

MINECRAFT

Minecraft special "An exception to parental perceptions of gaming"

Introduction:

- (1) The birth and characteristics of Minecraft
- (2) Minecraft's help to children's growth
- (3) Parents' views on Minecraft
- (4) Why Minecraft is successful



In today's mature and developed 3C world, casual games in the process of growth have gradually changed from sports, board games, and simple games to online games. Because online games must be projected through 3C screens such as computers or mobile phones, they will cause a lot of damage, and the scale of the game is uneven, which can easily affect the child's mental state or thinking logic. Because of this, most parents do not agree with their children's excessive contact with online games, but there is a sudden rise of the game. Minecraft is a sandbox game with high freedom and openness. Unlike ordinary parents who do not agree with their children to play games, most parents think that Minecraft (My God of Creation) is a game suitable for children to play during their growth, so it arouses In order to satisfy people's thirst for knowledge about the uniqueness of the Minecraft game, I want to use it as the subject of this research.