

Minecraft and Autism: How to use a video game for outreach projects

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In this session...

- Why Minecraft?
- Activity
- Discovery and Minecraft
- Questions

Why Minecraft?

- Sandbox game
- Accessibility
- Ability to control environment



MINECRAFT

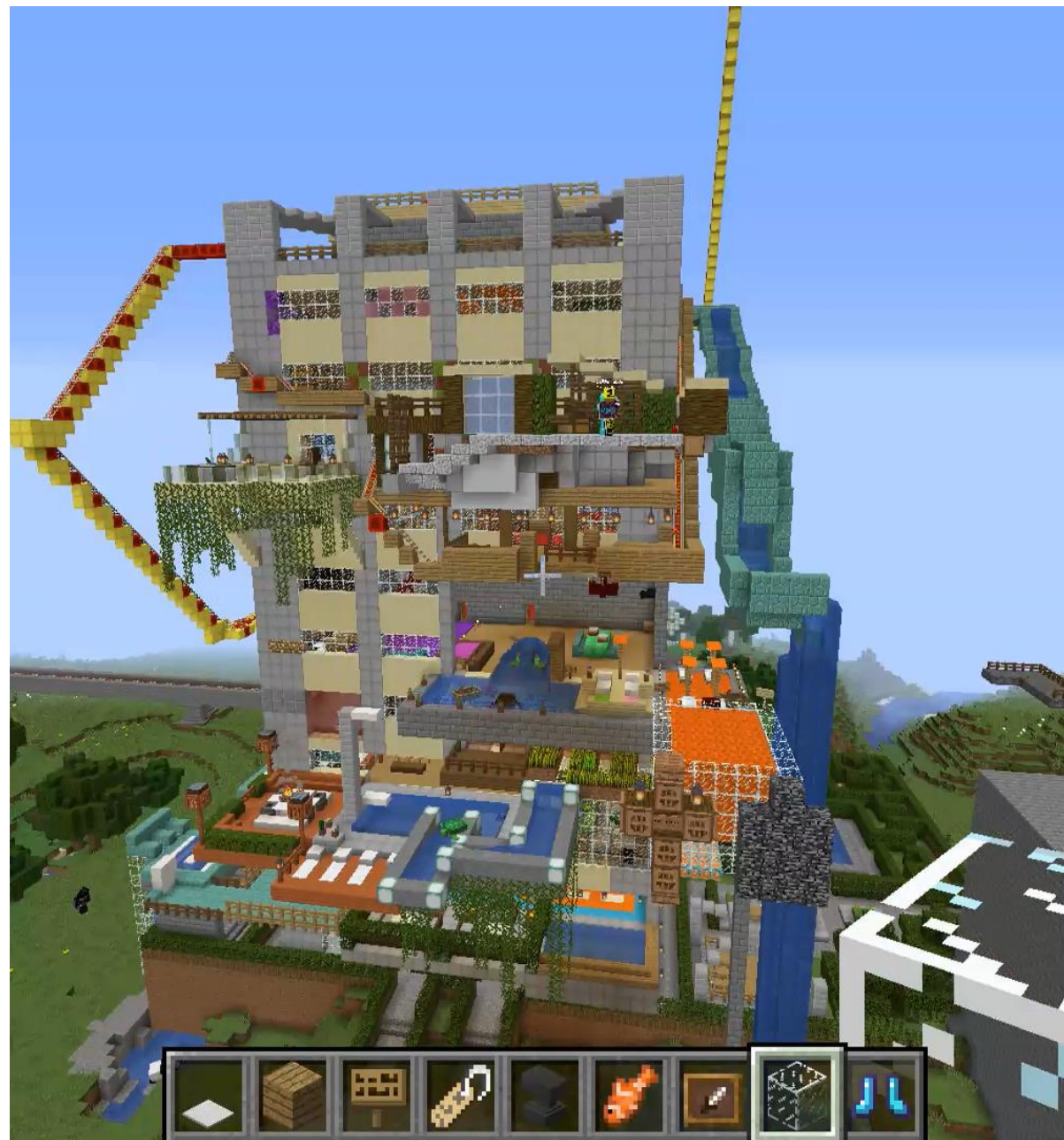
Explore your own unique world,
survive the night, and create
anything you can imagine!

Minecraft Taster

1. Help each other out! Does the person sitting next to you know how to play?
2. What are you learning by playing?
3. What would you include in your Minecraft experience?

Through playing this taster...

- Physical shape and space of Cardiff University buildings
- University jargon
- Completed a common university task
- Introduced concept of support services and Freshers Fair
- Socially connected over a clear focus point







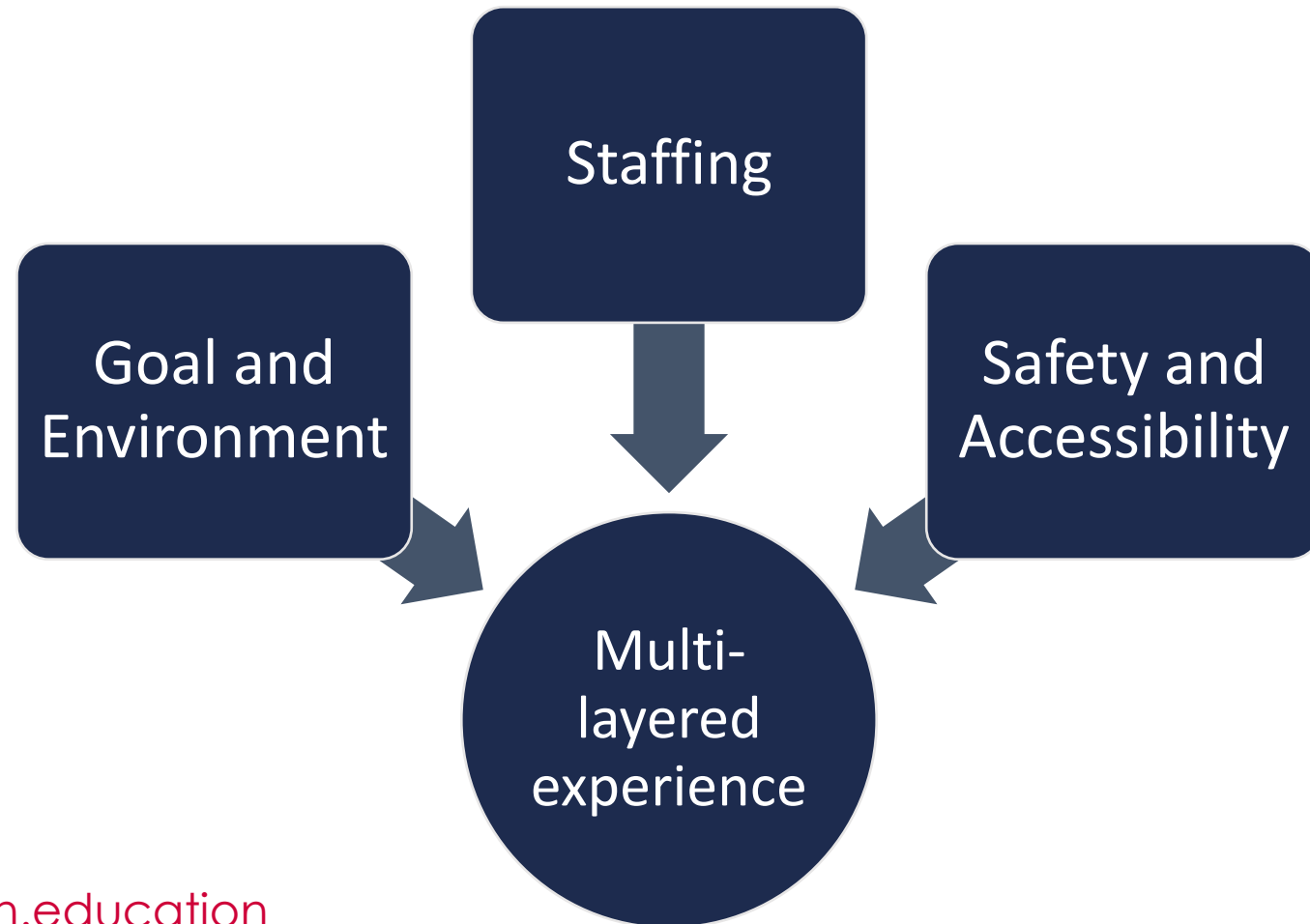




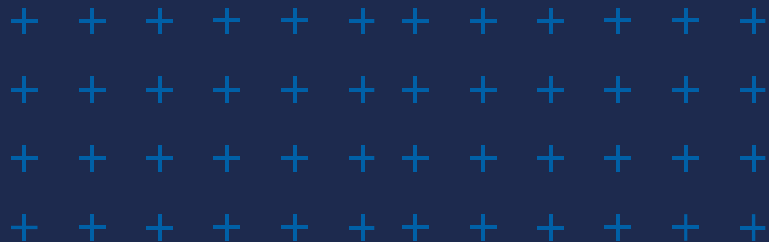
What to aim for in a Minecraft activity:

1. Direct learning from staff, ambassadors and the game environment
2. Indirect learning from freedom of choice and creativity
3. Indirect learning from each other

Creating a Minecraft activity:



Thank you!
Any questions?



+ www.cardiffoutreach.education

