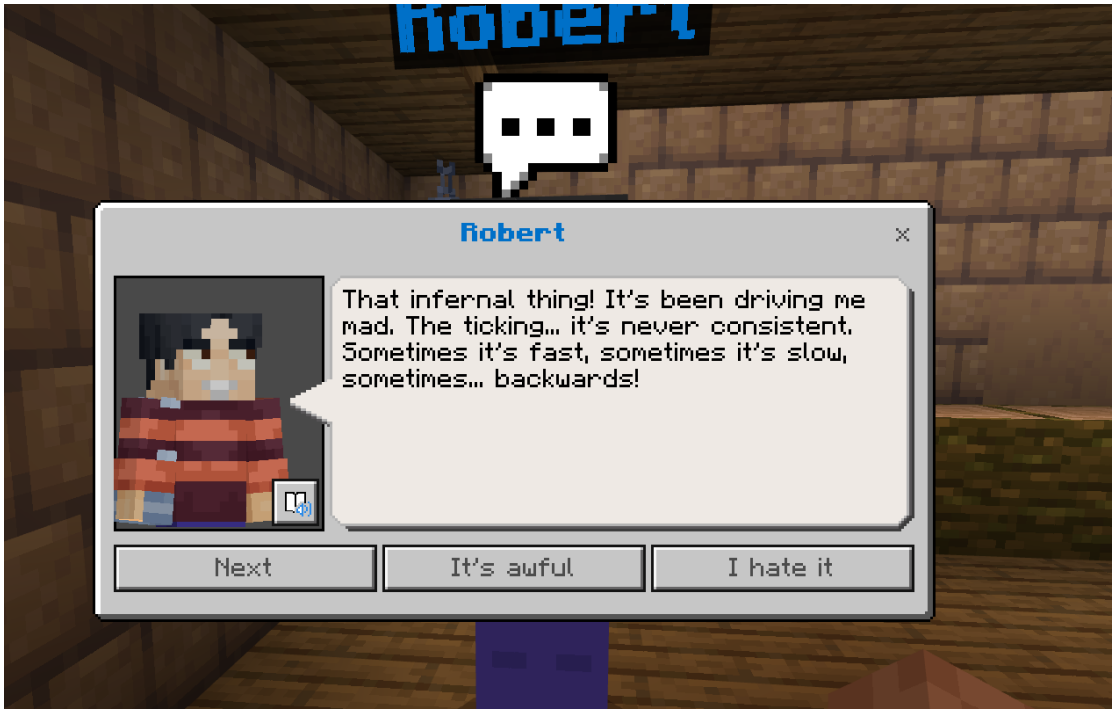
If you feel that you need to remind the buttons for navigate throuth the “worlds” just press the button “H”:

Read carefully all the dialogues with the personas you will meet, they will help you to continue the game and to not “be lost”:

Important Tips:

- To interact with a persona, ensure you're standing close to them.

- When prompted, use the right-click on your mouse to engage in conversations or activate interactions.



Stay focused, think critically, and enjoy the game!

Multiplayer Sessions with a Trainer – How To Play The Game With Peers

Introduction to the game from a remote-working context

Levels of the game and their learning outcomes

This game's, and indeed any facilitated training's, purpose is to using Minecraft to practice remote work skills, and mental health strategies in that environment. There are four levels to the game, which can be played in any order. They are on different topics and build on each other.

Level 1 – Ghost of Coffee
A character requires help with stress-management techniques and boundary setting

Level 2 – Rogue Clock
A character requires help with time management and balancing priorities

Level 3 – Stone Head
A character requires help with using tools for collaboration and fostering inclusion

Level 4 – Disco Ball
A character needs help minimising distractions and their ergonomic set up.

Thus in total the game has eight learning outcomes for any player, that is to learn more about the following in a specifically remote work context:

- Stress Management
- Boundary Setting
- Collaboration
- Fostering Inclusion
- Time Management
- Priority Balancing
- Distraction Minimization
- Setting Up a Good Remote Work Space

Suggested Session Division

As a result of this structure, any facilitator of sessions has many choices about how they might divide the game. Specific levels can be chosen to focus on, there is no need to complete all levels of the game in any single session, or at all. If a holistic approach is desired, we do recommend splitting the sessions into four, and focussing on each level and its two learning objectives in one session. Each level of the game only takes about 15 minutes to complete, but if other activities are desired to be played around the game, including introductions or reflections, then splitting it up is advised.

Extra Technical Setup Advice

Aside from the technical set up mentioned above, you should consider that if your session is fully remote or indeed hybrid using digital conferencing tools (like those suggested in the Micro credential Content) such that a facilitator can communicate with all players at the same time. PC / Laptops will need to be well up to date, and a good internet connection will be required to play the game and join video conferencing at the same time. For this reason we suggest that if any video conferencing is required, it is staggered with gameplay, such that they don't happen simultaneously. Of course, good headsets and micro-phones will be required further.

Additionally, if you do have the opportunity that all your workers are in the same place at once, as part of a hybrid work set up, then you of course can do a session together in person. In this case, you'll need one-computer per two people (for the multiplayer format) or you'll need one player per computer for a single player format. You'll need multiple licenses too such that multiple users can play in the world at the same time. Think of it as, if I need six computers to be running the game, then I need six licenses, even if they're all at home.

Roles and Session Dynamics

Trainer / Facilitator

This is most likely the person reading this document, hi! As the trainer you need to design sessions for your employees using this game. You will need to monitor group behaviour and lead any discussions. We've included suggestions for this below.

Learners/Employees

These are the remote/hybrid employees who need your help! They will play collaboratively, solve challenges and reflect on decisions with them. If in multiplayer, in theory any number of players could play on one PC together, but we recommend two players, since there are two challenges per level.

Game Narrative

We recommend playing the game yourself before designing your own session, or of course before implementing one, though we understand that we're busy people and may not have time for that. If you don't have time to play the game before here are the key points.

Metaphor as Play

The game is based around the metaphor of a gloomy town. On game start up the clouds are grey, have sad faces, and it is dark and raining. In-game remote workers face their own "personal" monsters – that being stress (represented by a cup of coffee), poor time use (represented by a rogue clock), digital clutter and non-inclusion (represented by a stone head) and distractions (represented by a disco ball).

Game Objective

The game has the objective of helping each in game worker to complete tasks which are linked to the four micro-credentials.

Game Outcome

As challenges are solved, the town becomes brighter and happier (symbolizing healthier work culture). The day breaks, and the rain stops. Of course if you choose to focus on only one area, then you'll only see slight improvement, but the game has memory. If you pause the game and come back later to play the next levels, the game will remember all the previous levels you've already completed.

Facilitator's Role During Gameplay

Before the Game

Before the employees start playing the game, you need to set the scene. Why are we all here? You can begin each session with a lead in activity per level, or indeed one activity for the entire topic of remote work. We always recommend discussion, as that will keep everyone the most mentally active ahead of the game.

We have included here some suggested lead in activities ahead of each level:

Level 1 (Stress and Boundaries)

- Facilitator asks learners to rate their current stress on a 1–10 scale (Zoom poll or chat).
- Quick reflection: *"What usually raises your stress when working remotely?"* (breakout pairs or popcorn sharing).
- Guide everyone through a 1-minute box breathing exercise on Zoom (mirroring what they'll later do in-game with Morgan).

- Transition: "In the game, you'll help Morgan deal with stress and learn to set healthier boundaries."

Level 2 (Time Management & Priorities)

- Ask everyone to quickly jot down their top 5–6 tasks for today or tomorrow.
- Facilitator asks: *"Which task would you do first—and why?"*
- Highlight how people choose differently (urgent vs. important, personal preference, deadlines).
- Transition: "In Minecraft, Robert struggles with the same challenge—too much to do, not enough clarity. You'll help him find balance."

Level 3 (Digital Tools and Inclusion)

- On Zoom whiteboard or poll, list the tools learners use daily (email, Teams, Slack, Trello, Zoom, WhatsApp, etc.).
- Quick discussion: *"Which tools feel essential? Which create more stress than value?"*
- Mini-scenario: Facilitator reads a short dialogue where someone unintentionally excludes a teammate (e.g., ignoring input, speaking over someone). Ask: *"What's wrong here? How would you handle it?"*
- Transition: "In Minecraft, Toby faces the same problems—too many tools, and a lack of inclusive communication."

Level 4 (Distractions and Ergonomics)

- Ask learners to look around their current workspace. In chat, share one *distraction* they often face.
- Poll: *"How many times per day do you lose focus because of digital alerts?"*
- Short energizer: Invite everyone to adjust their posture, stretch shoulders, or check their seating.
- Transition: "In Minecraft, you'll help set up a distraction-free and ergonomic workspace for someone struggling to focus."

Each activity should only take about 5-10 minutes to perform, and will get the players to immediately focus on how the game relates to their experiences.

During the Game

As a facilitator you need to guide players when they're stuck, but let them problem-solve – again you should have played the game yourself so that you can identify the problems. You should also observe teamwork, communication, and coping strategies, and take notes for debrief (examples of good collaboration, stress triggers, etc.).

Reflection & Debrief

Once the game play sessions are done, you can institute reflection and debrief.

As a suggestion for an overall debrief for the whole game, we suggest the following discussion prompts

- "How did it feel to help Morgan manage stress?"
- "Which time management method could you try in your own work?"
- "Did you notice how digital clutter slowed Toby down—do we face this too?"

We also suggest a homework activity, where you have each learner design one small change to implement in their real work.

Similar discussion questions you can use per level include:

Level 1: How does clutter, noise, and stress show up in *our* work? How can setting boundaries prevent burnout?

Level 2: What time drains exist in our work? How do we balance urgent vs. important tasks?

Level 3: How do too many tools harm productivity? How can we build inclusive communication remotely?

Level 4: What distracts us in hybrid/remote work? How does ergonomics affect well-being and performance?

Hybrid vs. Remote Play Adaptations

Hybrid Set-Up

As mentioned above, if you have the privilege of having everyone in person for your training session – then that's great! However, it might be the case that the session itself needs to be hybrid. In this case we suggest that in-room learners are paired up at one computer and play individually, or we recommend two people at one PC/Laptop for the multiplayer set-up. Remote workers can join via video-conferencing but they would have to play individually. In order to ensure equal participation across both groups, it's best if you the facilitator also share your screen – maybe even from a different room, but that you physically visit the room with people playing during the gameplay activities. This way you can try and ensure equal participation by all groups.

Fully remote Set-Up

In this case, your job is somewhat easier – you just need everyone to connect via a video call and log in individually to their Minecraft accounts and have them individually download the game. You can use breakout rooms (Zoom/Teams) for smaller group challenges, and you as the facilitator can jump between groups on zoom and online to guide.

Multiplayer Set-Up

In this training game, multiplayer allows two learners to play together in the same Minecraft world. Each participant takes on one task per level, meaning they must divide

responsibilities, coordinate their actions, and rely on one another to progress. While they collaborate in-game, they are also encouraged to communicate actively in real life, face-to-face, sharing ideas, asking questions, and offering encouragement. The facilitator should provide clear instructions before each level, clarify the division of roles, and remind players to check in with their partner regularly. During gameplay, the facilitator's role is to observe teamwork, prompt reflection with guiding questions (e.g., *"What strategy are you using to split the tasks?"*), and intervene only if communication breaks down.

Benefits of the Multiplayer Set-Up

Playing together creates a shared learning experience that individual play cannot replicate. It mirrors real workplace dynamics where collaboration, communication, and mutual support are essential for success. Learners practice giving and receiving help, negotiating decisions, and managing tasks collectively. These are skills directly transferable to remote and hybrid working environments. This setup not only enhances problem-solving but also strengthens social bonds, empathy, and trust between colleagues, making the training more engaging and realistic than playing alone.