



Above: LibraryCraft Lobby World. Left: Giant Mushroom House – Old Survival World.

LIBRARYCRAFT

CREATING COMMUNITY ONLINE

Minecraft has long been a virtual space where people connect with friends and communities are formed. Millions of players around the world have created entirely new worlds and complex structures, and have had a lot of fun doing it. **John Geijsman** and **Kirsty Lightfoot** share how, as libraries have moved their content online, West Australian Libraries led by City of Fremantle have also moved the library's community space online with the development of a dedicated community Minecraft server.

Minecraft is a virtual building game where players can build using blocks in a 3D world. The worlds include pre-generated structures such as villages with inhabitants, mineshafts and temples to explore, and animals for farming, including pigs, sheep, cows and sea life. Traditionally a single player game, players are able to interact with other players in a server

environment through online chat.

Libraries have used Minecraft previously to deliver programs that build on foundations of science, technology, engineering and mathematics (STEM). However Fremantle Library in WA decided to take it further. In late 2019, Fremantle Library launched a small, local Minecraft server for their CoderDojo

club, as a reward for their hard work during term. After months of evaluation, testing and expansion, the server grew into LibraryCraft - a large, customised server catering to players aged seven to 17 across the whole state.

LibraryCraft contains Survival and Creative worlds, monthly competitions, competitive minigames like PvP, Hide


and Seek, and BedWars (similar to Capture the Flag), private worlds for large-scale projects, and collaborative builds. At the time of writing, more than 335 players were on the whitelist, and over 18 months of play have been logged in the last year. Regular programs are a feature – monthly themed creative competitions, with previous themes being Ships, Cave, Christmas, Space and more. Prizes such as gaming equipment and vouchers are given at the end of a six-month season.

Safety for the players is paramount in LibraryCraft. LibraryCraft is a whitelisted server available 24/7; all players must complete a registration and provide proof of age to connect. All moderators – volunteers or staff from other councils – are given an induction and must have Police and Working with Children checks. Rules within the server show when issues need to be escalated and the team consult each other if issues occur, for consistency and transparency.

LibraryCraft is operated in partnership with 30 local councils from across WA, from Derby to Albany and everywhere in between. Councils can join the program in two ways: through promotion (promoting the program in their library through posters, social media or word of mouth) or through financial support. This involves councils giving \$100–\$200 per year to assist with operating the server, providing competition prizes and other ongoing costs such as promotional materials. Councils are also invited to have a staff member or volunteer as a moderator.

The server encapsulates what libraries stand for, safe community spaces, knowledge building and creating connections and community.

Players have grown in their communication and teamwork skills since joining, and are regularly coming up with great suggestions for improvements. Close friendships have been formed, and players each day look forward to connecting with friends, building, and having fun in the server, while exploring, learning about building techniques, and welcoming new players in.

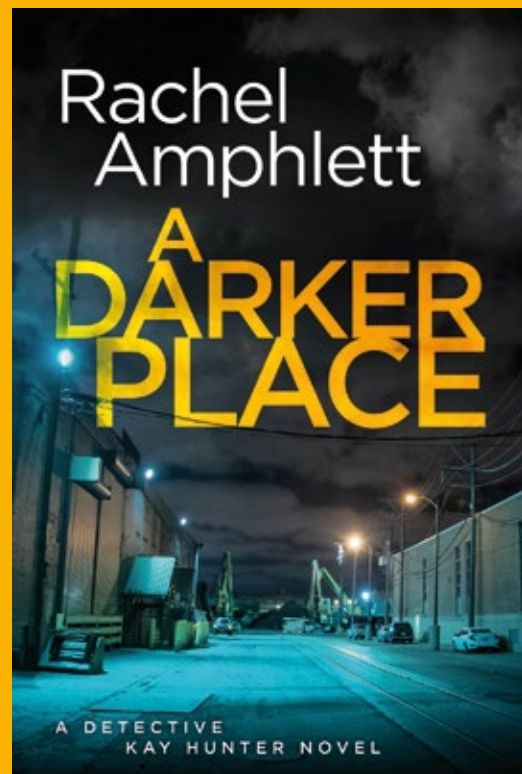
For more information visit www.librarycraft.net. 

JOHN GEIJSMAN AALIA

Early Childhood Programs Officer
City of Fremantle
johng@fremantle.wa.gov.au

KIRSTY LIGHTFOOT

Youth Services Librarian
City of South Perth
kirsty.lightfoot@southperth.wa.gov.au



A Darker Place is the tenth book in the Detective Kay Hunter series by *USA Today* bestselling author Rachel Amphlett, and perfect for readers who love fast-paced crime thrillers.

“Stylish, smart and gripping”

Robert Bryndza,
The Girl in the Ice and *Nine Elms*

ISBN: 978-1-913498-54-2

Publication date: 12 July 2021

Case laminate, large print, eBook and audiobook formats also available



info@saxonpublishing.net
www.rachelamphlett.com