



MINECRAFT EDUCATION EDITION

SMART X

STUDENT BUILD CHALLENGE

Supported by:



In partnership with:





SMART X

STUDENT BUILD CHALLENGE

X can be referred to an area like school campus, classroom or learning space.

Objectives

Work in groups to research your school, classroom or learning space and create a new world in Minecraft Education Edition using your imagination and creativity. In the new Minecraft World, your team will need to showcase your idea and vision of a Smart X using the below pointers:

- ☐ Code the Agent to improve the efficiency of building the space through automation.
- ☐ How is technology like AI be incorporated?
- ☐ Can you redesign the space to be more sustainable, inclusive or accessible?
- ☐ What needs to happen for your vision to become a reality?
- ☐ How will you / students engage in the space?
- ☐ Will they want to spend time there?
- ☐ How might you convince your teacher or principal to rebuild this space?

Learning and Skills

Comp. Science

Visual Arts

Science

Coding

Creativity

Citizenship

Collaboration

Communication

Critical Thinking



WHAT IS A MINECRAFT EDUCATION EDITION SMART X STUDENT BUILD CHALLENGE?

Minecraft: Education Edition offers a creative design platform where students can tackle challenges individually or in teams, bringing their solutions to life in the 3D world of Minecraft. In this Student Build Challenge, students will be given opportunity to reimagine, plan and design their vision of a smart space.

WHO CAN PARTICIPATE?

This competition is open to all Primary Schools in Singapore and students from Primary 4-6. Students will participate in team of 2.

WHEN IS THIS HAPPENING?

You and your students can join us for a prelude on 8 Nov 2019 afternoon at Microsoft Fraser Tower where we share more details on this challenge.

Register of Interest / Application: By 29 Feb 2020

Submission by 20 Mar 2020.

Finals for shortlisted schools on 27 March 2020 where the students are required to present and share their world.

WHAT ARE THE REQUIREMENTS?

Students are required to build a Minecraft world using Minecraft Education Edition and submit the following by latest 20 March 2020:

- a) Their Minecraft world and a short photo-essays: 500-word writeup on the challenge with screenshots from Minecraft: Education Edition OR
- b) Their Minecraft world and a video showcasing the build and narrating the vision, not exceeding 1 minute in length.

Shortlisted teams will set up own booth in Microsoft Asia to showcase and present their Smart X to the judging panel on 27 March 2020.

WHAT ARE THE JUDGING CRITERIA AND WEIGHTING?

Innovative Use of Technology in Minecraft	30%
Creativity of Story	30%
Design	20%
Teamwork	20%



Register to join us for a prelude on
8 Nov 2019 afternoon at Microsoft Fraser
Tower where we share more details on this
challenge.

REGISTER FOR 8 NOV 2019 PRELUDE WORKSHOP >

Learn more about [Minecraft Education Edition](#)