

Minecraft Festival is Postponed Due To Coronavirus Fears

Minecraft is such a cult phenomenon that it was supposed to have its own three-day convention in September, complete with interactive exhibits, co-op and competitive gameplay live entertainment, panels and merchandise. Tickets for the first-ever Minecraft Festival in Orlando were scheduled to be available this week. ReedPop -- which also manages New York Comic Con and San Diego Comic Con - announced that the convention will be delayed by a whole year due to the coronavirus outbreak. While the convention was months away and the virus could be resolved by then, the partners, producers and exhibitors have hit a wall when it comes to arranging the fest and ensuring that the event is enjoyable.

Fans will not be missing out on Minecraft Live, though. The live stream will go on as planned and will highlight the most recent Minecraft news, features and behind-the-scenes looks at upcoming developments.

With many events and conventions being cancelled or delayed due to coronavirus concerns, this news isn't really a shock. However, it seems odd that ReedPop and Mojang -- Minecraft's developer -- announced the convention less than one week ago, and the COVID-19 virus was already in the news. It was a smart decision to cancel the event before tickets went on sale and attendees had made arrangements to travel. This has saved a lot of hassles.

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