

MINECRAFT WORLD ANNOTATOR

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INTRODUCTION

This project aims to enhance Minecraft's use of scientific and educational exploration of the humanities, by combining Minecraft's immersive and engaging exploration, with principles of digital humanities. The project offers a toolkit that enables annotating Minecraft Worlds.

METHOD

The **Next.js** application provides a web interface for *uploading and annotating* Worlds. When *uploading* it executes **Overviewer** render jobs on the back-end, and displays the generated **leaflet** map on the interface. For *annotating*, the **leaflet** map gets edited to store and display annotations, which can be exported and/or imported.

DATA & MATERIALS



Overviewer - Renders maps of Minecraft Worlds, using **leaflet**



Next.js - Full-stack framework for the web interface and render jobs.



MineinCraft - An existing project in minecraft, used as a foundation for enhancing with annotations.

CONCLUSION

The integration of annotations in Minecraft demonstrates the potential to enhance educational and scientific exploration in the humanities, by offering the ability to define and access relevant information and sources.

