PROJECT: YOUTHTOWN

Project: YouthTown is a Minecraft map environment that supports a realworld team-based game illustrating how the built environment is negotiated and highlighting the roles of the many stakeholders affected and involved in these planning decisions.

The game allows for a deeper understanding of the inequalities and prejudices that are embedded in many of these decisions.

The essential aim of this Project is to present a platform and strong frame of reference to young people of these dynamics to enable discussion and further learning around these issues.

ABOUT

▪ Use MCEdit to save and preserve all structures as independent schematic files that will allow for a modular build of the town as isolated parts.

▪ Use MCEdit to refine adapt and adjust the schematics and map to suit the various project uses.

▪ Use creative mode to personalize and add more specific details to the map and youth town world.

▪ Use World Painter to adjust elements of the terrain in the future (e.g. rising sea levels etc.)

Minecraft World Map // Schematic files

TOOLKIT

Download the Project YouthTown folder

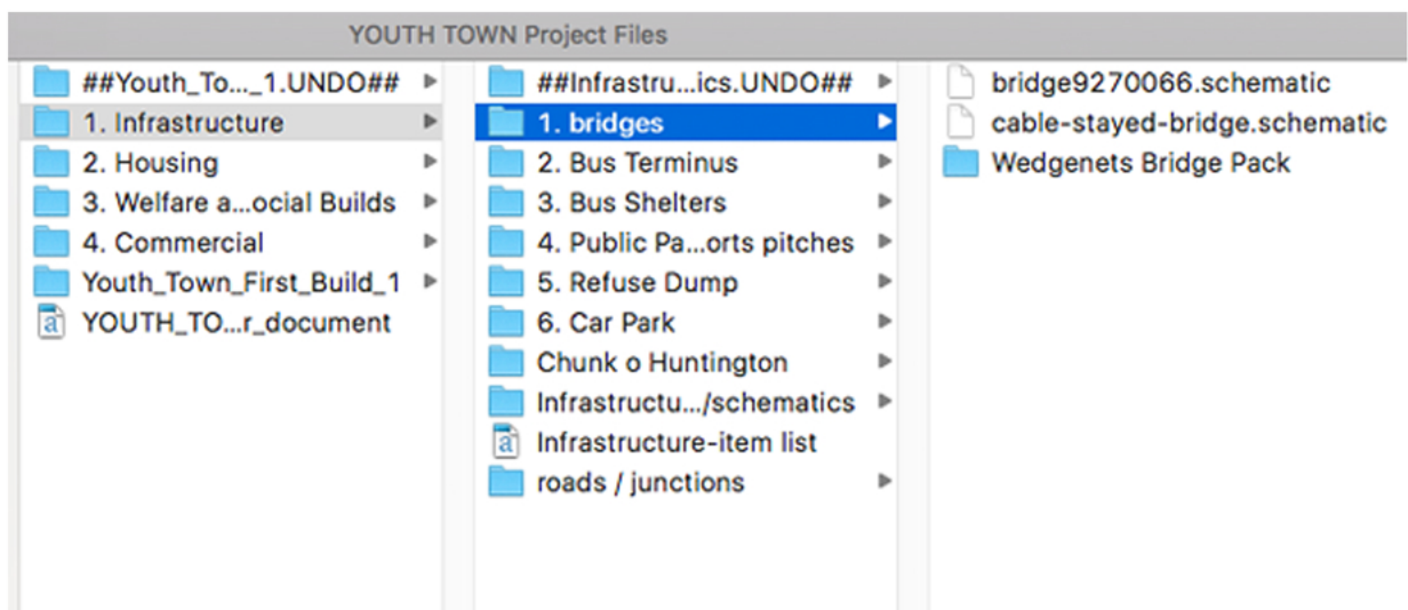**Download Minecraft World Painter to design your own map and terrain** http://www.worldpainter.net/

tutorial: https://www.youtube.com/watch?v=c6dULt6oEn0

Download MCEdit 2 for editing the Minecraft world
http://www.mcedit.net/downloads.html

tutorials / development digests:
http://www.mcedit.net/2015/10/dev-digest-3

**Download and install Minecraft Java Edition.**
(For multiple users you will need multiple licences)

[Game Elements]
STEP BY STEP GUIDE

YOUTH TOWN Project Files

|		
##Youth_To..._1.UNDO## ▶	##Infrastru...ics.UNDO## ▶	bridge9270066.schematic
1. Infrastructure ▶	1. bridges ▶	cable-stayed-bridge.schematic
2. Housing ▶	2. Bus Terminus ▶	Wedgenets Bridge Pack
3. Welfare a...ocial Builds ▶	3. Bus Shelters ▶	
4. Commercial ▶	4. Public Pa...orts pitches ▶	
Youth_Town_First_Build_1 ▶	5. Refuse Dump ▶	
YOUTH_TO...r_document	6. Car Park ▶	
	Chunk o Huntington ▶	
	Infrastructu.../schematics ▶	
	Infrastructure-item list	
	roads / junctions ▶	

Move .schematic files into the McEdit 2 Files Folder and store in the schematics folder to ensure they load in MCEdit
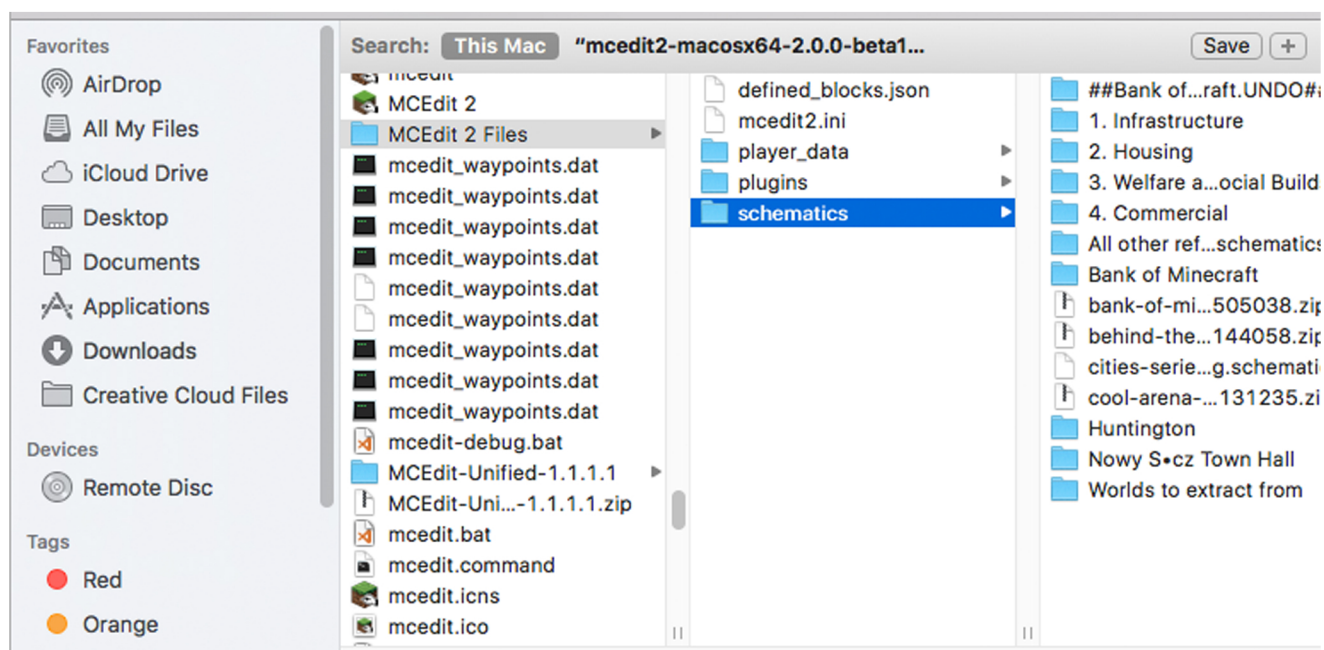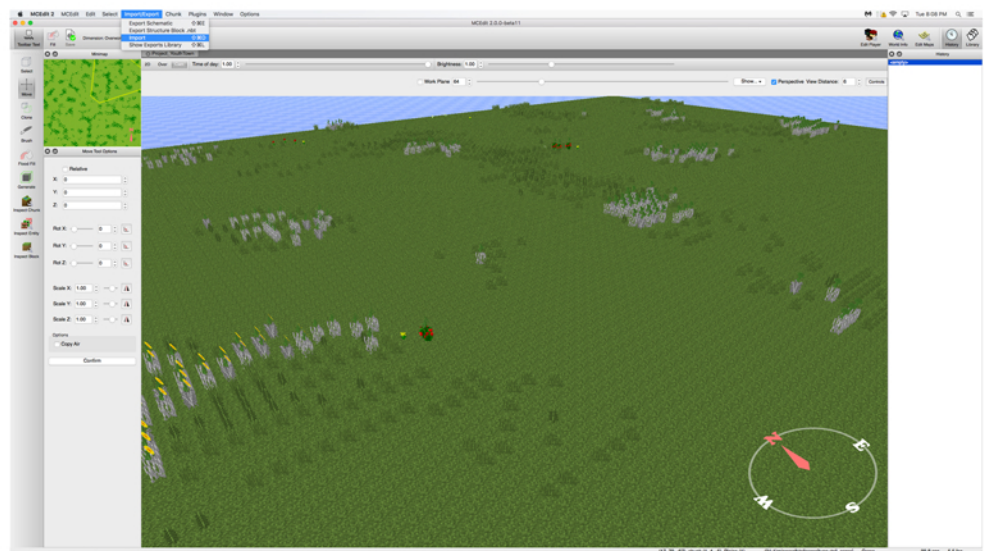
[Game Elements]
STEP BY STEP GUIDE [contd]

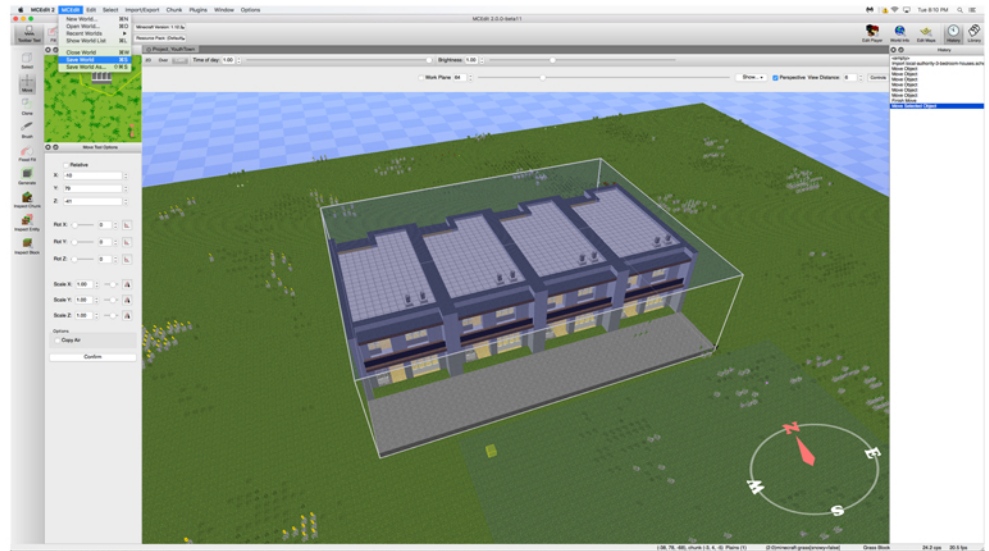**1. Open MCEdit and Open World Map**
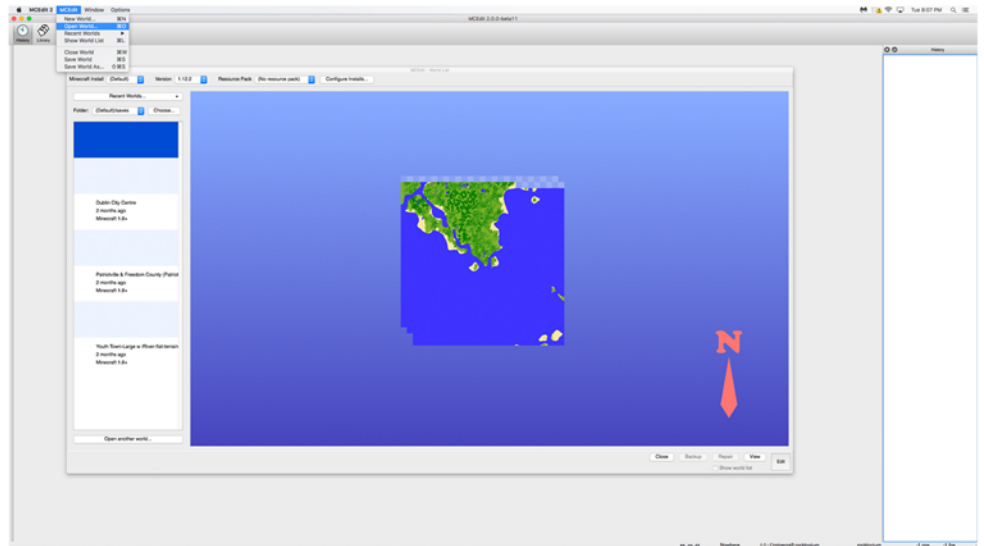
2. Import Schematic file

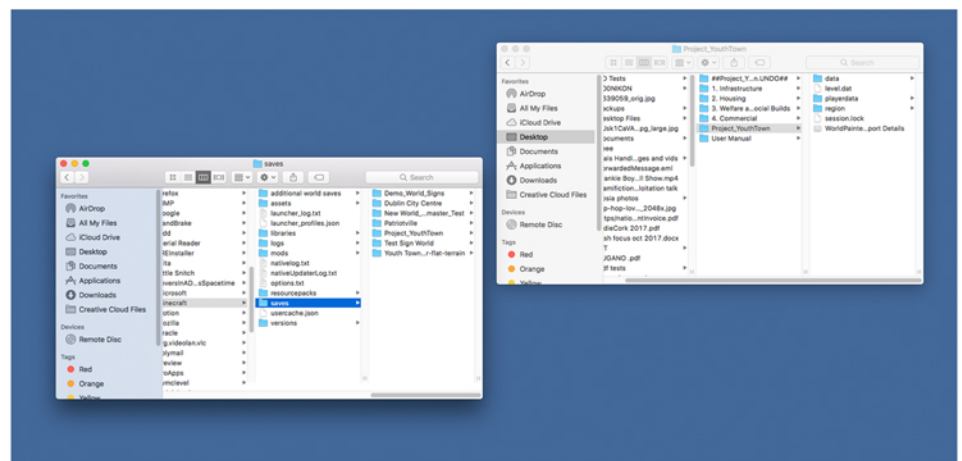
3. Place & Position the Schematic file using xyz co-ordinates.
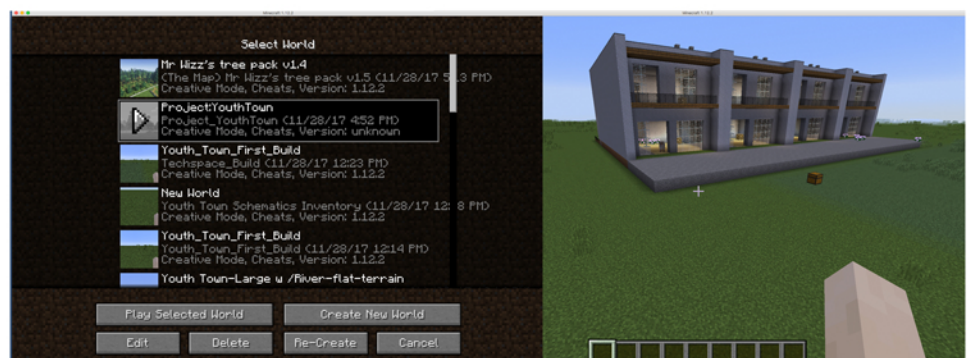
STEP BY STEP GUIDE [contd]

4. Save changes to the World Map

5. Copy the World Map to the saves folder in Minecraft in the main computer Library folder

6. Select Edited World from the World List in Minecraft. Open, Edit and Play in Creative Mode.

User Types

VISITORS [CANNOT EDIT] //
BUILDERS [EDITING RIGHTS TO BUILD +
LIMITED DESTRUCTION] //
USERS [CAN MODIFY BUILDINGS +
LANDSCAPES] //
FACILITATORS [CAN BUILD + DESTROY] //
DESIGNERS [CAN MOD THE GAME] //

Teams

- ## Municipality
(building control, public services and some building)

Roads and bridges // Services // Planning // Public buildings // Social welfare

- ## Developers
(house building)

Land owner 1 // Land owner 2 // Suburban developer // Urban developer // All area developer

- ## Chamber of Commerce
(business and manufacturing building)

Small retail urban // Small retail suburban // Large retail // Factories // Tourism

Teams (contd)

▪ Residents Association

(municipal residents, building and landscape modification)
▪ In social housing (area 1) // (area 2) // (area 3) // (area 4) //
Looking for social housing/home less

▪ Residents Association

(private housing building and landscape modification)
▪ In private housing (area 1) // (area 2) // (area 3) // (area 4) //
Looking for private housing

▪ Community & Youth Development Association

(civil society buildings and landscape modification)
Environmental // Youth work // Social justice // Tidy towns //
Sports/recreation

▪ All players have 3 types of resources (money, well-being and time)

▪ All players are allocated different monthly income and expenditure (taxes, borrowings and personal)

▪ All players are given 24 hours per day which they allocate to (work, recreation, family and sleep)

▪ Well-being is calculated based on environmental, societal economic and personal criteria.

▪ All players can borrow money, minor modifications cost time, building cost money.

▪ The key resource is well-being and your job is to optimise well being.

[Game Elements]
PLAYER RESOURCES

ONCE GAME IS UNDERWAY

▪ The builders can pick and paste the buildings to locations that they decide.

▪ Buildings and sites have prices and taxes associated with them.....

▪ Once the buildings are in situ they can be modified by users.

▪ The builders can also design and add new buildings..

▪ Municipality puts in roads and services..

▪ Buildings can only be sold if they have planning permission, access and services.

Types of major modification by the designer:
(Once the town is completed or nearing completion the following modifications can be added)

• Anticipated sea level rise which will flood some areas unless mitigation is put in place.

• Interest rates double/half/quadruple/quarter... (different people get the information at different times)

• Factory closes and incomes drop...

• 100 refugees appear off the coast
etc....

[Game Elements]
DESIGNER MODIFICATIONS

Sketchup and Minecraft
https://sketchup.dozuki.com/c/Individual_Minecraft_Guides
Quibicle to MC Edit
http://minddesk.com/wiki/index.php?title=Qubicle_Constructor_1:Exporting_to_Minecraft_Tutorial
Create schematics
https://www.youtube.com/watch?v=2eOgWY899O0
https://www.youtube.com/watch?v=zyrmqHTCXYg

https://www.youtube.com/watch?v=xFcmEtkHLnQ

WorldEdit:
http://www.minecraftforum.net/forums/mapping-and-modding/minecraft-mods/
1272389-worldedit-do-really-big-things-in-game-in-game-map
World Painter:
https://www.youtube.com/watch?v=7FiZPC1Rv4g
Minecraft Materials / Resources:
https://www.planetminecraft.com/project/six-epic-world-painter-custom-brushes/
Terrain control:
https://www.youtube.com/watch?v=Jelq3WToZFY
Realistic Terrains:
https://www.youtube.com/watch?v=7ZyJGqZjVH0
Building maps from realworld terrain:
http://terrain.party/
MCEdit:
http://www.minecraftforum.net/forums/mapping-and-modding/minecraft-tools/
1260525-mcedit-minecraft-world-editor-now-open-source
https://www.youtube.com/watch?v=yoS3pZmObyU
https://www.youtube.com/watch?v=P13ii-XEWok
Keralis:
https://www.youtube.com/watch?v=woyWFFr79cc
https://www.youtube.com/watch?v=A91_AVXzaew
Schematics / Models:
https://www.planetminecraft.com/resources/projects/?p=3
Craftmaster:
http://craftmastersoftware.com/
Minecraft
https://www.pcgamesn.com/minecraft/minecraft-console-commands-and-cheats

REFERENCE MATERIALS

CONTACT

www.virtualyouthwork.com

VIRTUAL
YOUTH WORK