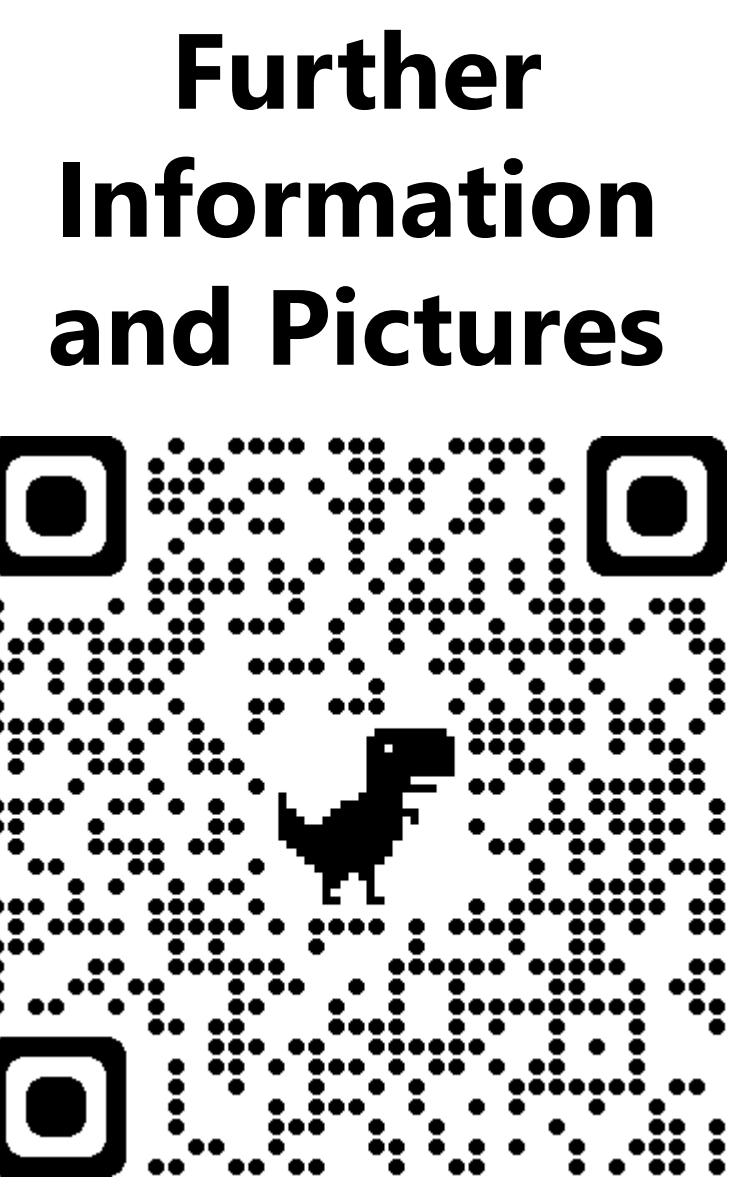


Aim: to give Field Zoology 3 Students 'fieldwork' experience

- Construction Time**
~300 hrs
- Minecraft Details**
Java (1.16.5),
WorldEdit, Forge,
Optifine, Sildur's Shaders
UoE-hosted server
- Island Creation**
Earthtiles + OpenStreetMap

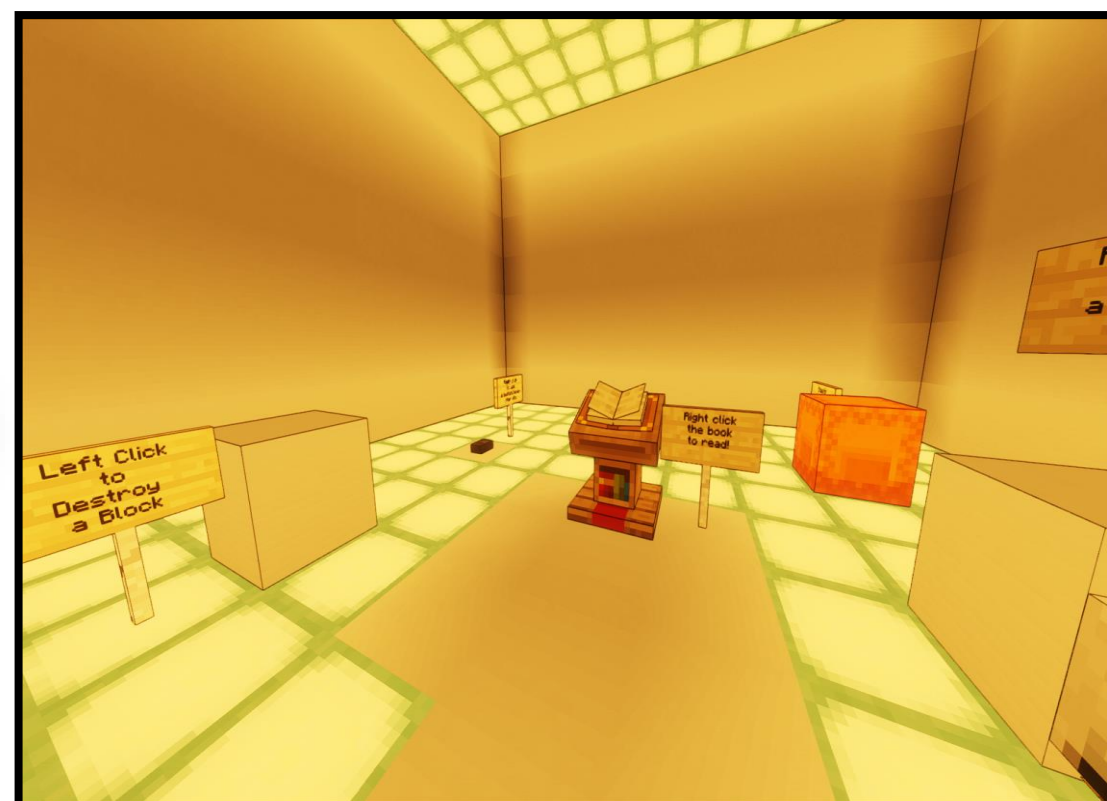
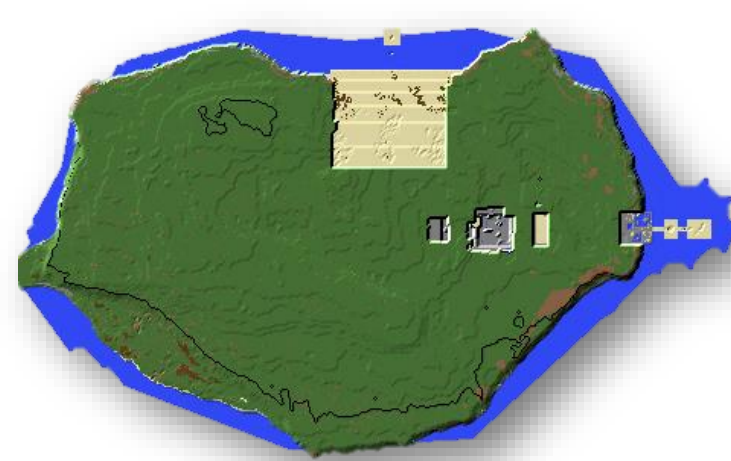


A Digital Fieldwork Experience

Richard Fitzpatrick (Minecraft builder) & Tom Little (Field Zoology 3 course organiser)

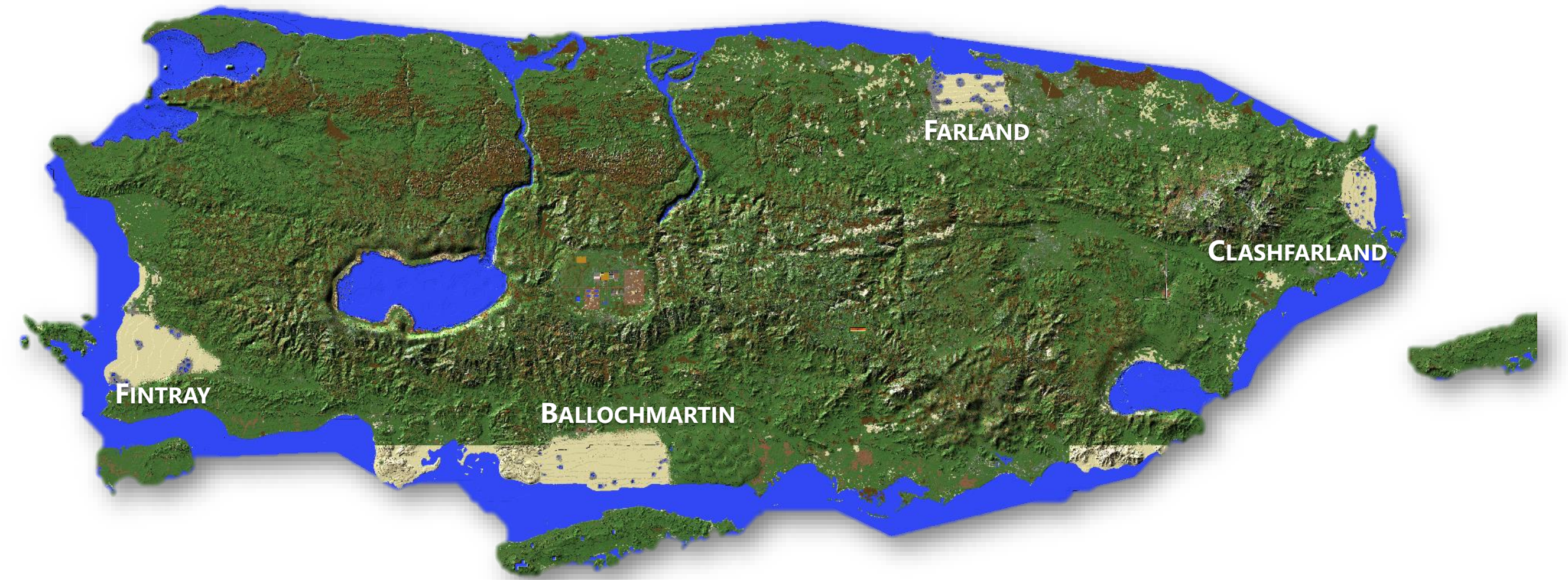
Tutorial Island

- Introduces controls
- Demonstrates the data collection methods



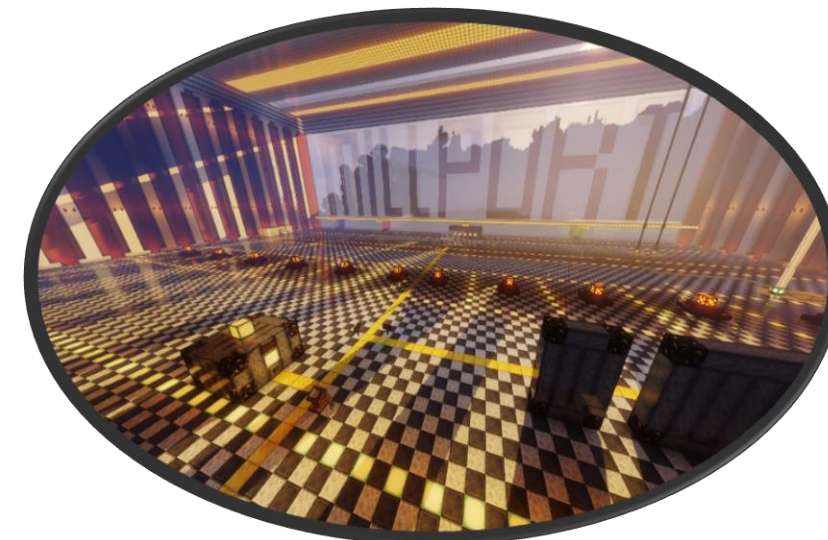
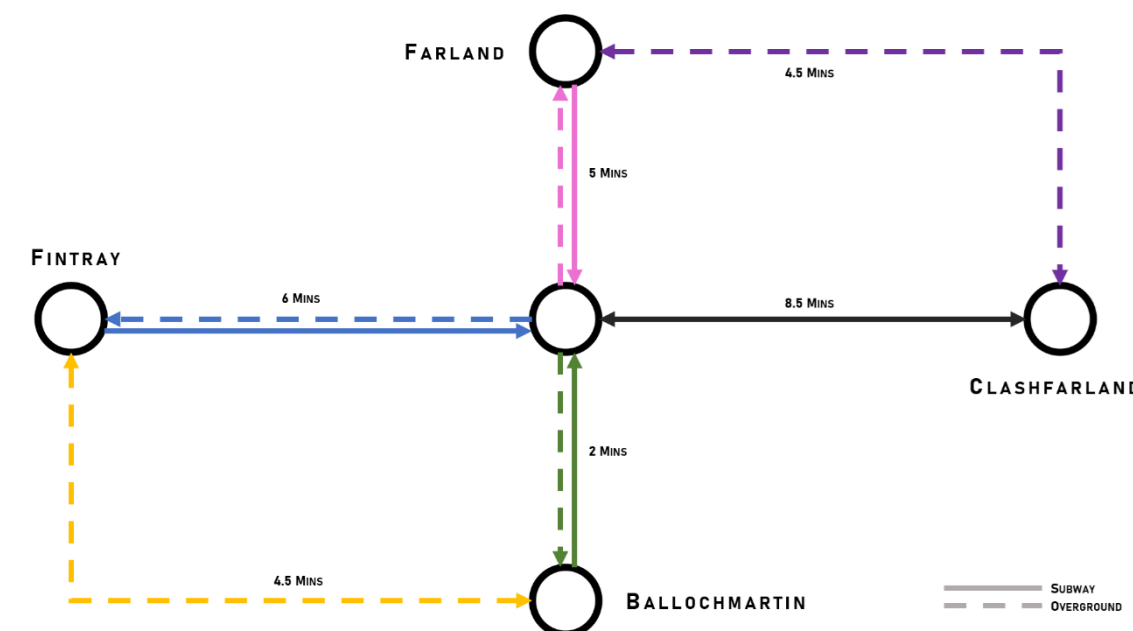
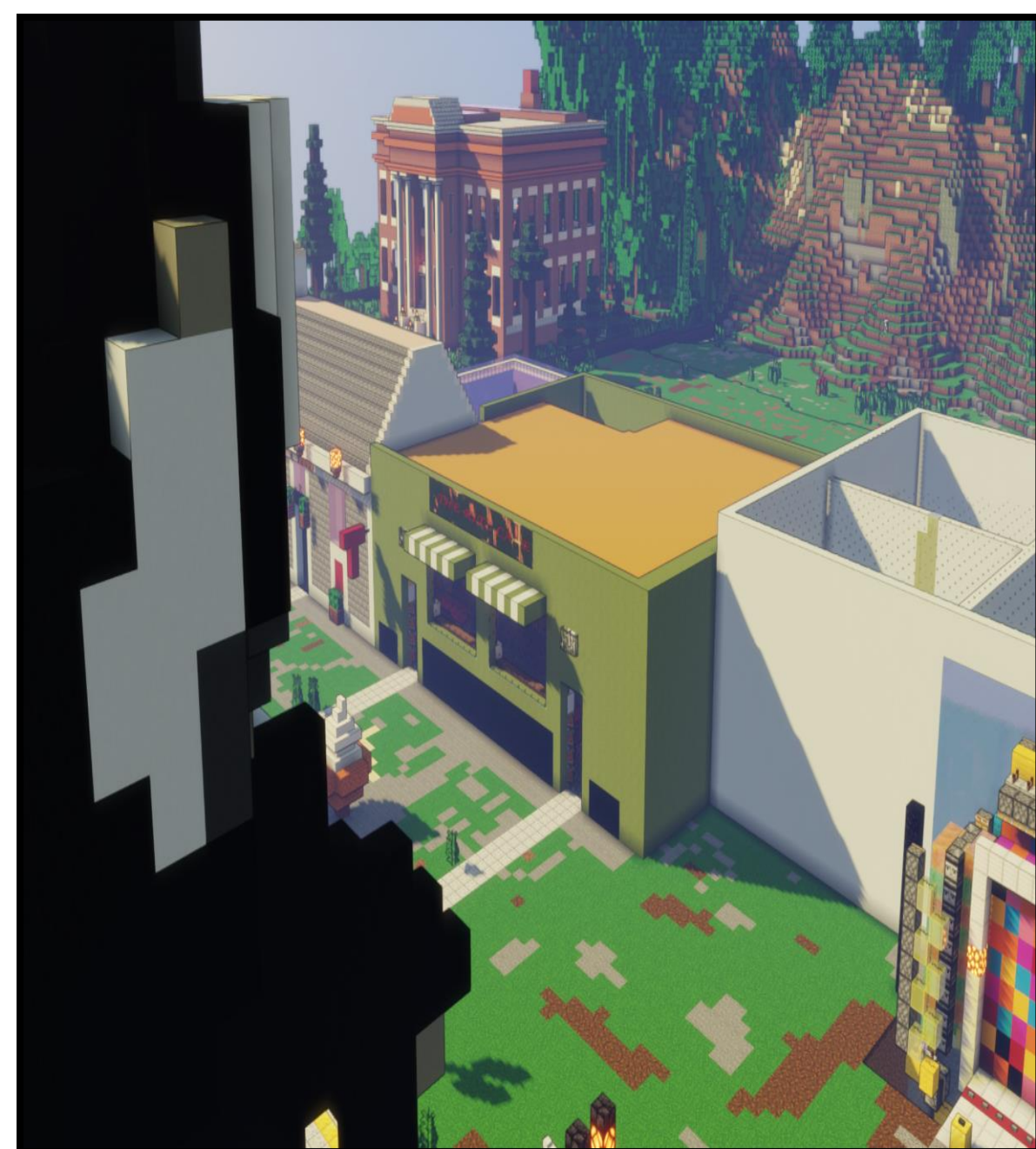
Dumbræe Island

- Puerto Rico 1:25 scale
- Modified in WorldPainter



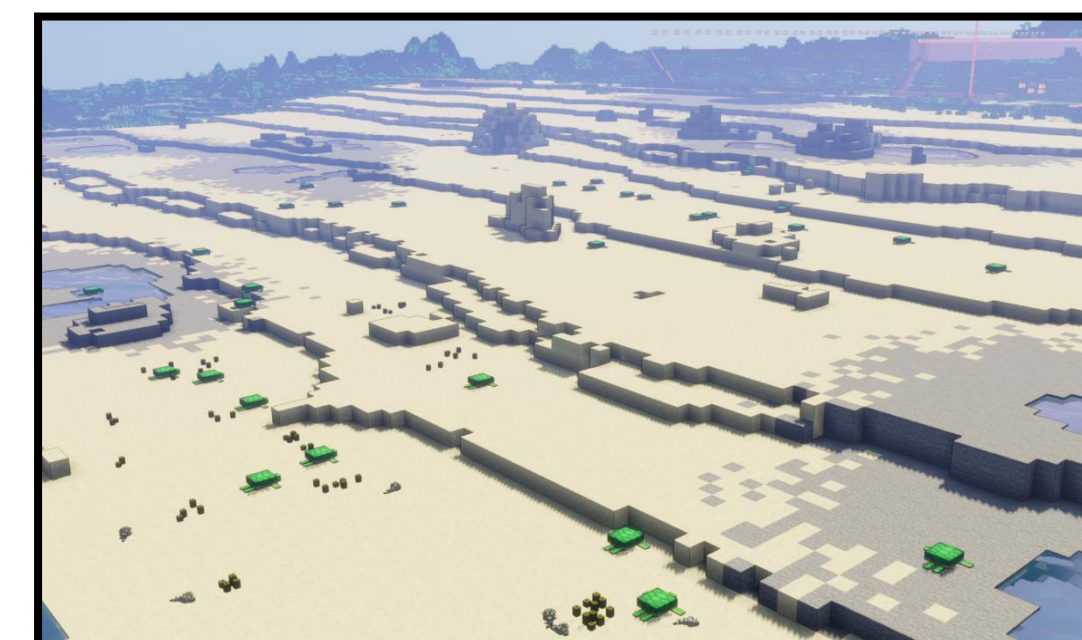
Millport

- Central "hub" zone
- Experimental labs and social spaces
- Transport links to rest of island



Beaches

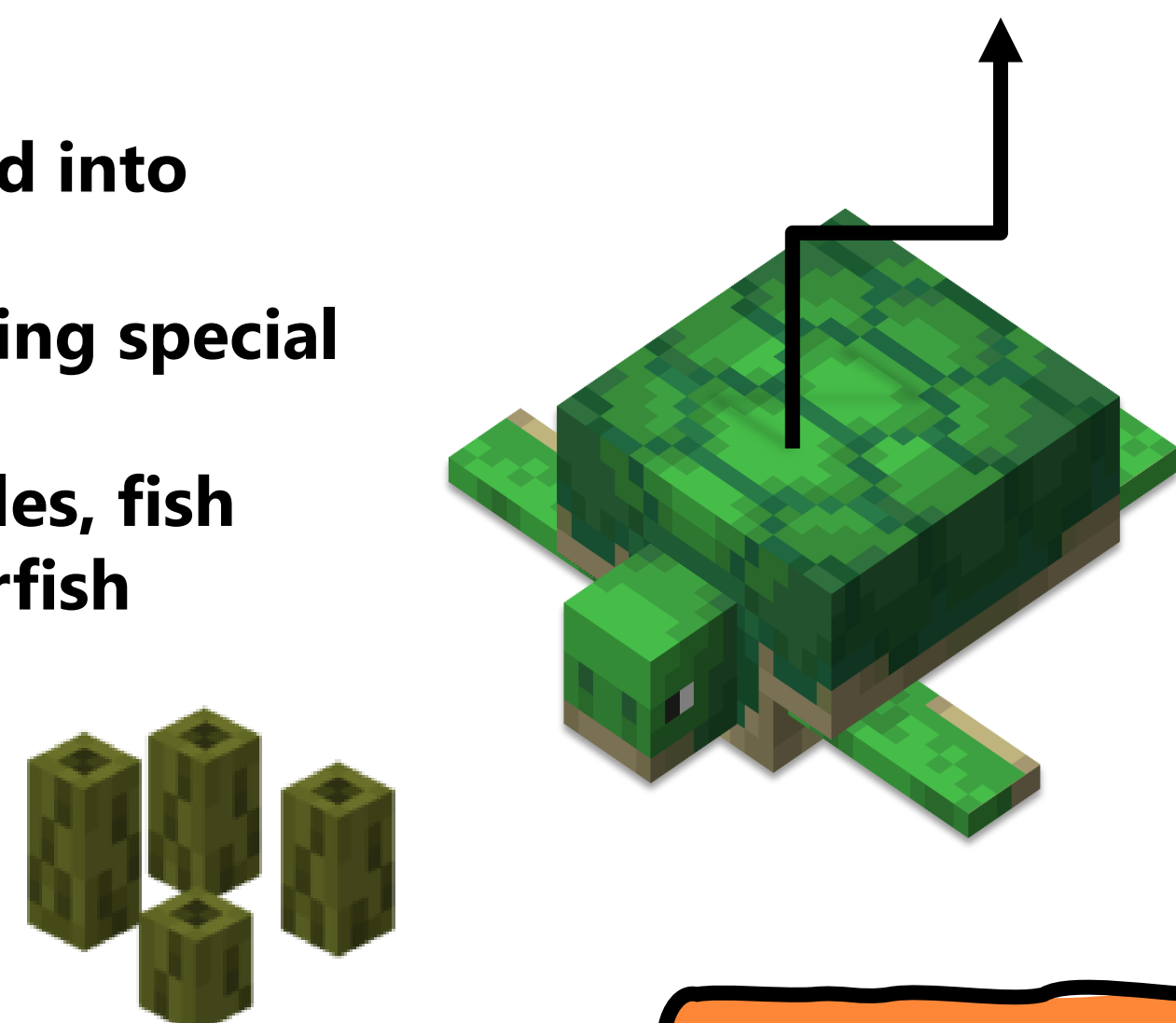
- Main data collection zones
- 100s of organisms per beach



Data Collection

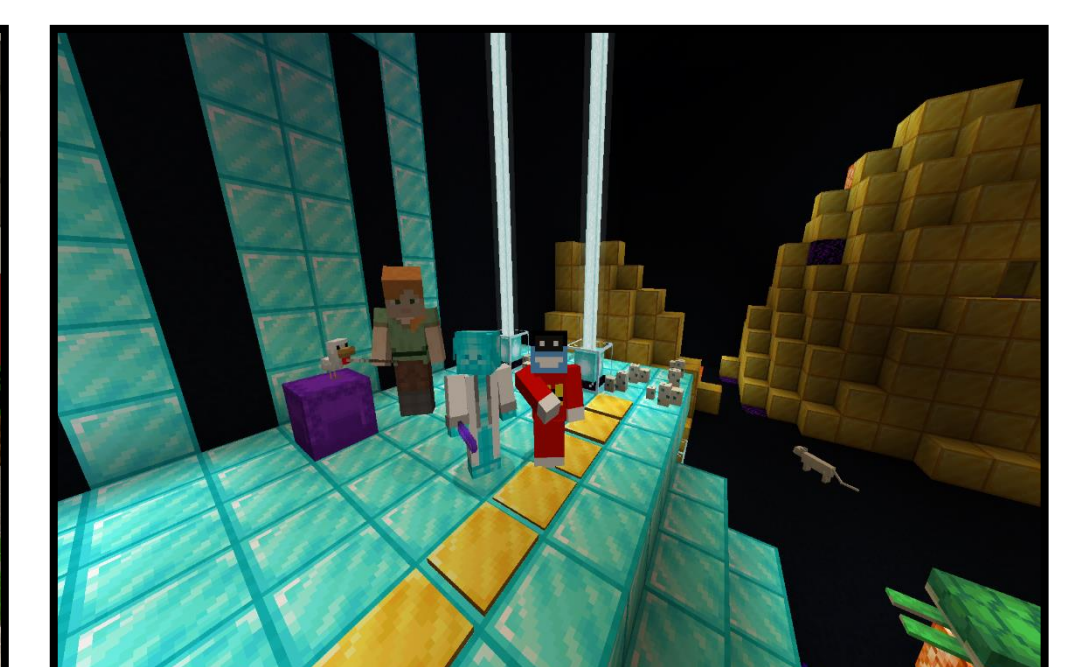
- Data synthesised and inserted into game
- Can be read and collected using special tools
- Planned distributions of turtles, fish species, sea pickles and silverfish

Sex: Female; Shell Length: 24.23



Communication & Socialisation

- Discord Server w/ Text and A/V channels
- Pub quizzes, group photos
- Staff contactable in Minecraft and Discord



Student Comments

Despite initial suspicion when it was first announced, from the moment I first joined I personally was very impressed and totally converted. It was great, and **a lovely substitute to the field-course**, I learnt a lot and thoroughly enjoyed it!

Best online experience of group working so far

[...] it definitely made this field course the **best part of this semester** for me.

It was actually more fun than I was expecting to work together to place quadrats and collect the data and it **did feel like (almost) real group fieldwork**.

The Minecraft fieldcourse **would be a valuable tool** in years when the actual fieldcourse can take place, **as a dryrun of methods and thinking about stats**