



Co-funded by the  
Erasmus+ Programme  
of the European Union

Project Index: 2022-1-IE01-KA220-SCH-000089856  
Project Acronym: AstronoMine  
Project Full Title: Learning Astronomy through Minecraft

## **Press release – Astronomine Project Update:** **Development of Three Unique Minecraft Education** **Worlds**

March 2024

The AstronoMine project, an innovative initiative funded by the Erasmus+ Knowledge Alliances programme, is excited to announce a significant milestone in its journey to transform STEAM education. This month, we are proud to reveal the alpha versions of three distinct AstronoMine worlds within Minecraft Education, designed to captivate and educate students about the wonders of astronomy. These alpha versions will not be released publicly at this stage. Instead, they will undergo an internal testing process by our consortium partners.

In addition to internal testing, a select group of schools across Europe will have the exclusive opportunity to experience and provide feedback on these Minecraft worlds. This external testing phase is vital for gathering insights and understanding the practical application and impact of these educational tools in a real classroom setting.

These Minecraft worlds, developed through a collaborative effort of our consortium, are crafted to offer an immersive and interactive learning experience. Each world is tailored to different aspects of astronomy, ensuring a comprehensive educational journey for students aged 10-12 years. The worlds are intricately designed to not only align with the Teachers' Manual but also to provide a practical application of theoretical knowledge in a fun and engaging manner.

In April 2024, our consortium will gather in Greece to refine these worlds both technically and educationally. This meeting aims to polish the first versions of the Minecraft worlds, ensuring they meet our high standards for educational content and user experience. Post this intensive review and improvement phase, we will embark on the crucial task of translating these worlds into several languages, thereby widening our reach and impact across Europe.

The AstronoMine project is committed to leveraging technology to enhance educational experiences. The development of these Minecraft worlds marks a pivotal step in our journey to make learning about astronomy not just informative but also engaging.

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



Co-funded by the  
Erasmus+ Programme  
of the European Union

For further information about the AstronoMine project and our upcoming developments, please visit our website:

<http://astronimine.erasmusplus.website/>

Contact:

Daithí Ó Murchú, Project Coordinator  
Drumcondra Education Centre (Ireland)

[domurchu1@gmail.com](mailto:domurchu1@gmail.com)