Exploring social regulation in Minecraft

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When teachers introduce virtual worlds such as Minecraft to a classroom, they need a detailed understanding of how student behaviour and socialisation will be regulated. Collaboration demands an interplay between self and social regulation; that is, the ways in which individuals plan, monitor, act upon and evaluate their own behaviours and influence others. Social regulation equally has a role in collaborative creative expression, with the individual mediating and justification of their expression within the context of being a member of a broader group.