

## Math) And English Language Arts Content Areas

This article explores six effective principles for teachers to use to understand and apply "Minecraft" in today's classrooms. Video games have become one of the fastest growing forms of media for youth and adult consumers. "Minecraft," a multiplayer online game (MOG), is one of the most popular video games to date. By allowing My cms to build simulated, virtual worlds, "Minecraft" aims to foster creativity, control, and imagination. Yet while the affordances of playing "Minecraft" spark collaborative learning, critical thinking, and problem-solving skills among youth, one constraint still remains: there appears to be a disconnect between some teachers' and parents' understandings about the "Minecraft" world's mechanisms, uses, and benefits. Due to the success of "Minecraft" in the digital era and in some schools, studying this game is significant. For instance, students benefit from using "Minecraft" to enhance learning in STEM/STEAM (Science, Technology, Engineering, [Arts], and Math) and English Language Arts content areas. In addition, teachers benefit from using "Minecraft" to increase academic engagement with students and reinforce parental involvement.