

# 4th Online article



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**Co-funded by  
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## REVISION HISTORY

Version	Date	Author	Description	Action	Pages

(\*) Action: C = Creation, I = Insert, U = Update, R = Replace, D = Delete

## REFERENCED DOCUMENTS

ID	Reference	Title
1	KA220-SCH-38F5DEFC	SELsMINE Proposal
2		

## APPLICABLE DOCUMENT

ID	Reference	Title
1		
2		

Fourth article:  
Project outcomes

In the latest phases of the SELSMINE project, significant steps have been taken towards integrating social-emotional learning (SEL) into the Minecraft game environment.

After months of painstaking work and multiple meetings, including the last face-to-face meeting in Bulgaria, the project has successfully designed scenarios in Minecraft specifically created to foster social-emotional skills. These scenarios act as dynamic environments where students can actively participate and cultivate vital social and emotional competencies.

Drawing on ideas from the evidence-based manual developed earlier in the project, the SELSMINE team has formulated lesson plans to accompany these scenarios in Minecraft. These plans allow educators to easily implement SEL-centered activities in their classrooms, merging the digital and academic worlds.

The heart of the achievement lies in the last major project outcome: a Minecraft world game tailored to the developmental needs of elementary school children. This innovative game is not only an attractive pedagogical tool, but also serves for the development and assessment of crucial competencies in young learners: social-emotional competencies.

The SELSMINE team highlights the transformative potential of this game. It is not simply a technological product, but a manifestation of the collective expertise and dedication of each project partner. By fusing the engaging universe of Minecraft with evidence-based educational strategies, SELSMINE aims to redefine the way social-emotional learning is approached in classrooms.

As the project nears completion, the SELsMINE team reflects on the journey, a journey marked by collaboration, innovation, and a shared commitment to improving education. The Minecraft scenarios and accompanying lesson plans are poised to leave a lasting impact on the educational landscape, offering a unique and effective approach to cultivating essential social-emotional skills in the next generation.

The SELsMINE project stands as a testament to the power of interdisciplinary collaboration, demonstrating that, even in the digital realm, the marriage of technology and education can create pathways for holistic student development. As the final chapters unfold, the SELsMINE team eagerly anticipates the wider implementation of their work, confident that the Minecraft-based game will not only entertain but enrich the educational experience for countless young people.

It is a project driven by six European partners: DANMAR Computers, Asserted Knowledge - AKNOW, ATERMON, Digicult, NART - National Association of Resource Teachers and the University of Valladolid - UVa.

For more information about the SELsMINE project, visit its official website: <http://selsmine.erasmus.site/>.