MINECRAFT M.O.D.S VIDEO GAME DESIGN

PREPARATION GUIDE AND TECHNICAL REQUIREMENTS

Thank you for registering to our Minecraft CODING M.O.D.S Workshops! We are happy that you decided to count on us to encourage your child to play while learning the new global language of CODE.

Now, to be able to attend our classes, please make sure you follow this guide thoroughly following each step and downloading the required software. It is essential that you have completed ALL THE FOLLOWING STEPS before your child can attend our first class as this will allow our instructors and students to begin playing and coding ASAP.

This short guide is meant to be used only once just to setup your child's computer and get everything ready for our workshops/classes. For you to keep in mind, your child will be using three different apps simultaneously: Minecraft JAVA Edition, Code Kingdoms CODING Platform (on Google Chrome Browser) and Zoom Conferencing App. In the following pages we will show you how to access these apps and get them ready prior to the first class.
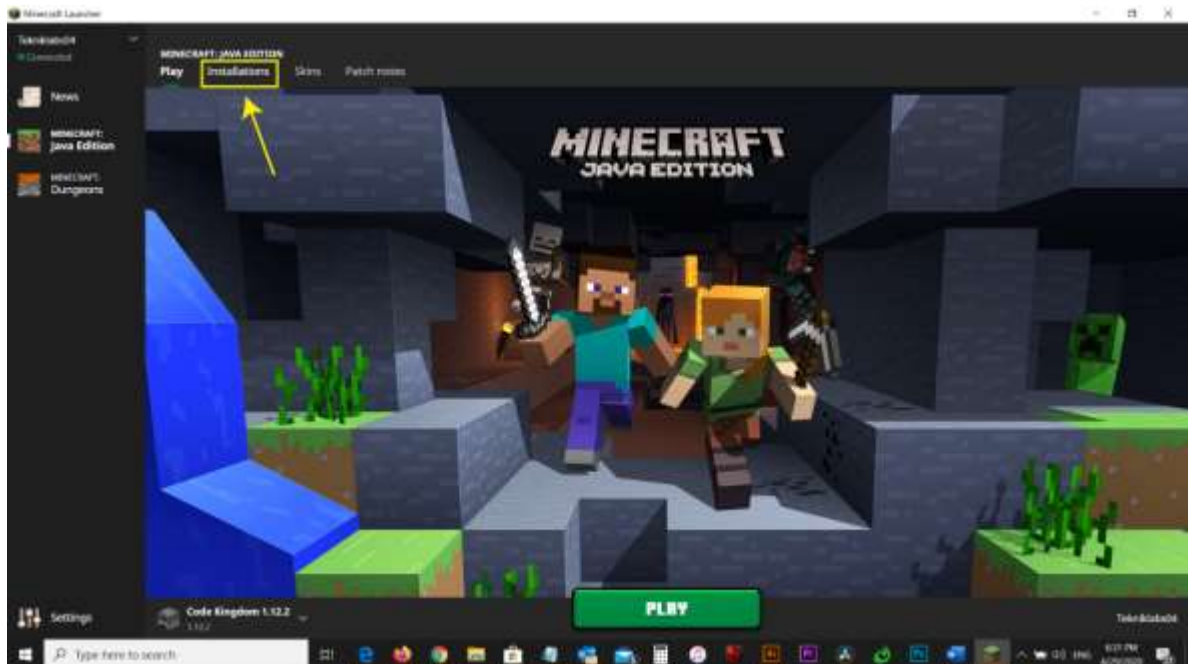
TECHNICAL REQUIREMENTS

1. Your child needs a Modern PC/Laptop or Mac computer (please make sure your computer meets the Recommended Specifications) with a Webcam and fast reliable Internet connection. We recommend a bandwidth of no less than 3Mbps to allow your child to have the best experience possible when playing the Minecraft Java Edition game. Generally, any computer with an Intel i3 Processor or above and at least 4GB of RAM should be able to run everything smoothly. Nevertheless, it is your responsibility as parent to equip your child with the right tools for the class. The smooth development can only be guaranteed if your child has a good computer and Internet connection. So please continue checking the Recommended Specifications for Minecraft JAVA Edition that are continuously being updated and let us now if you have any questions BEFORE the first day of class.

2. Google Chrome browser: We strongly recommend Google Chrome browser to access our coding platform. Other browsers are allowed, but Code Kingdoms works very well on Chrome.

3. To summarize, the apps that need to be downloaded and installed are:
   a. Google Chrome Browser. Click here to download for free to access Code Kingdoms
   b. Zoom Virtual Conference: Click here to download and/or create a free account
   c. Minecraft Java Edition: Click here to purchase and download PLEASE MAKE SURE THAT YOU HAVE THE JAVA EDITION, not Educational, Console, Windows 10 or any other.

4. Headphones: We strongly suggest the use of headphones throughout the entire class as they allow the child to focus on the task at hand and listen to his or her classmates; get help and help others during class.
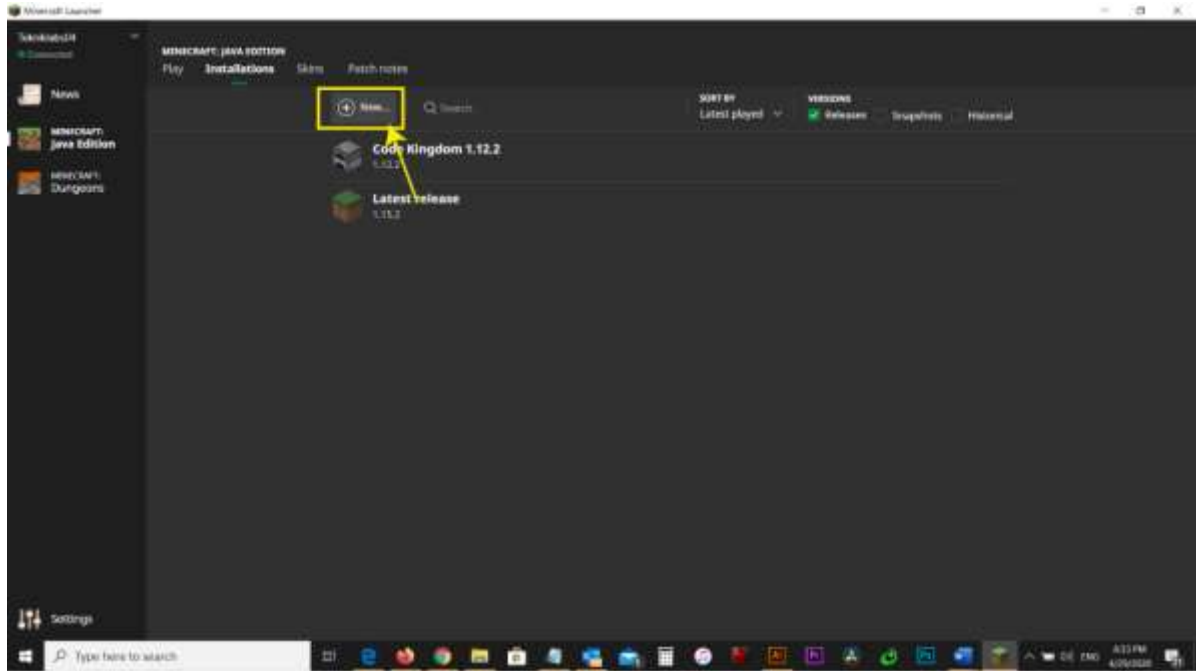
PREPARATION GUIDE

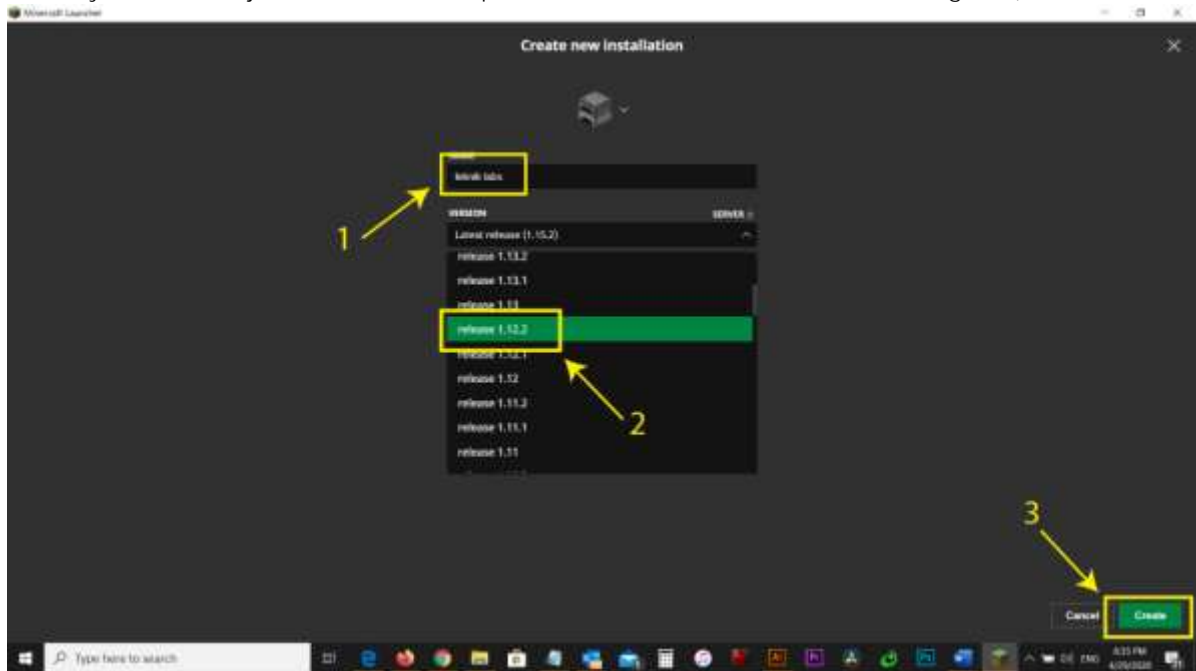Minecraft JAVA Edition Installation Instructions:

1. Please download and install Minecraft JAVA Edition by going to the following link: https://www.minecraft.net/en-us/store/minecraft-java-edition
2. Once the software is Installed, open the Minecraft Launcher (usually located automatically once installed on your computer's desktop
3. Make sure you use your Email and Password created when you purchased the software.
4. Once located on the page below, please go to the upper Left-hand side of your screen and look for a tab named Installations and click on it
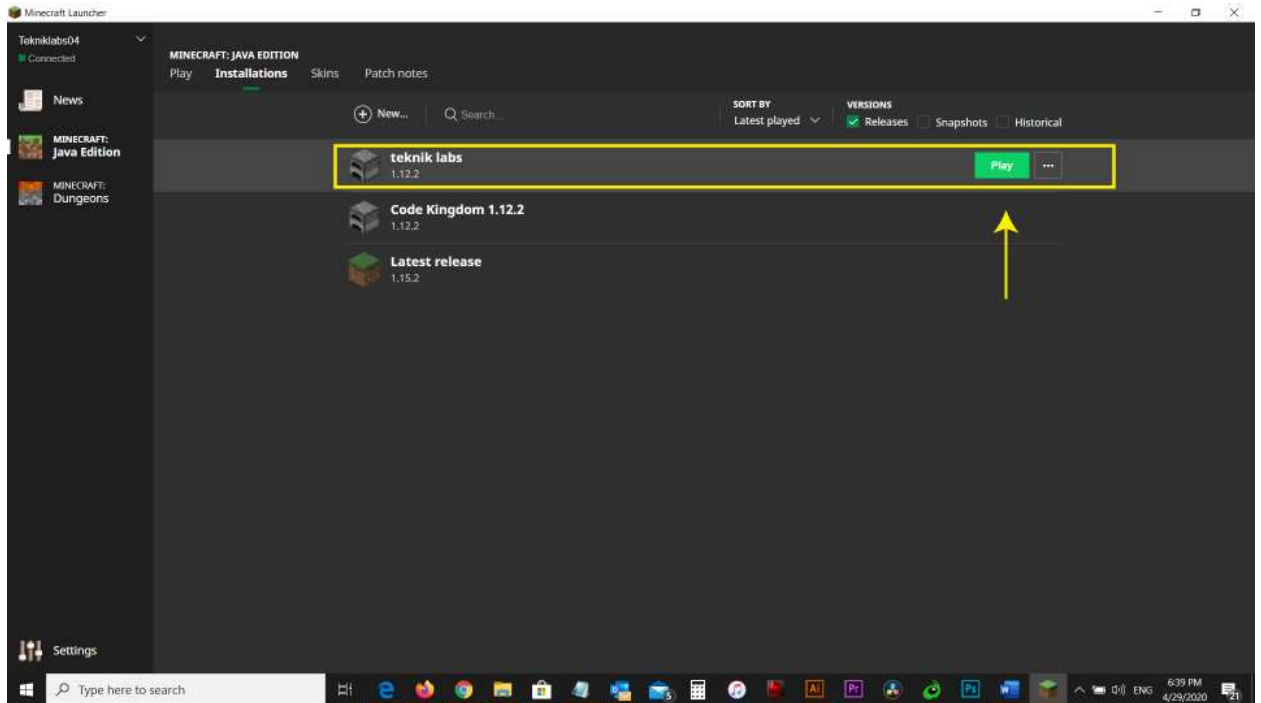
5. Once on the Installations Tab, click on the button **New...**

6. Create a New Installation named Teknik LABS and choose Version: Release 1.15.2, then click on Create (Note: Please disregard the release shown in the image below, as this guide gets updated on a regular basis and the pictures might not reflect the current version. The process is always the same, just make sure to update to the release mentioned in this guide)

7. Once back on the Installations tab click on Play the TeKniK LABS Installation.

8. This should launch the Minecraft JAVA Edition Version 1.15.2 Which is Compatible the Code Kingdoms Editor. The game loads and the following screen should appear:

Code Kingdoms Platform:

1. Download Google Chrome browser here
2. Open a New Tab and go to https://tekniklabs.codekingdoms.com/
3. We will provide the username and password during the first class. Please DO NOT share this information as this will help us keep track of your child's progress and assign or delete new content according to the development of the course.

Zoom Video Conferencing App:

1. Please go to Zoom.us
2. Create a FREE account & download the App to your computer
3. Login with the Zoom Invitation Details provided and please put your **child's name** when joining the meeting so that the other kids can communicate with each other

Your child should be ready to start each class at least 10 minutes prior to the scheduled Zoom meeting with all 3 apps running on the computer. If you have any questions regarding this guide, please contact us as soon as possible at info@tekniklabs.com

COMPUTING SKILLS NEEDED FOR THIS COURSE:

This program is designed for boys & girls ages 8+ because most kids at this age have acquired a minimum set of computing skills that will help them understand and progress throughout the course.

Some children might find basic computing skills a little more challenging than others, but rest assured that by attending this program your child will not only learn how to code, but also sharpen his o her basic computing skills needed for everyday tasks now and in the future. For now, it would be very helpful if you can review some of the following skills PRIOR to the first class so that your child feels more comfortable and adapts better during the first day of class:

Window management:

1. Maximize (Full screen) Minimize and look for minimized app windows either on the task bar or Dock (Mac Computers) Tip: the ALT+TAB (Command+TAB on MAC) keyboard shortcut is very helpful to navigate between apps. Kids that are comfortable doing this will be able to interact more fluently within the 3 needed apps already mentioned.

Browser Management:

1. Address Bar field: Please make sure that your child feels comfortable with accessing the tekniklabs.codekingdoms.com website by locating it on the address bar of their Chrome Browser.
2. Multiple TABS on Browser: During our classes your child should only have the tekniklabs.codekingdoms.com website on his/her browser. Having more TABS open always tends to confuse the children and consume additional computer resources causing the computers to slow down and eve crash during class. Please emphasize on the importance of having ONLY ONE tab open during class.

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3. Usernames & Password Management: It's essential that all usernames and password needed for the 3 beforementioned apps be stored locally and be accessible if needed by our instructors. Sometimes kids lose this information and this ends up being a major waste of time for all students since, in some cases, the instructor needs to reset all login credentials in order to access a specific need like installing a skin on the Minecraft JAVA Game or allowing kids to access their Code Kingdoms accounts.

4. Reload command on Browser: Sometimes web browser apps like Code kingdoms have glitches that don't allow the kids to continue with their coding tasks. Most cases, these glitches are minor and very simple resolved by Reloading the Code Kingdoms page they are working on. Please let your child know how to Reload a page (Reload icon on upper left-hand side of the Address bar or F5 Keyboard Shortcut)

Keyboard and Text Commands:

1. COPY & PASTE commands: When kids are writing CODE and server addresses needed to share and play their MODS, it's very important that they understand how to COPY & PASTE text. This means that they need to understand that by making right click on the mouse or using the Ctrl+C and Ctrl+V (Command+ C, Command+V) keyboard shortcuts; they can save huge amounts of typing time and avoid any possible error by mistyping any command.

2. Volume Mixer (PCs) Please show your child where the Volume Mixer controls can be found on the computer (right click on the bottom right hand corner of the task bar and select Volume Mixer) this way they manipulate the volume of each app independently so they can concentrate and allow other kids to do so as well.

Finally, like stated on your welcoming email. It would be very helpful if a parent/adult can be present during the first day of class. This will be very helpful to solve any technical issues that might arise from having the 3 apps up and running and allow us to explain more about the goals and regular development of each class.

Rest assured that after the first class your child should be more than comfortable with how the program works and what he/she needs to understand to continue progressing. Please don't forget that technology is not perfect, and sometimes when challenges arise the most important thing to keep in mind is these challenges also allow us to trouble shoot and continue the learning path. This is it, now...

...LET'S CODE AND PLAY

AND THANK YOU FOR GETTING TO THE END OF THIS GUIDE!