



HAL
open science

Minecraft and I.S.: A winning combinaison for education

Philippe Lépinard, Charlotte Albessard, Julie Conrard, Nhat Tuong Va Duong, Zouhair Hajji, Ji Na Hang, Gilles Lohez, Mehdi Messoussi, Baptiste Sarda

► **To cite this version:**

Philippe Lépinard, Charlotte Albessard, Julie Conrard, Nhat Tuong Va Duong, Zouhair Hajji, et al.. Minecraft and I.S.: A winning combinaison for education. Virtual reality international conference, May 2016, Laval, France. hal-02612402

HAL Id: hal-02612402

<https://hal.science/hal-02612402v1>

Submitted on 19 May 2020

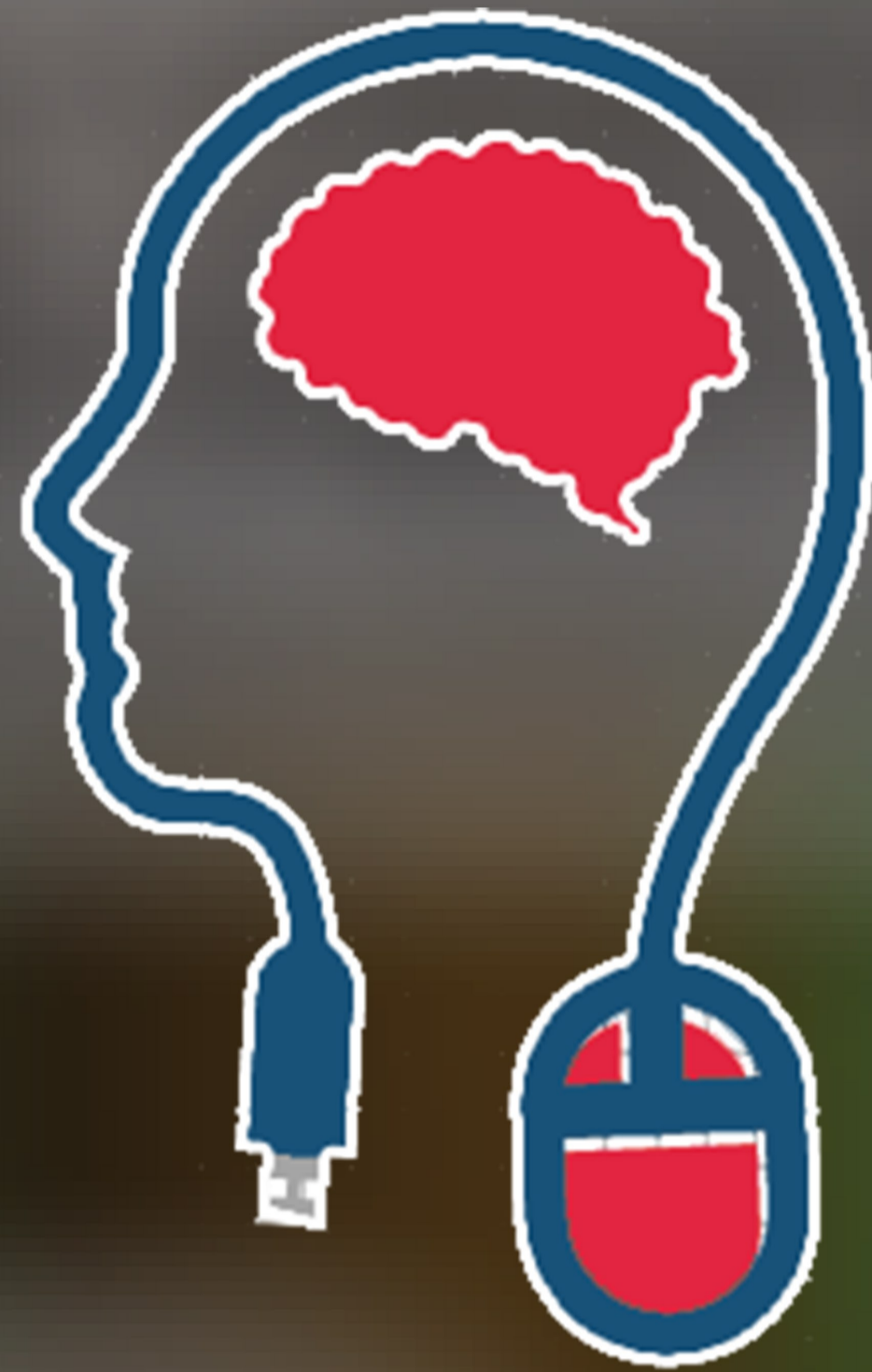
HAL is a multi-disciplinary open access archive for the deposit and dissemination of scientific research documents, whether they are published or not. The documents may come from teaching and research institutions in France or abroad, or from public or private research centers.

L'archive ouverte pluridisciplinaire **HAL**, est destinée au dépôt et à la diffusion de documents scientifiques de niveau recherche, publiés ou non, émanant des établissements d'enseignement et de recherche français ou étrangers, des laboratoires publics ou privés.

MINECRAFT AND I.S. : A WINNING COMBINATION FOR EDUCATION

Philippe Lépinard
Université-Paris-Est, IRG (EA 2354), UPEC-UPEM, F-94000, Créteil, France
Virtual reality international conference 2016

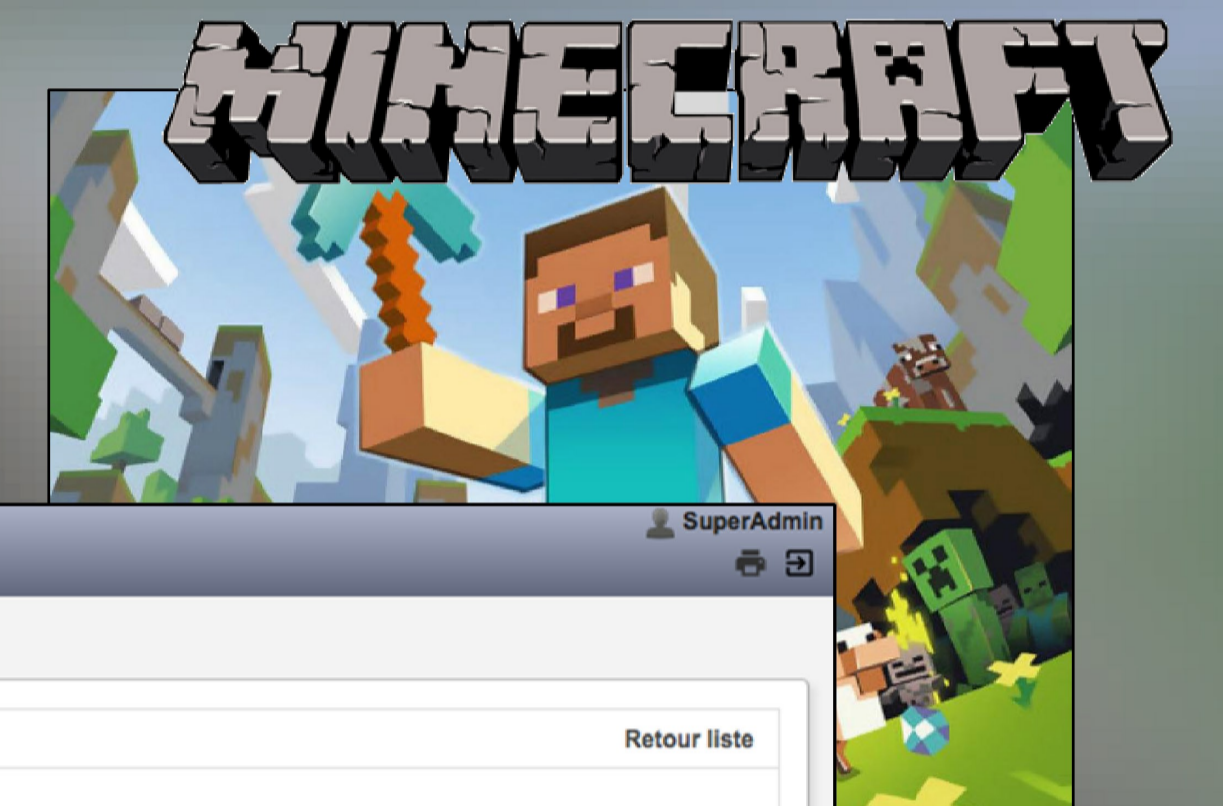
"An Information systems are formal, sociotechnical, organizational systems designed to collect, process, store, and distribute information. [...] The four components of an IT-based information system are IT, people, process, and structure" (Piccoli, 2012)



1. WHAT IS SICRAFT ?

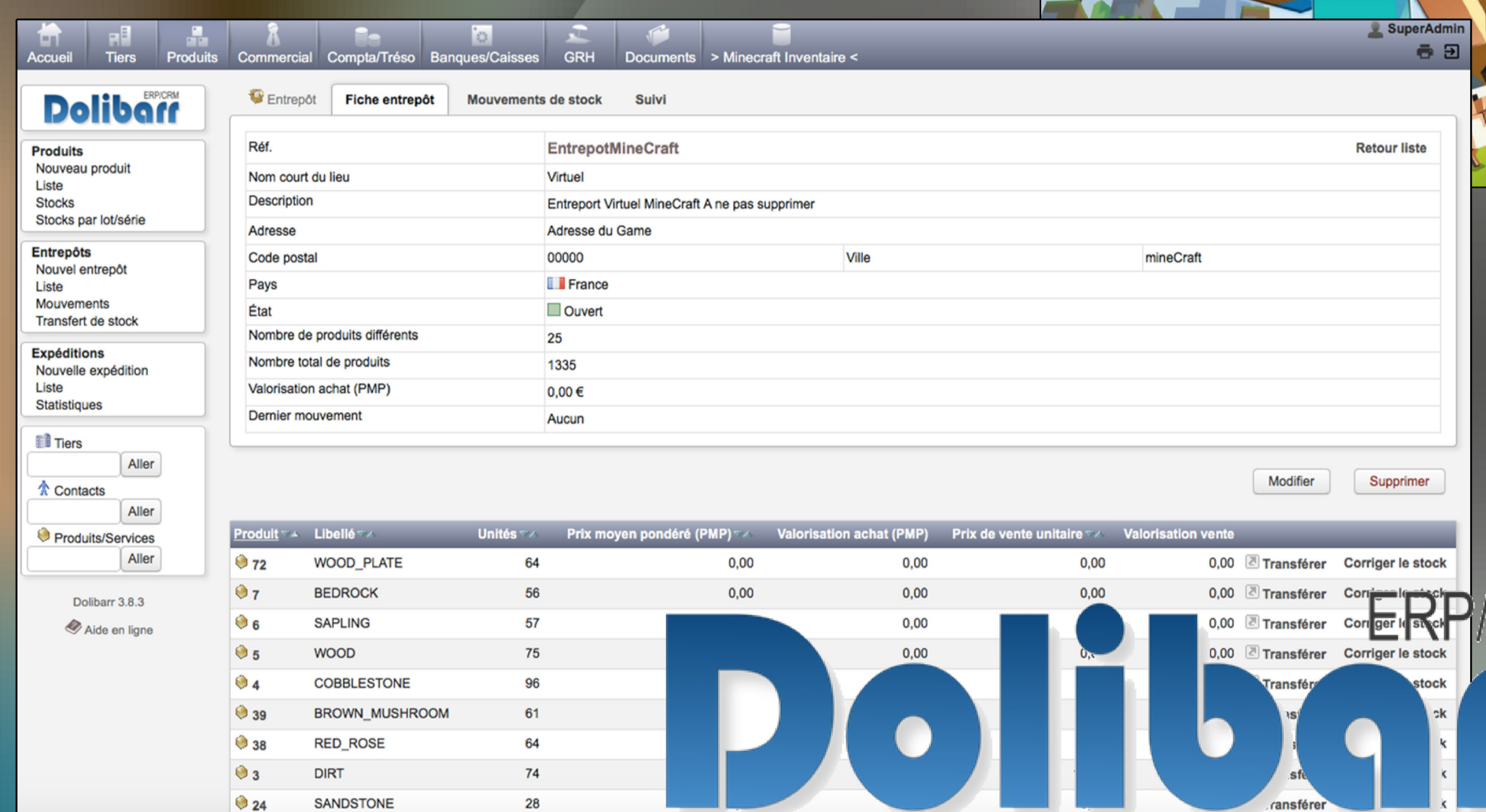
An information system training platform based on the connection of the videogame Minecraft and the open source enterprise resource planning (ERP) Dolibarr.

SICRAFT



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.



Dolibarr



3. OUR TEAM

The project associates two groups of students from ESIAG-MIAGE (engineering school of université de Paris-Est Créteil) 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.

UPEC
Connaissance - Action

iae Gustave Eiffel
ÉCOLE DE MANAGEMENT

MIAGE
ESIAG - École Supérieure d'Informatique Appliquée à la Gestion

GamiXlab

Charlotte Albessard - Julie Cornard - Nhat Trung Va Duong - Zouhair Haggi - Ji Na Haang - Gilles Lopez
Mehdi Messoussi - Baptiste Sarla