



**This page is not fully translated, yet. Please help completing the translation.**

*(remove this paragraph once the translation is finished)*

# FAQ for Learning Partners

Here you will find an overview of the most frequently asked questions about Minetest for learning partners (formerly known as teachers).

## Avatar

### How do I change the appearance of my avatar?

To change the appearance of your avatar, click on the icon with the face (appearance) in the inventory. Your current avatar (*skin*) will appear. To change the skin press Change and select a skin you like by left-clicking. With the arrows « and » you could switch between several pages of skins.

## BLOCKALOT

### What is BLOCKALOT?

BLOCKALOT is a platform hosted by the Landesmedienzentrum BW. This tool allows learning partners (formerly known as teachers) to easily explore the use of game-based learning without much technical expertise and without having to set up their own server. Thus, they will be able to join like-minded colleagues on their way into the 21st century.

Users registered on the platform can create up to three so-called BLOCKALOTSpaces (virtual worlds). They may create an unlimited number of accounts for learners if they respect the terms of use. Among other things, they can also set opening hours for the server, so that the learners will not spend half of the night playing because they feel that learning is so exciting.

### How do I get access to BLOCKALOT?

BLOCKALOT is available for public schools, private schools and non-profit educational institutions. All parties involved are obliged to contribute to a smooth operation and need to act in accordance with the [Terms of Use](#).

Teachers, teacher trainees, persons responsible for teacher training and employees of non-profit educational institutions are entitled to use BLOCKALOT.

If you belong to the user group mentioned above, you may register an account on [blockalot.de](https://blockalot.de) and get a free account for educational purposes. In BLOCKALOT you may create up to three virtual worlds, or BLOCKALOTSpaces. In return, we expect you to send us at least one project idea per year and make it available to other interested parties under a free license. Find out more in the Conditions of Participation ([LINK](#)) or contact us directly [Contact \(blockalot.de\)](mailto:Contact@blockalot.de).

Learners are only able to use Minetest servers hosted by the Landesmedienzentrum BW in association

with a teacher or a person equivalent to a teacher. According to the BLOCKALOT [Terms of Use](#), learners' user accounts must be anonymous. When users log onto the server for the first time, they must accept the [Terms of Use](#) of the Minetest server.

You will get more answers to your questions in this wiki or by contacting the team: [Contact \(blockalot.de\)](#)

## Chat

### [How do I send a chat message](#)

Open the chat by pressing „T“ on your keyboard. Put your messages in the now open chat box and press „Return“ to send the message. This message will be displayed to all players who are currently on the server, this means to all learners who are in the BLOCKALOTSpace.

### [How do I write a private message to other players?](#)

To send a private message to another player, click on the mailbox icon in the inventory. A menu will open that shows all personal messages. To write a new private message click on “New”. Similar to an email, you type in the name, the subject and the message. Once everything is filled out, you send the message by clicking on “Send”. It is important that the player's name be spelled correctly. Pay particular attention to the use of capital and small letters.

## Commands

### [How do I run a command?](#)

Enter the commands via text chat. Open the chat by pressing „T“ on your keyboard. Most commands start with a / (*slash*).

### [Where do I find the server commands?](#)

You will find the most relevant server commands under the following link: [Server Commands](#). However, you are only able to use a command if you have the respective rights to do so.

## Contact the Team

### [How do I contact the project team?](#)

You will find details on how to contact the team under [Contakt \(blockalot.de\)](#)

## Fees

### [How much does the use of BLOCKALOT and the Minetest server hosted by the Landesmedienzentrum BW cost?](#)

The use is currently free of charge.

# Game-based Learning

## What does game-based learning mean?

Game-based learning wants to combine learning with what children and teenagers love: games. Game-based learning uses popular games such as Minecraft and Minetest. In order to achieve pedagogical objectives, the learning partners (formerly known as teachers) no longer meticulously prepare each lesson and then teach according to a fixed plan. Instead, they design a project – ideally in cooperation with learning partners from other subjects – that the learners work on with the help of the selected game. Thus, the learners actively help shape the project. In the process, they acquire a wide range of useful skills for the future.

Find more information on the [Website of Landesmedienzentrums BW](#) ☐☐.

You could also watch this talk on game-based learning: [Zurück in die Steinzeit - Fortschritt und Transformation des Lernens durch Rückbesinnung auf das Wesentliche](#). (Keynote #eal21) ☐☐

## GDPR

### Is BLOCKALOT GDPR compliant?

Yes, BLOCKALOT is GDPR compliant. You will find all relevant information in the [Privacy Policy](#).

### Is the Minetest server hosted by the LMZ GDPR compliant?

Yes, the server hosted by the LMZ is GDPR compliant. You will find all relevant information in the [Data Privacy Policy of Minetest](#).

## Getting Started

### How do I get started?

To get a first impression, you might like to read our booklets that give you basic information about technology and pedagogy. You will find them here: [BLOCKALOTStories](#)

We also provide orientation, training and guided building sessions on a regular basis. During these meetings, you can also exchange ideas with colleagues. You will find the dates in our BLOCKALOTLab calendar on the BLOCKALOT website: [BLOCKALOTLab](#) If you have an idea, but do not know exactly how to implement it, we also provide individual meetings and, if necessary, pedagogical and/or technical support. In this case, please contact us by email: [minetest@lmz-bw.de](mailto:minetest@lmz-bw.de) You may also get inspired by our growing number of project ideas and learning adventures. We provide select BLOCKALOTAdventures as templates in BLOCKALOT. Here you will find an overview: [BLOCKALOTAdventures](#)

===== Letter to Parents =====

### Is there a template for a letter to parents?

We are currently revising our parent letter template. If you need information for communication with

parents, please contact the team: [Contact \(blockalot.de\)](https://wiki.blockalot.de/en:intern:faq:lehrkraefte)

===== Minecraft =====

### [Why should I not just use Minecraft?](#)

Minecraft is an open-world game that was released in 2009. Minecraft became famous particularly for its blocky look. The entire game world consists of three-dimensional blocks. Everything you see can be taken down and rebuilt. Thus, Minecraft offers its players boundless freedom for self-realization. Players can build anything they can imagine, while at the same time exploring a huge world and constantly making new discoveries and experiences. This innovative game concept has made Minecraft one of the most successful computer games of all time. However, it belongs to Microsoft, an American corporation. On the one hand, this means that Minecraft has to be paid for. On the other hand, there are certain privacy concerns – especially for minors. Above all, these concerns are taken very seriously in public education. Minetest is based on the basic principles of Minecraft. However, unlike Minecraft, the game is open source-based and thus entirely free to use. You only need a server. This comes along with costs. Since Minetest itself is for free and a server can be rented for a relatively low price, educational institutions of all kinds have now turned to the game.

===== Minetest =====

### [What is Minetest?](#)

Minetest is an open-source game engine that can be customized with the help of modifications. That is to say, Minetest is an open world game in which you can customize the game world to your liking. It is also often simply referred to as a free open-source alternative to Minecraft, although it is actually much more. The game experience can be easily customized by modifying it with the easy-to-use LUA coding language. Whether in adventure or creative mode, the focus is always on collaborative building and the creative experience of the open game world. Worlds can be created, stories visualized, problems solved or coding can be explored. Please find more information about Minetest on the official website: