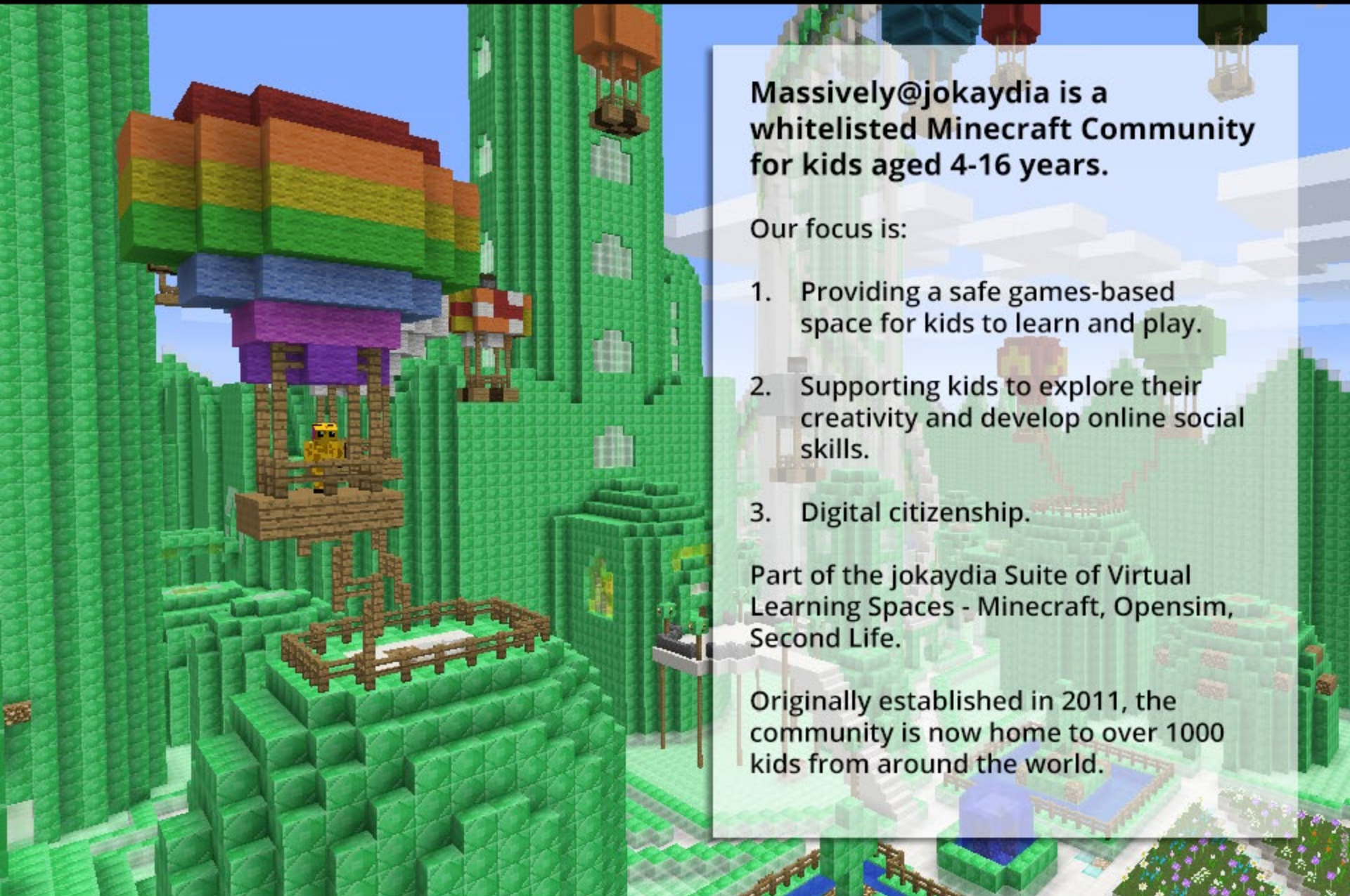# BUILDING A COMMUNITY IN MINECRAFT

Massively@jokaydia Minecraft Server

massively.jokaydia.com

Presented by Jo Kay - jokaydia.com

ISTE Mobile Learning Network
Mobile Mondays in Second Life
Monday 16 March 2015

Massively@jokaydia is a whitelisted Minecraft Community for kids aged 4-16 years.

Our focus is:

1. Providing a safe games-based space for kids to learn and play.

2. Supporting kids to explore their creativity and develop online social skills.

3. Digital citizenship.

Part of the jokaydia Suite of Virtual Learning Spaces - Minecraft, Opensim, Second Life.

Originally established in 2011, the community is now home to over 1000 kids from around the world.

Project Aims:

To explore how multiplayer game spaces can be used in education.

To provide a meaningful games-based context for kids to learn concepts and skills.

To encourage kids to explore and discover together.

To provide a learning space with a focus on freedom and creativity.

To provide opportunities for kids to collaborate with others - both peers and adults.

To give kids an online space for relaxation and play.

To encourage self-expression via multiple mediums - eg. game space, forums / website, voice, video.

HOW IT WORKS

Whitelisted so that only approved players can join the server.

Signup and Parental approval process to ensure safety and meet legal requirements - eg. COPPA legislation.

Parents encouraged to play with their kids on the server.

Guild website with forums and other communication / collaboration tools.

Regular adult moderation / play - supporting kids in the game (and admiring their epic work!).

Chat logs and block logging - a safety net to support positive behaviour.

COMMUNITY CHARTER

Key resource for setting community expectations for behaviour on the server and on the guild website.

Developed with kids and reviewed regularly.

Part of the signup process - all players must agree to the community charter when they join the guild.

Includes expectations for behaviour, identifies agreed community values and provides a framework for players.

Parents encouraged to discuss the Community Charter with their kids.

Clearly states the consequences for bad behaviour that the community has agreed upon.

Massively@jokaydia Community Charter (Part 1)

Where do we build

We build on land that we have claimed for ourselves. This land must be a reasonable distance from other peoples builds! Use 1mins minecraft walking distance as a guide, or ask a Moderator for advice on where to build!

If you want to build nearer, or with anyone else – you need to ask first and get their permission.

Honesty

We are a community of explorers and builders who work together with kindness and honesty.

We will not take resources (things) such as materials, objects, tools, dyes, food, flowers, wood that other people have collected.

We will not loot other people's chests, or take any objects from their builds.

We will tell the truth and understand we will be asked to leave if we cannot.

Massively@jokaydia Community Charter (Part 2)

Helping Others

We will help other people learn how to build. We will tell them (kindly!) if we are too busy to help.

We will share information if we have it.

Little kids (5-6 year olds) make mistakes more than bigger kids! We will show patience and kindness and help everyone to be successful!

Behaviour

We will respect each other's build and work.

We will not damage anything others have made.

We will be positive and caring towards each other.

We will not attack or hurt other players on purpose. If we accidentally hit another player we will apologise and return any item that we collect from them immediately

We will not swear or use mean words.

We will treat all users in our mines and on our guild site with kindness and respect.

Massively@jokaydia Community Charter (Part 3)

What happens if a player breaks our Charter

Players who break our charter agreement will receive a warning for their first mistake, and we will give them some help to remember how to follow our agreed rules.

Players who repeatedly break the rules will be given a time out and will not be able to login to the mines for an agreed period of time (usually 1 day, 1 week or 1 month). Only Massively Moderators can issue a timeout.
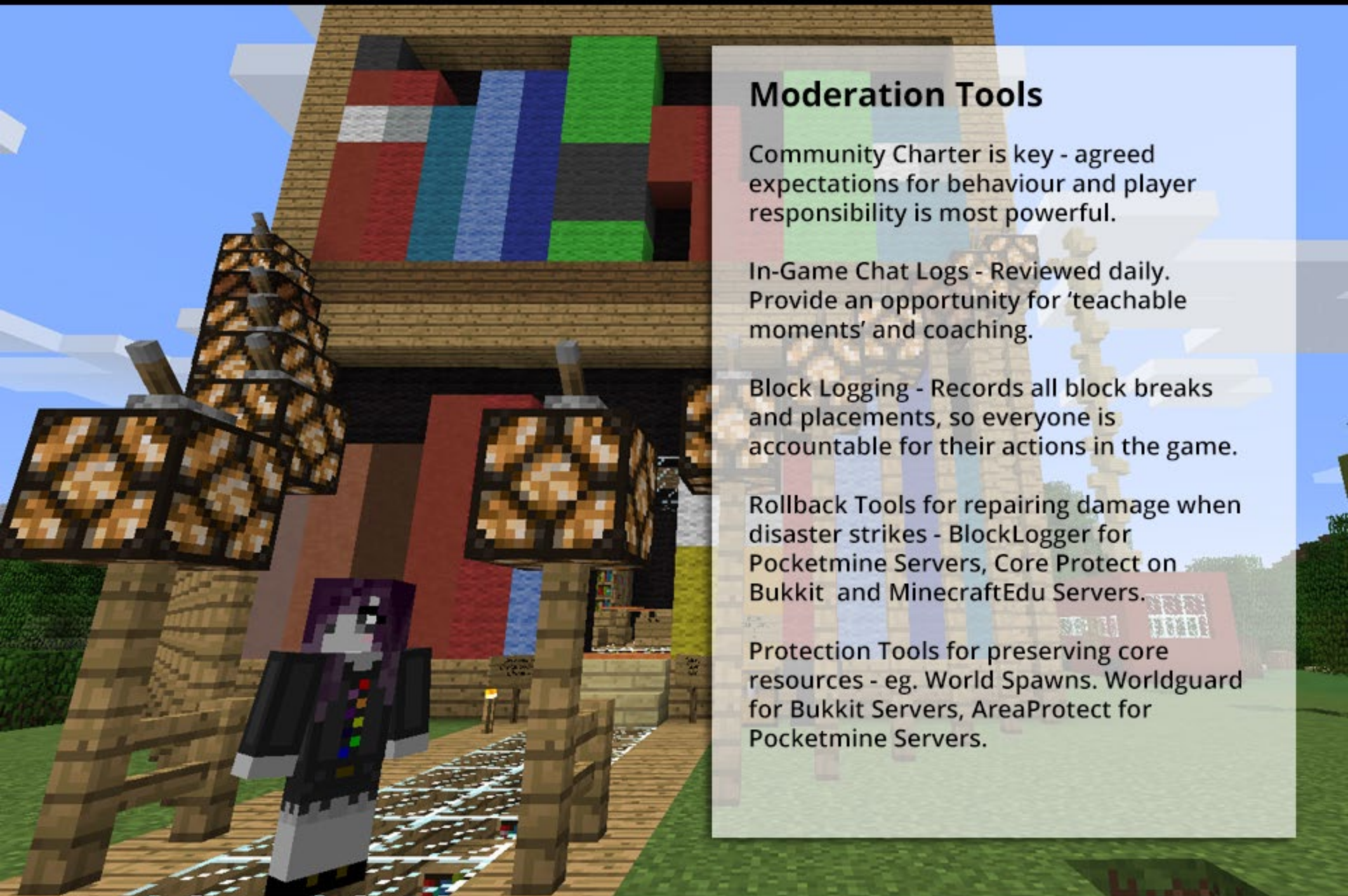
Anyone who is not respecting others will be asked to take a break from the game. It is not acceptable to be unkind to others - even if you are angry or upset.

Players who are abusive to other players or use racist, sexist or discriminatory language will receive a timeout. There is no excuse for swearing or being rude.

The Massively @ jokaydia Team will copy parents in on all email and notifications to players - including those relating to our charter and expectations for behavior.

Players who have received several warnings and timeouts maybe be asked to leave permanently.

View the Massively@jokaydia Community Charter @ http://massively.jokaydia.com/community-charter/

Moderation Tools

Community Charter is key - agreed expectations for behaviour and player responsibility is most powerful.

In-Game Chat Logs - Reviewed daily. Provide an opportunity for 'teachable moments' and coaching.

Block Logging - Records all block breaks and placements, so everyone is accountable for their actions in the game.

Rollback Tools for repairing damage when disaster strikes - BlockLogger for Pocketmine Servers, Core Protect on Bukkit and MinecraftEdu Servers.

Protection Tools for preserving core resources - eg. World Spawns. Worldguard for Bukkit Servers, AreaProtect for Pocketmine Servers.

----- CoreProtect ----- (x-119/y133/z-404)
300.89/h ago - PrincessFionaFi removed #35 (wool).
353.16/h ago - MomLile placed #35 (wool).

```
[09:01:22] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Da_Man> whats the town called?
[09:01:25] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> the village is behind it
[09:01:30] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> hmm...
[09:01:45] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> Clock T own.
[09:01:48] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Da_Man> k
[09:01:51] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> *Clock Town
[09:01:56] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> from Majora's Mask
[09:01:59] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> the french revolution?
[09:02:06] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> o
[09:02:08] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> h
[09:02:11] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> man
[09:02:20] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> in honor of Majora's Mask 3D
[09:02:22] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> i whanted to say let them eat cake
[09:02:46] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Ryan> trust me
[09:02:46] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Ryan> :D
[09:02:50] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> ok..
[09:03:05] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> rust u on what?
[09:03:06] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> im the redstone stealer
[09:03:09] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> muaahahaha
[09:03:10] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Ryan> xD
[09:03:12] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> *trust*
[09:03:14] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Ryan> CaveClimber108
[09:03:19] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Ryan> trust me ima make it cooler :D
[09:03:20] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjPanda> yes?
[09:03:34] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjPanda> ok
[09:03:44] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> oooohhh
[09:03:46] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> hang on
[09:03:46] [Async Chat Thread - #216/INFO]: [Massively]<[Navigator] ~Da_Man> here's the backstory
[09:03:52] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> ima make the cieling drip
[09:03:56] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> opps
[09:04:13] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> me read
[09:04:18] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~DjFionaRocken> i whanna read
[09:04:25] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> there \
[09:04:28] [Server thread/INFO]: [ClearLag] Warning Ground items will be removed in 60 seconds!
[09:04:32] [Async Chat Thread - #216/INFO]: [Massively]<[Spore] ~Kaito> it should drip now
[00:28:02] [Async Chat Thread - #1216/INFO]: [Massively]<[Navigator] ~Da_Man> here it is
[00:28:45] [Server thread/INFO]: [216/INFO]: [Massively]<[Spore] ~Kaito> YAY IT DRIPS!!!
[00:29:00] [Async Chat Thread - #1RyanGr_the_Miner issued server command: /warp seaside
```

Massively @ jo...
A Minecraft Guild for Kids & Parents

| Massively@jokaydia Home | About | Community Charte... |

Forums

Home › Forums

Forum	Topics
Introduce Yourself!	506
Hey! Thanks for joining in! Please say hello and introduce yourself!	
You could tell us your minecraft username and why you chose it, your age or the country that you live in! Be creative and help us get to you know you!	
General Discussions	135
Got a cool link? Found an awesum texture pack?	
Share general discussions and resources here and share info with other members of the Massively @ jokaydia Community!	
Apply for an Award	219
Use this discussion forum to apply for an award!	
Include evidence that you've completed the tasks and a Massively Minecraft Moderator will deliver your Award!	

Communication Tools

Guild Website provides a space for kids to share their ideas and reflections, report issues and communicate with moderators.

Includes:

Guild News - Blog for regular updates (written by mods & kids who have joined the Massively News Team).

Status Tools for quick comments and updates.

Forum Tools for discussions and information sharing.

Gallery Tool for Sharing Images.

Journal Tools for creative writing.

Reporting tools - getting in touch with moderators, reporting issues, asking for help.

Check out the Guild website @ http://massively.jokaydia.com/

Miner's Journal
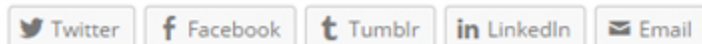
the beggining of madness! chapter one book two!

POSTED BY NATHANJHART / 3 FEBRUARY, 2015 / 1 COMMENT

The Enderdragon. The only dragon known to be purple was pounding through the woods. Patrols had been out all day trying to find it's location. No success yet. But me, Oslo, Chipper, and Cj were working on a powerful flying machine. (Sidenote: You won't be able to make what I am about to describe) It had wings, inside of them redstone gushed through, each heading to a different destination. I wondered if it would fly.

"Who wants to fly?" Asked Cj. "Me!" "Me!" "Me!" And we all went up in the machine. Our positions were obvious: Oslo got the back turret, Chipper got the right turret, I was pilot and Cj was left turret. We flew through the sky. One of the features of the plane was ejection. If we got shot down, I would eject us all. If a single piece was shot down, I ejected only that piece. So we would not crash. I heard beneath us: _SCREEEEECH!!!_ And the enderdragon came flying up. Then I heard gunfire! Our posts were doing their job. Then I heard Cj shout: _GO LEFT!_ And I did. I knew that the enderdragon was too strong for us to defeat! Then I decided another option. "Does anyone want to shoot missiles?" I asked. Then I hit the button. Sure enough, they did. Now it was my turn. I hit another button which projected an iron golem and a snow golem. I tapped the iron golem. It grew a bit. Then I swapped the armor for obsidian. Now, I hit another button that made 3 iron golems with jetpacks. Now, I opened the floor, the golems flew away towards the dragon. I decided to use an evasive maneuver to counter the enderdragon. I brought the plane into a nosedive, then I pulled up, hitting another button that split the plane. We each got our own segment, and mine grew cannons, and the others segments grew controls. Now, I just had to shoot at the dragon. _PEW PEW PEW!_ As we all shot at it. It screeched in pain, and retreated to base.

We had won! The plane had worked! Tommorow, there would be at least 15 different planes! And what happened to ours? Well, on the way to base, I activated a button that would vote to come back into one. Then we did. So our plane would always have me as the pilot, Cj, Oslo and chipper as gunners.

Share this:

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Latest Journals

I just seeing how dis works before my story ok miners :D

I just seeing how dis works before my story ok miners :D

A Night in The Pizzeria-Chelsey's Story.

A Night in The Pizzeria-Fiona's Story.

The Amulet-Part 3: Reunion!

The Amulet-Part 2: A Lucky Escape

The Orb: Specials (Dawn's Memory)

Archive of Epic Journal Posts

March 2015 (5)

February 2015 (7)

Guild Skype Chat

Asynchronous text chat - 24/7, 365 days a year.

Sometimes used for synchronous voice chats.

Hotline to trusted adults if help is required ingame.

Encourages knowledge sharing and collaboration.

Used for all sorts of updates and discussions - not always minecraft specific.

Sometimes even used for collaboration on homework!

☆ The Offishial Massively @ Jokaydia Chat!
› 46 people

Saturday

Mobee
NUH DOGGEH COME BACK
naw tankchoo — 9:07 PM

Giggletoes
D: — 9:07 PM

Mobee
now mai lap es cold — 9:07 PM

So what would be the top 3 rules that should be a minecraft server's charter / rules list? — 9:07 PM

Mobee
T^T
No Swearing
No TNT — 9:07 PM

Giggletoes
Don't grief — 9:07 PM

Mobee
and have Fun
xD — 9:07 PM

Giggletoes
Be respectful, helpful and kind
No swearing and have fun? — 9:07 PM

all good ones!
Having fun should definitely be a rule... hehehe — 9:08 PM

Saturday

via Skype ▾

Type a message here

Gamification for Engagement - the Massively@jokaydia Awards

A system of achievements and levels in our game.

Designed to reward miners for epic mining, amazing creations, cool collaboration and self-directed learning.

Provides kids with a meaningful tasks, designed to encourage creativity and self-directed learning adventures.

All about CHOICE! - Miners choose which awards missions are interesting to them, and how they will respond to the challenges / requirements of each award.

Allows players to level up in the game - gaining more privileges and responsibilites as they go.

018. Massively Journalist

Award 1 point 41 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Write a story, report or tutorial and publish it in the Massively @ jokaydia Miner's Journals.

035. Inventor's Award Level 3 – Machine Maker

Award 1 point 46 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Invent a machine or gadget that includes pistons, redstone torches and buttons or levers.

Take a picture and publish it in the Massively Minecraft Image Gallery. (One invention per award!)

053. Environmentalist Award

Award 1 point 39 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Create a sustainable forest and tree farm.

Make sure you plant ALL the different tree species and protect your forest from creepers!

057. Geometer Level 2 – Surface Area

Award 1 point 12 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Calculate the surface area of a building in the Massively @ jokaydia Mines.

Report your your calculations and workings in the Massively @ jokaydia Guild Forums.

059. Library Award

Award 1 point 45 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Build a Library for other miners to explore!

Include at least 5 books! They can be fiction or non-fiction.

Your library should be open to all players and allow other players to contribute their own books to the library.

077. History Miner

Award 1 point 21 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Create a historical building inworld and publish some information about it in the Massively @ jokaydia Forums.

086. Literature Award

Award 1 point   21 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

Awarded to players who have completed the following tasks:

Share your favourite book or story! Build a scene from a book that you love.

Include information about the characters, locations and events from the story.

When you have completed your Scene, make a post in the Massively @ jokaydia forums describing your epic-book-based-creation!

114. Massively Medieval Builder's Award

Award 1 point   14 PEOPLE HAVE UNLOCKED THIS ACHIEVEMENT

1. Read about the Medieval City Project in Guild News – Link

2. Find out more about medieval times and design and build a medieval building in the Massively Medieval City.

3. Take a picture of your Medieval building and publish it in the Massively Image Galleries with some notes on what you have built and why.

Massively @ jokaydia's Awards System is designed to enable the following knowledge, skills and attitudes among our players:

Writing – communicating thoughts and ideas in written form clearly and concisely.

Speaking – communicating thoughts and ideas to others clearly, concisely and with confidence.

Information-Literacy – Finding, consuming, and comprehending information and identifying what's most important in the face of a problem or challenge.

Decision-Making – Identifying critical issues, prioritizing, avoiding common errors and handling ambiguity.

Numeracy – Using concepts from arithmetic, algebra, geometry, calculus and statistics to analyze and solve common problems.

Rapport – Interacting with other people in ways that encourages them to like, trust and respect you.

Massively @ jokaydia's Awards System is designed to enable the following knowledge, skills and attitudes among our players:

Conflict-Resolution – Anticipating potential sources of conflict and developing resolutions to disagreements when they occur.

Planning – Identifying the necessary next steps to achieve an objective, preparing for the unknown and coping with change.

Self-Awareness – how to accurately perceive and influence your own internal states and emotions, including effective management of limited energy, willpower and focus.

Skill Acquisition – how to go about learning a desired skill in a way that results in competence by finding and utilizing available resources, deconstructing complex processes and actively experimenting with potential solutions.

LEADERSHIP

Players who earn 50 awards points are invited to do some training, and then level up to the Junior Moderator rank.

Junior Moderators are role models for other players, and help to set a positive tone on the Server and on the Guild Website.

Junior Moderators are responsible for helping to manage our community - particularly helping other players and welcoming new players to the server.
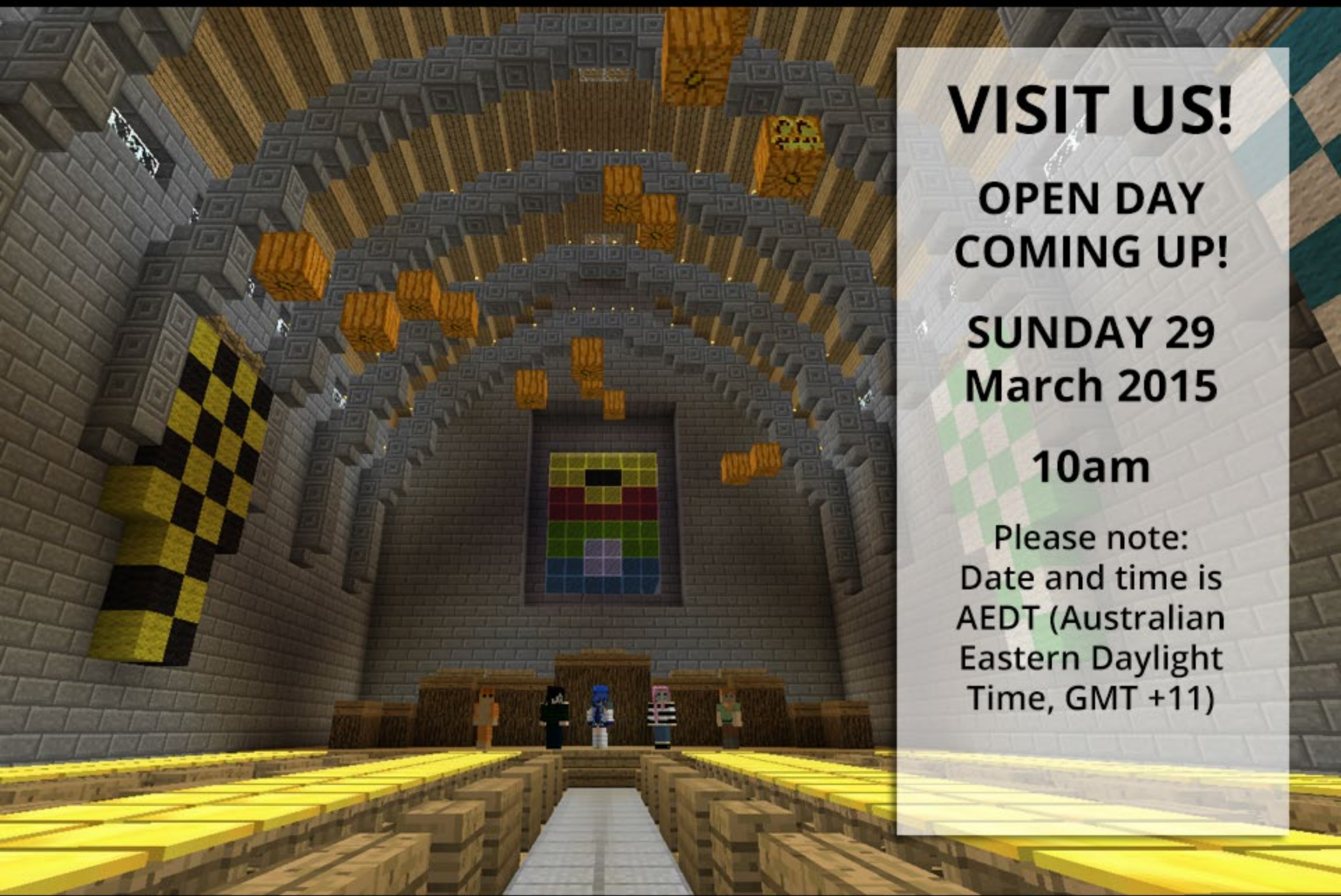
Junior Moderators have extra privileges in the mines including using Worldedit tools.

Junior Moderators have extra powers including giving items to other players, setting nicknames, teleporting other players, muting chat in emergencies.

Questions
and
Discussion!

VISIT US!

OPEN DAY COMING UP!

SUNDAY 29 March 2015

10am

Please note: Date and time is AEDT (Australian Eastern Daylight Time, GMT +11)