



Itinerary #4

Experience Discrimination With Minetest



JFF – Institut für Medienpädagogik

Competences



1.2 Evaluating data, information and digital content



2.1 Interacting through digital technologies
2.3 Engaging in citizenship through digital technologies
2.4 Collaborating through digital technologies
2.5 Netiquette
2.6 Managing digital identity



4.3 Protecting health and well-being



5.3 Using digital technologies creatively

Tags

- Minecraft
- Minetest
- Discrimination
- Hate Speech
- Empathy
- Strategy development
- Teamwork

Time frame

300 – 400 minutes.

Audience

Young people from 12–18 years
Youth groups 8–14 participants

Overview

The major theme of the workshop is to experience discrimination experiences and structures. For this we use the possibilities of Minetest to move in space and interact with the environment. A central component for the participants is the recognition, simulated experience and reflection of discrimination of various kinds.

Discrimination is an everyday occurrence for many people in our society. This means many young people have to deal with it at an early stage and even in the digital world.

The frequent consequence of discrimination in virtual space is online hate speech, which is the subject of this workshop using the game Minetest. The goal of this activity is to learn to identify Hate Speech and to develop strategies for dealing with it.

The workshop can optionally be conducted decentrally in a purely virtual manner or conventionally with everybody using in a certain place.

Minetest is a free open source version of the extremely popular computer game Minecraft and is very similar to it. The workshop would also work in Minecraft, if the map is rebuilt there.

The workshop takes about 300-400 minutes.

Context

"Experiencing Discrimination in Minecraft/Minetest" is suitable both in the work with school classes as well as outside of school. Also in heterogeneous groups, it is useful to deal with the topic of discrimination. But especially in homogeneous groups the experience of discrimination is especially valuable. In both cases, attentiveness and empathy are required, since negative experiences that have been made in this context may be retriggered.

It is possible to conduct the workshop in exclusively digital form. Thus, the workshop can also be realized in a decentral way without the need to meet.

Objective

The aim of the workshop "Experiencing Discrimination in Minetest" is to make discrimination, which can sometimes lead to Hate Speech, tangible. The participants should experience themselves the experience of dealing with unequal conditions in the game, regardless of origin, gender, sexual orientation or appearance. Subsequently, the parallels to the non virtual space and the way we deal with each other are to be drawn through reflection and discussion.

Another goal of the workshop is to classify and identify Hate Speech.

Requirements

- One device per person or per two persons Minetest. Minetest runs on Windows PCs, Android, Mac, Linux and FreeBSD, is free and can be downloaded from www.minetest.net/downloads
- Internet connection
- Communication: If the workshop takes place at one location, it should be possible to separate the participants during Phase 2 into two groups in a way that they don't know what the other group is building.
- If the workshop takes place decentralized over the Internet, a voice chat tool (e.g. Discord, Teamspeak etc...) and headphones with microphones are required. During Parts of Phase 2 the two groups have to be separated so they don't know what the other group is building.
- Prepared Minetest world on one PC/Server

Notes on administering the Minetest world

- The "Play Your Role" minetest world must run on a server or local computer. The world can be downloaded from www.playyourrole.eu or games.jff.de/play-your-role.
- In order for the workshop to work as planned, the workshop leaders should test it beforehand and get to know the Minetest basics.
- In on the server there should be two "roles": The "workshop conductors" or admins have the possibility to move and build everywhere. The "participants" can only move or build in certain areas. The workshop conductors can determine their progress in the Minetest world through "protected doors" that only they can open.
- The spawnpoint should be set in the "Starting Hut", so that the participants start there. The door should be closed until the workshop starts.
- Further server settings: Survival mode, PvP damage, explosion should be disabled
- The Minetest world could be recreated in Minecraft.

Working Methods

SEGMENT 0: Preparation

The virtual rooms are being prepared

- discord server
- Minetest Server

Participants will be sent info in advance:

- Access to the Discord Room
- Instructions for installing Minetest (free of charge)

SEGMENT 1: Start

30 minutes

Overview:

- Greeting the participants on the Discord Server. There they all go into a common voice channel so that they can communicate. We recommend that you do not switch on the video function of the participants at this point, as the entrance is so low-threshold and certain differences (skin colour, background) remain unclear.
- At the same time the participants connect the Minetest server. There they are in the starting hut, which they can only leave when the workshop conductors open the doors.
- It is important to allow enough time for technical problems with the participants. (Ideally this should be done in advance).
- An explanation of the basic control of Minetest (movement: WASD, mouse: look around, Space: jump)
- Walking together to the "changing room", changing according to

individual preferences

- Circle of seats in the "Aula": General procedure of the workshop is explained and the participants introduce themselves.

Working Methods

SEGMENT 2: Labyrinth - Construction in Minetest

130-150 minutes.

Overview:

- (15 minutes) Simultaneously the participants run through the labyrinth to get to know the control system. Participants who have crossed the labyrinth can climb onto the labyrinth and support the others through the glass roof.
- (15 minutes) On the glass roof, Minecraft/Minetest experiences are then queried and the participants are divided into "New", "Basic knowledge", "Expert". Two "balanced" groups (Size/ Minecraft/Minetest experience) called team "Blue" and "Red" are formed.
- The participants should change the appearance of their Minetest avatar. For this purpose, armour items in two different colours (red and blue) will be provided in two different rooms, which the participants are to put on by using "i" and the command "3D armour".
- The following task is then explained:

Both teams (red/blue) each have a predefined area that is not visible to the other team. The task is to build a labyrinth within 40 minutes, which the other team has to pass through after the construction phase. Only the materials provided in boxes may be used. The subsequent running through the labyrinth of the other team is then done under time pressure (10 minutes).

- What the workshop conductors keep from the teams: Team Blue gets much more and better materials and tools.

The Blue Team can also dig approx. 10 stones in the ground and thus also create tunnels. The red team does not have this possibility. So the conditions are obviously unequal and the task is deliberately unfair.

- Participants may notice the unequal starting conditions as they pass through the other labyrinth. Maybe they react with frustration or anger. However, some may not notice the unequal conditions. This is where the sensitivity of the workshop leaders is needed to enable a controversial but fruitful discussion.
- An area behind the labyrinth buildings is prepared for the reflection round. This contains a seating area, and the possibility to arrange oneself as an answer to questions between 0 and 10 and boxes with signs to write down feedback

Depending on the mood:

- The feedback round can start directly by an open discussion discussed or
- the participants are asked to write down their experiences on signs before sharing the feedback with the group and a discussion afterwards.
- Probably the participants themselves notice to the "injustice" of the unequal starting conditions. If these are not noticed, the workshop leaders point out the differences.

The conductors support a Thought-provoking transfer of the experienced

discrimination and privilege to "offline" life (place of residence, education, money, skin colour).

Optional additions:

- In addition, one can cautiously ask about one's own experiences with inequality / justice.
- A quiz with statistics (e.g. on unequal wealth distribution, educational inheritance, gender equality) can be conducted and then discussed.

After the two groups have been treated so unequally, they should work together on a cooperative task to reconcile them. To reunite the group, the segment ends with a common cooperation task (20 min): e.g. beautification of the spawn place/ the assembly hall/ the labyrinth. For this, however, the participants would have to get a building privilege and some items of their choice. This privilege should be revoked afterwards. Otherwise they could build a joined little project in the "free building area"



Working Methods

SEGMENT 3: One step forward

60 minutes

Overview:

The participants should be enabled to understand their own experiences of discrimination. For this purpose the concept "Take a step forward" is adapted in Minetest. The concept is explained in detail in "Links" chapter

- The group goes to the next area, the "Take A Step forward". Here, the participants each take a role card without knowing what they will get. While reading they keep their roles secret towards the others. To help get into the role them, the workshop conductors will read some of the following questions aloud. After each question, take a break so that everyone has time to get a picture of themselves and their lives:
 - How was your childhood? What kind of house did you live in? What kind of games did you play? What kind of work did your parents do?
 - What does your everyday life look like today? Where do you meet your friends? What do you do in the morning, in the afternoon, in the evening?
 - What is your lifestyle like? Where do you live? How much do you earn per month? What do you do in your spare time? What do you do during your holidays?
 - What do you find exciting and what are you afraid of?
- The participants are asked to line up in a row at the foot of the wide staircase at the designated place.
- Afterwards situations and questions are read out. The participants who would answer yes to a question climb up one

level. Otherwise they will not move.

- At the end, the participants are asked once again to look around the area and visualize the situation without moving around.
- After the game, the results (15 minutes) are reflected and discussed and the individual's possible scope of action is discussed. In return, the participants can stop on the spot, which emphasizes their respective "differences". Or they can go directly to the next area to conduct the feedback discussion in a more pleasant atmosphere.

Depending the composition of the group, the concept could be adapted to make it more lifelike for them.

Working Methods

SEGMENT 4: Is that Hate Speech? 30 minutes

Overview:
Participants enter the "Hate Speech Cave" to familiarize themselves with the topic of Hate Speech. The entrance of the cave is hidden under a grating in the glass floor near the entrance of the "Hide And Seek" area. In the cave the participants learn the Hate Speech definition. After passing through the cave, the participants enter the surface again and go to a "question arena", which offers floor markings with a scale from 0-100. Here the workshop leaders present situations and statements to which the participants should relate as to how strongly they perceive themselves as being Hate Speech (up to 100) or neutral or unproblematic (0). After each example the (different) assessments are discussed and reflected upon.

SEGMENT 4: Feedback and closure 30 minutes

(15 minutes) The participants write their feedback on signs that are not visible to everyone to keep their anonymity. Then their feedback is discussed including the whole group.

(10 minutes) Finally, hide and seek is played at the "hiding area". All participants except for one person hide and try to get back to the entrance of the area without being seen by the searching person.

(5 minutes) Group picture and farewell. If there is more time left, the participants could optionally build something together in the "open construction area" next to the "hiding place area". When the time is over the workshop leaders could bring them back to the start area through a secret door and say goodbye.

In a nutshell

"Experience discrimination in Minetest" is a game based, digitally supported workshop for young people to identify and prevent discrimination and Hate Speech and to deal with it adequately. The central component is the computer game Minetest and its 3D environment. In order to support the transfer of knowledge from play to everyday life, classical pedagogical methods such as guided group discussions and the method "Take A Step Forward" are used.

Additional options / Variations

This workshop offers the possibility of an exclusively digital decentralized implementation. If the workshop is held at one location, Phase 3 can also be carried out offline – also as a change of method. After downloading the Minetest world, the workshop can be held on a dedicated Minetest server. It is also possible to conduct it on the "The Corona Education Server". In this case the workshop conductors should communicate with the server admins or the Play Your Role team at the JFF – Institute For Media Education to acquire all necessary rights. On this server the workshop can be found at the Point of Interest "Play Your Role". If necessary and with enough preparation time, the Minetest world can be recreated in Minecraft and the workshop could be conducted there.

Sources/Links

- The minetest level can be downloaded from www.playyourrole.eu or games.jff.de/play-your-role
- Minetest Download: www.minetest.net/downloads
- Minetestbildung can help with Minetest and provide access to "The Corona Education Server". Please note that the Website and community is in German: minetestbildung.de
- Take A Step Forward: German: rm.coe.int/kompass-final-bf-2020/16809ebdf4
- English: www.coe.int/en/web/compass/take-a-step-forward
- Other languages: www.coe.int/en/web/compass/other-languages