

# On The Time Of Writing

LibraryCraft was created to convey communities collectively across Western Australia (WA) in a protected, structured and moderated way in order that players might stretch their creativity and imagination. So Many Books makes use of the features of Minecraft that stretch users' innovation and artistic thinking, develops their STEAM skills and builds social and life abilities resembling collaboration, negotiation, financial management and civic engagement.

## Design/methodology/approach

In late 2019, the Fremantle Library launched a small, native Minecraft server for the local people of young individuals. After a number of months of testing and upgrades, LibraryCraft was made available to all players aged 7-17 throughout WA, and WA native governments had been invited to take part.

## Findings

The COVID-19 pandemic led to a cancellation of Fremantle Library in-person programmes; LibraryCraft, as a purely online programme, was scaled up, and in a few weeks, had more than tripled its player base. On the time of writing, LibraryCraft brings together 20 WA native councils, reaches over 100 gamers from Derby-West Kimberley to Albany and sees lots of of play hours logged every week. Gamers have created new friendships across the state and are repeatedly working collaboratively on challenges and exploration.

## Originality/worth

While Minecraft servers operated by libraries are removed from new, LibraryCraft is exclusive. No groups of libraries have run Minecraft servers collaboratively in Australia before, and none is on the market state broad. The programme is extremely valued with households in WA, providing a protected social outlet for gamers stuck at dwelling in isolation.