

MINECRAFT EDUCATIONAL VIDEO ABOUT WASTE MANAGEMENT 2022

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ABSTRACT

The Minecraft Educational Video is a video that aims to allow the public to better understand about Waste Management and improve the knowledge of those who choose to watch it, as well as help the students who are not able to learn through regular methods. The video has easy-to-understand language, engaging visuals to keep the viewer's attention and goes over the area about Waste Management. Making a video, especially this Educational Video, aims to make the public better understand the topic of Waste Management while having the task of making it easy to understand.

Keywords: Educational Video, Waste Management, Minecraft

A. INTRODUCTION

1. Background

This paper is based on the idea of encouraging "Waste Management". Waste has been a real problem for a long time. It severely impacts the oceans, making it dirty, killing animals, and causing corals to rot much quicker. However, it has been much more noticeable in the past few decades as more non-biodegradable products are produced. This is actively affecting the Earth in a negative way, which could majorly affect our future and the generations that come after. Solid waste management is a universal issue that matters to every single person in the world. And with over 90% of waste openly dumped or burned in low-income countries, it is the poor and most vulnerable who are disproportionately affected.

It is crucial that we educate people on the dangers and the effects of waste. This way, more of the population will be aware of the many problems going on in the world. In addition, possibly participate in small changes and practices to create a bigger, brighter and better future.

Education is one of the most important aspects in a human's life, unfortunately many cannot afford for an education. For the people who can, some of those people like to spend more time playing games than be learning in school. This can be due to being easily distracted, lack of attention span, inability to learn through a different method than they're used to, and various other reasons. This is why I chose to produce an educational video using the game "Minecraft", the main reason being the popularity of the game.

Minecraft was released over 11 years ago, being a part of many children's childhoods, a simple yet

thrilling adventures ingrained in memories. For these reasons, it would be much smarter to use Minecraft as a learning experience to learn other means than just playing. Moreover, Mojang, the creators of Minecraft, created "Minecraft: Education Edition", they saw the rising use of Minecraft in some schools and took this opportunity to develop a different style of Minecraft leaning more into the educational side, while still keeping the main foundation of the original game.

2. Base Problem

Based on the background above, the author formulates a problem formulation, some problems found in this research the author has noted includes the product only being in the form of a video. In addition, although the Minecraft is limitless, it is the only source that will be in the video itself.

3. Goals

The end goal of this research is to educate the population, specifically the young and future generation, about waste management. Further motivating the next generation to save the Earth more than we may have ruined it. Thus more of the population will be aware of the waste and the dangers of it, hopefully leading to more contribution to waste management.

B. LITERATURE REVIEW

1 Educational Video

Educational Video is a virtual medium that helps individuals or students in understanding the concepts better with the help of videos. These

videos are known as educational videos. The 21st century kids love understanding the concepts with the help of such videos as they are a more interesting and engaging way of learning. They can be pre-recorded educational videos or live classes in the form of video learning. Such videos not only help the candidates in improving their learning, but the teachers can also experiment with their learning styles and strategies. Such videos are also helpful when the students do not feel like following the traditional method of studying like reading from textbooks, etc.

In the 21st century, many teachers focus on providing such resources to their students. Almost all the teachers in today's times do not have a fixed pattern of teaching. Teachers like teaching using different teaching methods and concepts like video learning etc. Complex topics like plant kingdom or animal kingdom in Science can be made very easy or simple for the students with the help of educational videos.

2 Waste Management

Waste management includes the processes and actions required to manage waste from its inception to its final disposal. This includes the collection, transport, treatment and disposal of waste, together with monitoring and regulation of the waste management process and waste-related laws, technologies, economic mechanisms.

Waste can be solid, liquid, or gaseous and each type has different methods of disposal and management. Waste management deals with all types of waste, including industrial, biological, household, municipal, organic, biomedical, radioactive wastes. In some cases, waste can pose a threat to human health. Health issues are associated throughout the entire process of waste management. Health issues can also arise indirectly or directly. Directly, through the handling of solid waste, and indirectly through the consumption of water, soil and food. Waste is produced by human activity, for example, the extraction and processing of raw materials. Waste management is intended to reduce adverse effects of waste on human health, the environment, planetary resources and aesthetics. The aim of waste management is to reduce the dangerous effects of such waste on the environment and human health. A big part of waste management deals with municipal solid waste, which is created by industrial, commercial, and household activity. Waste management practices are not uniform among

countries; regions, and residential and industrial sectors can all take different approaches.

3. Minecraft

Trying to define Minecraft is difficult. From its early days of simple mining and crafting, so much more has been added that at times it can feel like a completely different game.

In essence, Minecraft is still an action-adventure sandbox title, offering players a limitless world they can explore to their heart's content. It offers an array of different modes, perfect for almost any type of gamer. Are you more of a creative person? You'll likely enjoy the endless playground it has to offer, allowing you to build anything you can imagine. Or perhaps you're looking for more of a challenge. You can try to last in its survival mode, as you battle against the creatures of the night.

There's certainly more to Minecraft than meets the eye, and its blocky appearance makes it seem like a deceptively simple adventure. If you've never played Minecraft — or if you're thinking about returning from a long hiatus — you'll be impressed by how much it has to offer, and the kind of game it has become. Not only has it evolved tremendously since it released, but it also went on to become one of the bestselling games of all time. (www.digitaltrends.com)

C. METHODOLOGY OF PRODUCT DEVELOPMENT

1. Manufacturing Method

The manufacturing method used is to first create a script that will be the foundation of the educational video, this is important as it will be the base of the entire video.

Furthermore, multiple steps are required to produce the video, this includes the visuals that will be used in the application Minecraft, this allows for an easier way to learn for those who struggle.

2. Time and Place of Manufacturing

The manufacture of this product is carried out in a room located in Sukaram, Bandar Lampung. The time of manufacture is carried out in the period from February to March 2022.

3. Product Manufacturing Stages

- a. Creating the script for the voice-over and collecting material to put into the script.
- b. Build the required buildings and visuals in Minecarft.
- c. Record Minecraft visuals using a

- recording software.
- d. Edit the final product using an editing software.
- e. Finish the research report

D. MATERIALS AND DISCUSSION

1. Material

Before starting work, first prepare the following things. What is prepared are:

- 1) Laptop
- 2) Editing and Recording Software
- 3) Minecraft
- 4) Camera
- 5) Microphone
- 6) Internet Connection

2. Discussion

The educational video is a video that informs the viewers of what waste management is. In the video, the author uses the game "Minecraft" as a practical and visual, some notable visuals include waste material and examples of managing waste at home.

It is said in the introduction of the video that by the end of it, the viewer will have learnt the purpose and content of the educational video. Halfway through the video, the video will have contained entertainment but still contain some educational information. The end will contain a summarization of the entire video to recap what the viewer would have learnt. The entire video will be close to 6 minutes.

In addition, the author also provides links and notable reading material at the end of the video for people who want to learn more about waste management. The intentions of this, are to encourage the viewers even more to know about waste management. This increases moral and motivation to start doing better in terms of waste and managing it.

3. Result

After compiling the sources, including the voice recording, sources and additional sounds in the editing software. The only thing left to do is to export the end product which turned out to be 6 minutes long, then uploading it with the title "Explained in Minecraft: Waste Management"

E. CLOSING

1. Conclusion

Based on the things that the author has written; the author comes to a conclusion. The conclusions that the author can make are as follows:

- 1) From this study, the author's insights increased. The author can create an educational video that is useful for children, especially students who find learning from normal learning techniques hard.
- 2) The author gets some new knowledge in the field of waste, especially in managing waste. The author also increasingly appreciates documentarians and educational teachers online for their dedication to obtaining and sharing knowledge with the wider community in the world.
- 3) The author realizes that to share and care for others there is no need to continue about property, territory or knowledge in school. Just sharing positive little things on the internet includes sharing and caring about the common good. One example is the results of the author's research, an educational video that can be taken in by anyone, can be accessed at any time, and of course can help people who want to learn about waste management

2. Suggestions

Suggestions that can help develop this project in the future include:

- 1) Storyboarding a concept of what the final video would look like
- 2) Be more thorough during the research stages so you can go into more detail
- 3) When making a video like this, include more comparisons

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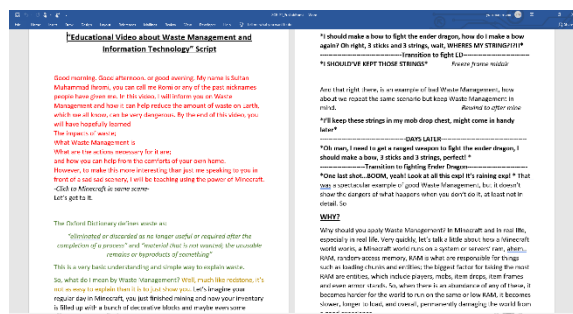
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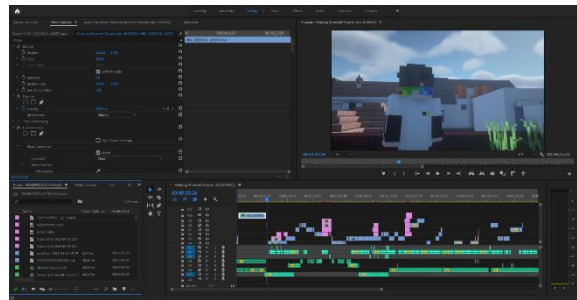
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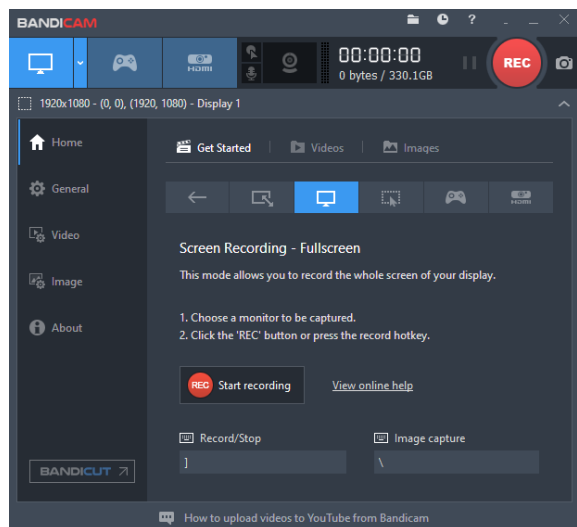
Script using Microsoft Word



The photo of one of the simple visuals taken in Minecraft



Timeline of the end product in the editing software Premiere Pro



Recording software used for the video is Bandicam.

