

# A Multiplayer Voxel Game World as Virtual Conference Space

John Durno  
University of Victoria

#AccessWWW | 21.10.2020



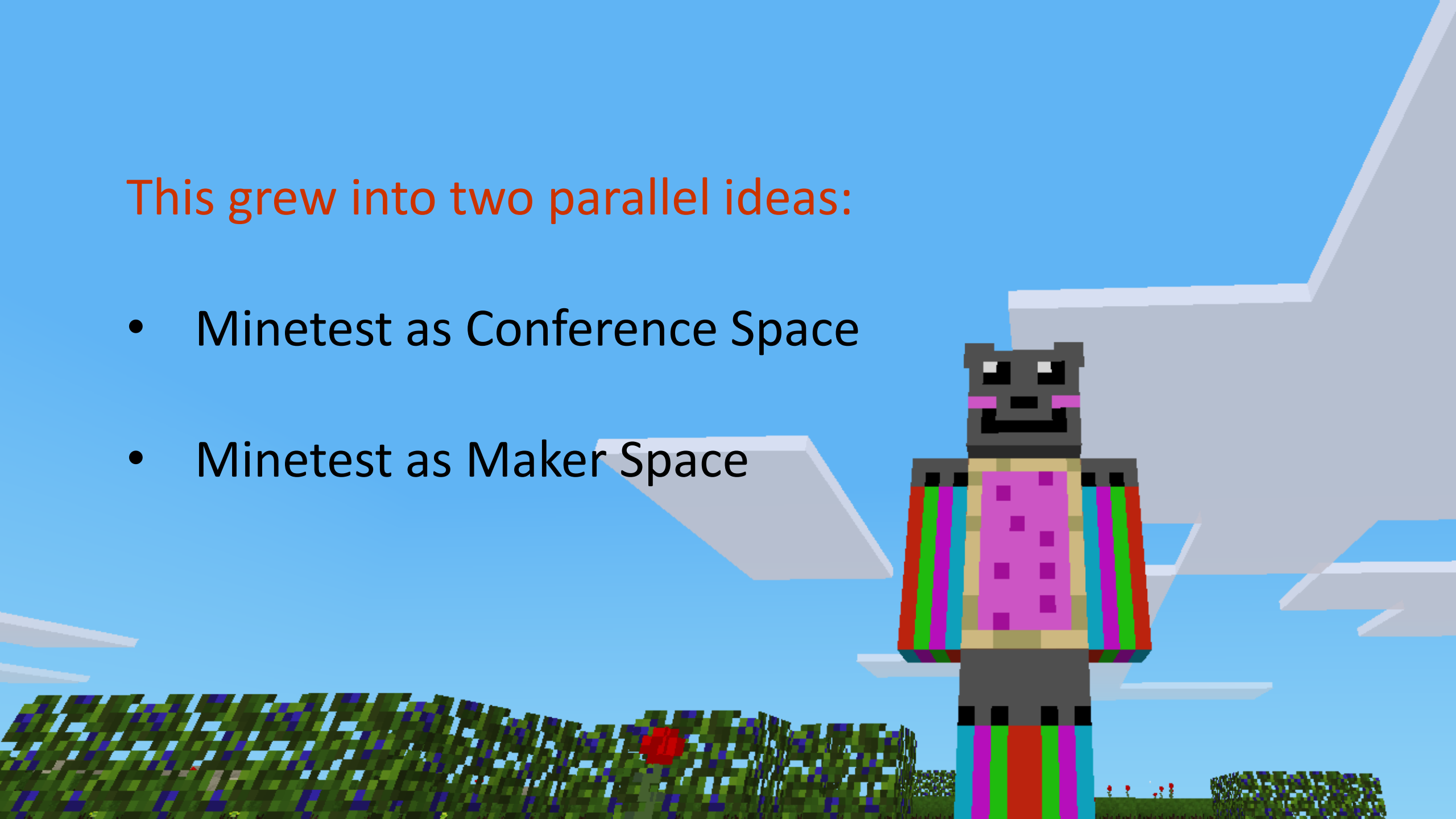
“As Access 2020 will be taking place remotely, we welcome innovative approaches to conferencing online. If you have **creative ideas for a conference session beyond a talk or webinar-style presentation – especially those that inspire interaction and active engagement – we encourage you to submit!**”

- Call for proposals, May 13, 2020



This grew into two parallel ideas:

- Minetest as Conference Space
- Minetest as Maker Space





# Why Minetest?

... instead of, you know, that other thing

- No cost
- Cross-platform: Mac, Linux, Windows clients
- Mods installed server-side
- Good Hackerspace-like build options
  - Mesecons, digilines, robots
- Leverages years of parental experience
- Not too hard to learn



So, what can I do in Minetest?



# Ride the train

localhost:local



Next Stop:  
FutureDome Station

ome [6] (JohnD)





Check out the computer lab

C3







Minotaur

...and the Minotaur  
in the Labyrinth



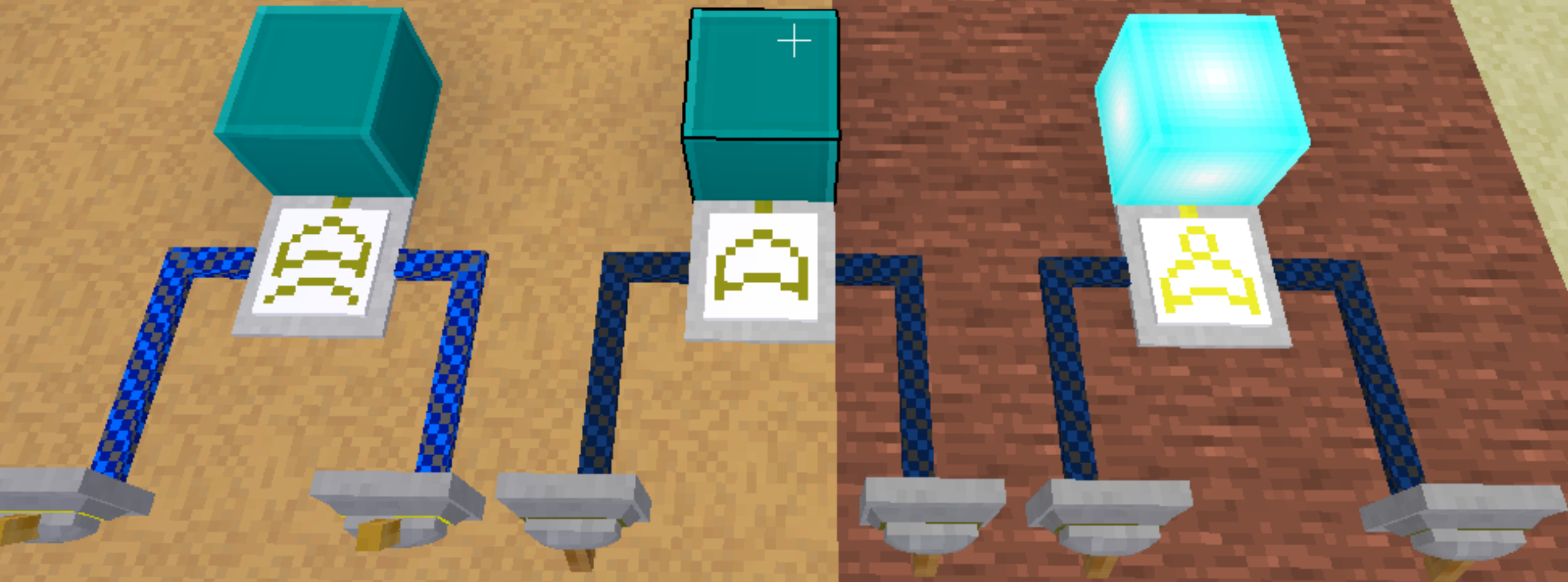




**Build Cool Things!**

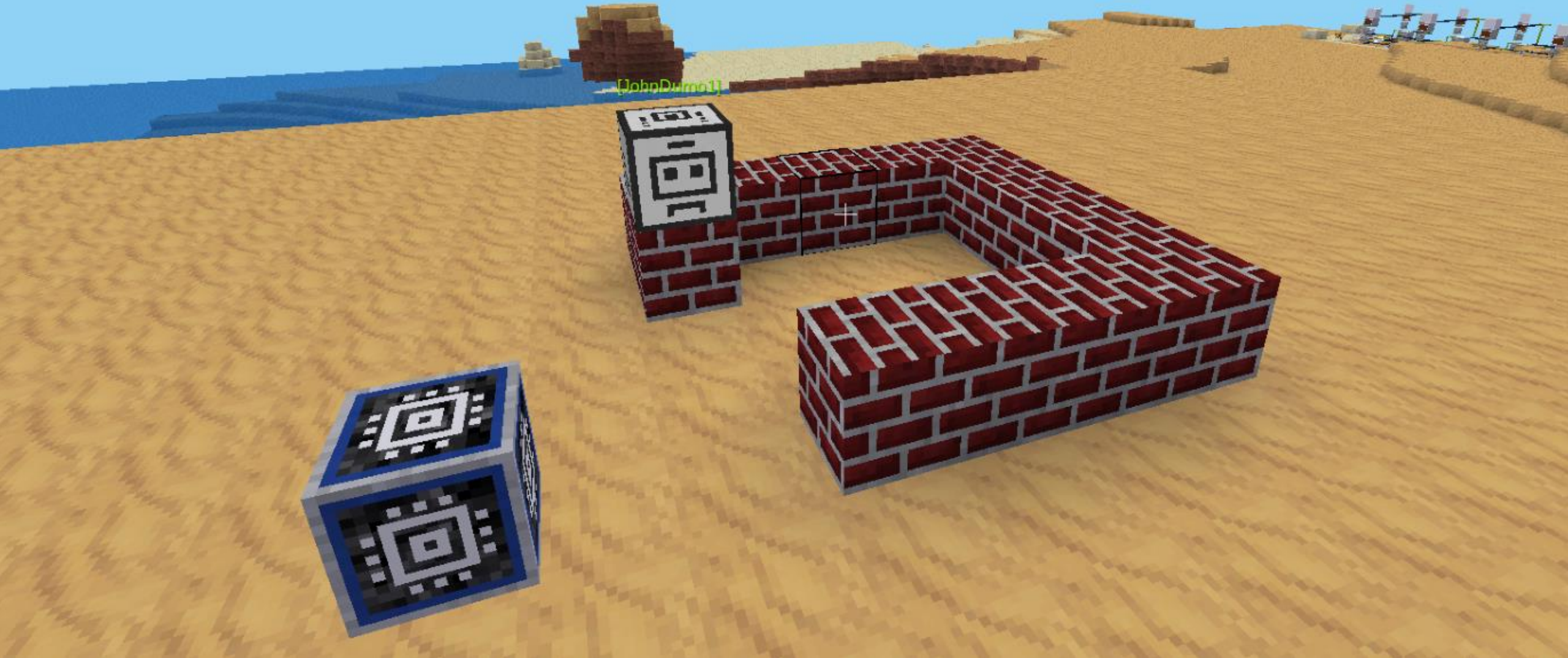


# Work with Logic Gates ...





... and programmable robots ...



**... and, most importantly, help to build Exploding Thing!**





**Interested? Go to:**

**<https://webapp.library.uvic.ca/jdurno/minetest>**

**... and also, check your email for the Minetest server address and password <sup>+</sup>**

**Or contact: [jdurno@uvic.ca](mailto:jdurno@uvic.ca)**

