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MINECRAFT AND IS : A WINNING COMBINATION FOR EDUCATION

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"An Information systems are formal, sociotechnical, organizational systems designed to collect, process, store, and distribute information. [...] The four components of an IT-based information system are IT, people, process, and structure" (Piccoli, 2012)



SICRAFT

1. WHAT IS SICRAFT ?

An information system training platform based on the connection of the videogame Minecraft and the open source enterprise resource planning (ERP) Dolibarr.



The screenshot shows a Dolibarr ERP software interface. The top navigation bar includes links for Accueil, Tiers, Produits, Commercial, Compta/Tresor, Banques/Caisse, GRH, Documents, and Minecraft Inventaire. The main window is titled 'Entreposé' and shows a list of items in the 'EntreposéMineCraft' virtual warehouse. The items listed are: WOOD_PLATE (64 units), BEDROCK (56 units), SAPLING (57 units), WOOD (75 units), COBBLESTONE (96 units), BROWN_MUSHROOM (61 units), RED_ROSE (64 units), DIRT (74 units), and SANDSTONE (28 units). The interface includes various buttons for managing stock levels and transfers.

2. OBJECTIVES:

We aim at creating an innovative and low cost training platform, which could facilitate the teaching (and learning) of Information System's major dimensions, both on a theoretical and practical aspect.



3. OUR TEAM

The project associates two groups of students from ESIAG-MIAGE (engineering school of université de Paris-Est Crétel) and IAE Gustave Eiffel (business school).

Engineering students are in charge of the technical dimensions of the project, whereas business students are in charge of its management, according to the Agile Method.

With this project we are aiming to bring innovation in learning further. We deeply believe that games are a powerful, motivating and playful medium through which we can learn most of the soft skills required nowadays in organisations.