Wednesday, September 30th, 2015, Noon

300 Satterlee Hall

Dr. Anthony K. Betrus
Department of Business Administration

Using Minecraft to Support STEAM Learning

Abstract: With over 67 million copies sold, Minecraft ranks just ahead of the Oregon Trail as the top Educational Video Game franchise of all time. Minecraft, or “Virtual Legos” to some, is a sandbox game that allows students to manipulate and engineer their environment. MinecraftEDU has partnered with now owner Microsoft to provide a series of Science, Technology, Engineering, Art, and Math (STEAM) lessons for teachers to use with their students using Minecraft. For my part, I have partnered with MinecraftEDU to make Minecraft accessible for schools around the country, as well as schools here in St. Lawrence County. If you will be participating, please e-mail me in advance and include a username and password so I can set up an account for you, as we will be exploring the game world itself during the presentation. Even if you don’t RSVP, I will have temporary accounts available at the presentation. I hope to see you there!