

ABSTRACT

This bachelor's thesis aims to explore how children of younger school-age play Minecraft. Through the method of unstructured interview, it explains the immense popularity of the game amongst its younger players and describes how they make use of what the game allows them to do. The thesis presents Minecraft as a combination of multiple games through which it is possible to dynamically switch. Further it describes how the game is able to imitate the structure of psychological development which takes place in the younger school-age.

KEYWORDS

game, videogame, traditional children games, younger school-age, Minecraft