

Notch Asks Community For Permission To Monitor Player Data In Minecraft

Mojang's Notch is a clever man in the field of game design and management of the company's 20,000,000+ Minecraft players, is an excellent choice. The designer has posted a poll on his personal blog to find out whether his cuboid constituents would feel comfortable with the company collecting various kinds of anonymous information from its players.

Currently, Mojang only monitors when a player logs into the game. Gaming proposes to track "non-private" information like the length of a gameplay session and OS type, as well as whether you are playing in multi-player or single mode, and whether you are using the client or web applet. The community would then have access to the collected data "as usual."

Notch stated that the data will be transmitted "naturally" anonymously. "So it wouldn't contain any details about your session or user name, and it doesn't transmit any sensitive information that you don't want to share." We are shocked that this type of data isn't already being collected, to be honest. If you're part of the Minecraft nation You can let your voice be heard by voting in favor or against anonymous data collection [here](#).