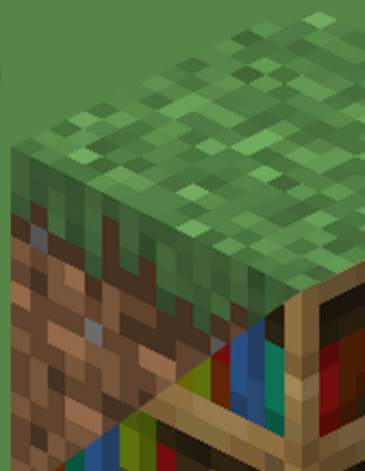


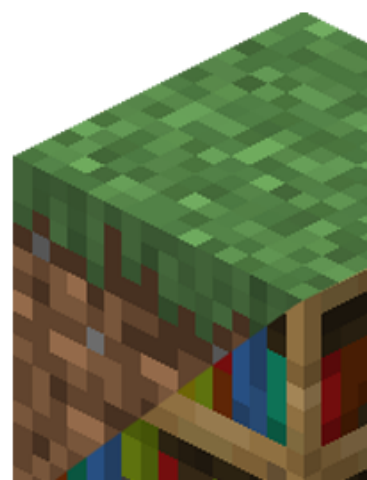


2020 LIBRARYCRAFT ANNUAL REPORT



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ABOUT US



LibraryCraft is a West Australian based Minecraft Server for Java and Bedrock edition players aged 7 to 17 years old, operated by a group of 26 WA local governments.

What began as a local server for the Fremantle Library's CoderDojo participants has grown into a unique statewide experience that includes both Survival and Creative modes, competitions, minigames and more.

It is an opportunity for players to stretch their minds and creative abilities, build new friendships, strengthen old ones and have fun in a safe and moderated environment.

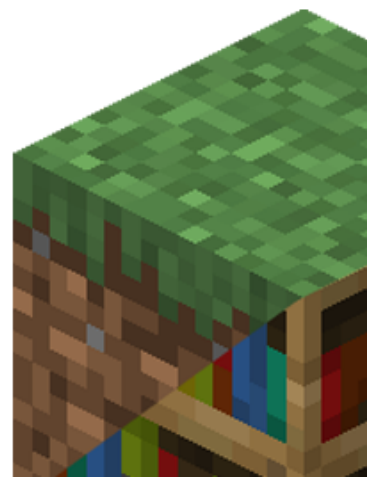
“The best server I've found this year, equal best for my favourites of all time...”



VISION & MISSION



To provide a safe, friendly and moderated online environment for young WA Minecrafters, full of inspiration, creativity, fun & friendships.



OUR PARTNERS

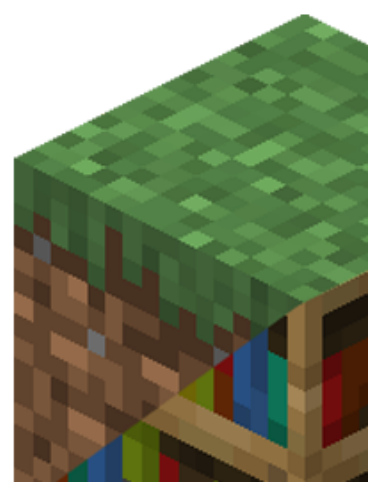
LibraryCraft is funded and promoted by the following WA councils:

FINANCIAL PARTNERS

- City of Fremantle
- City of Canning
- City of Bunbury
- City of Busselton
- Town of Victoria Park
- City of Melville
- City of Kalamunda
- City of Wanneroo
- City of Albany
- Shire of Dandaragan
- Shire of Wongan-Ballidu
- City of Stirling
- City of Belmont
- City of Gosnells
- City of Cockburn
- Shire of Murray
- City of Joondalup

PROMOTIONAL PARTNERS

- City of South Perth
- City of Geraldton
- Town of Cambridge
- City of Armadale
- Shire of Carnarvon
- Shire of Derby West Kimberley
- Shire of Harvey
- City of Kwinana
- Town of Bassendean



OUR TEAM



JOHN GEIJSMAN (JOHNSANGEezo)

Server Owner

Early Childhood Programs Officer
City of Fremantle



KIRSTY LIGHTFOOT (LIGHTKLIBRARY)

Moderator / Admin Support

Youth Services Librarian
City of South Perth



VINEMON

SuperModerator

Volunteer



JONATHON DYER (JONOD_92)

SuperModerator

Library Officer
City of Bunbury



DUCKY_GIR

Moderator

Volunteer



MICHAEL FRASER (SITHMINION)

SuperModerator

Librarian eServices
City of Busselton



ACE_ARRO

Trainee Moderator

Volunteer



TOM HASTE (TOMHASTE)

Competition Judge

Youth Programs Officer
City of Cockburn



EP1METHEUS

Competition Judge

Volunteer



FLUKEYLUKEY77

Competition Judge

Volunteer



JACKPOT6969

Competition Judge

Volunteer

BY THE NUMBERS

WHITELISTED

283 (39 councils)

TOTAL PLAY TIME

1 year, 2 months, 2 weeks

COMPETITION ENTRIES

180

SERVER COST PER HOUR

.22c

*See p9

DISCORD SERVER MESSAGES

88,793

COST PER PLAYER

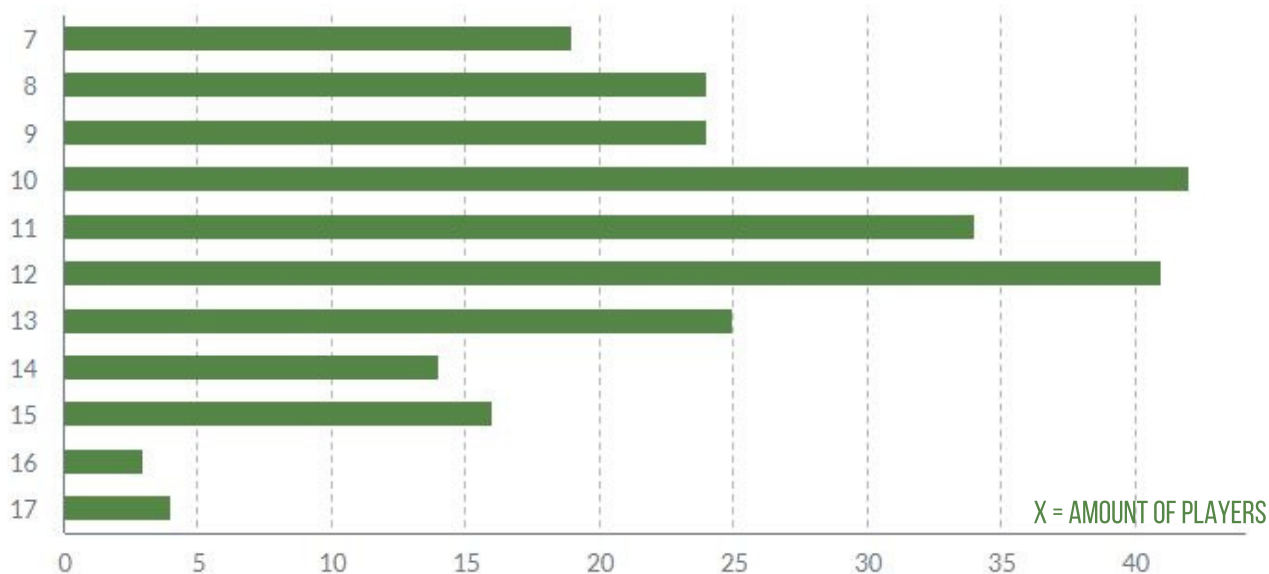
.60c

*See p9

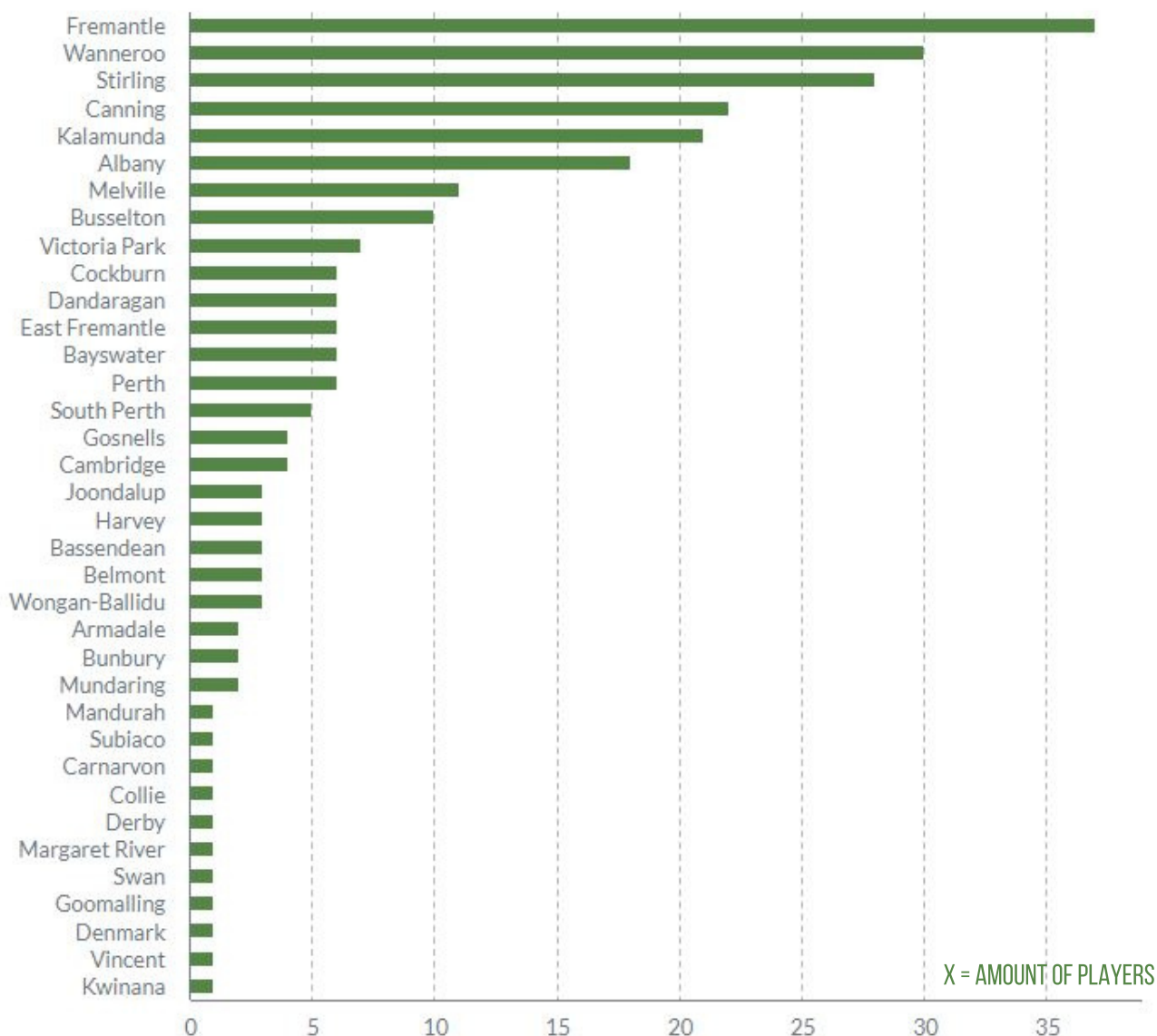
WEBSITE PAGEVIEWS

23,070

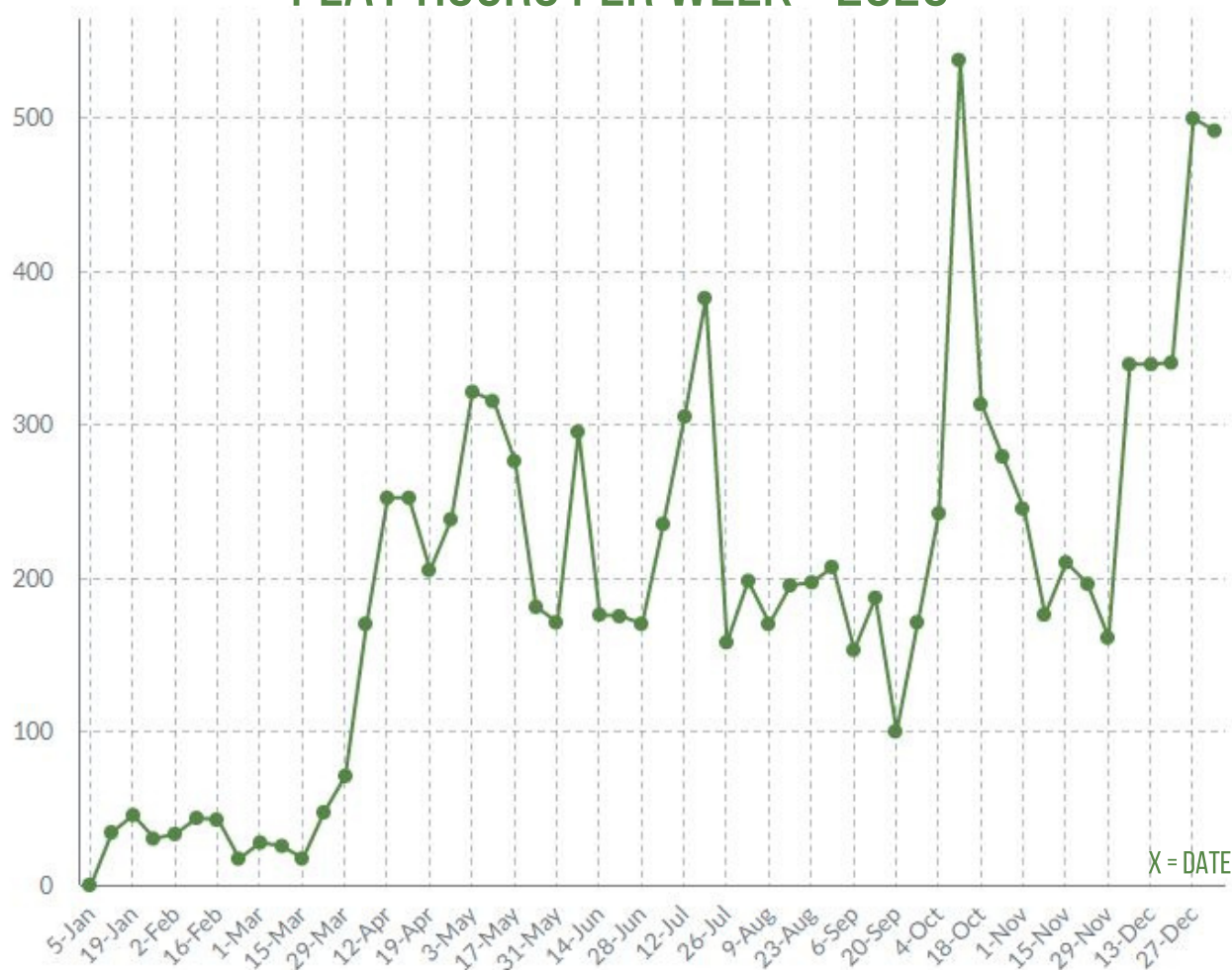
AGE OF WHITELISTED PLAYERS



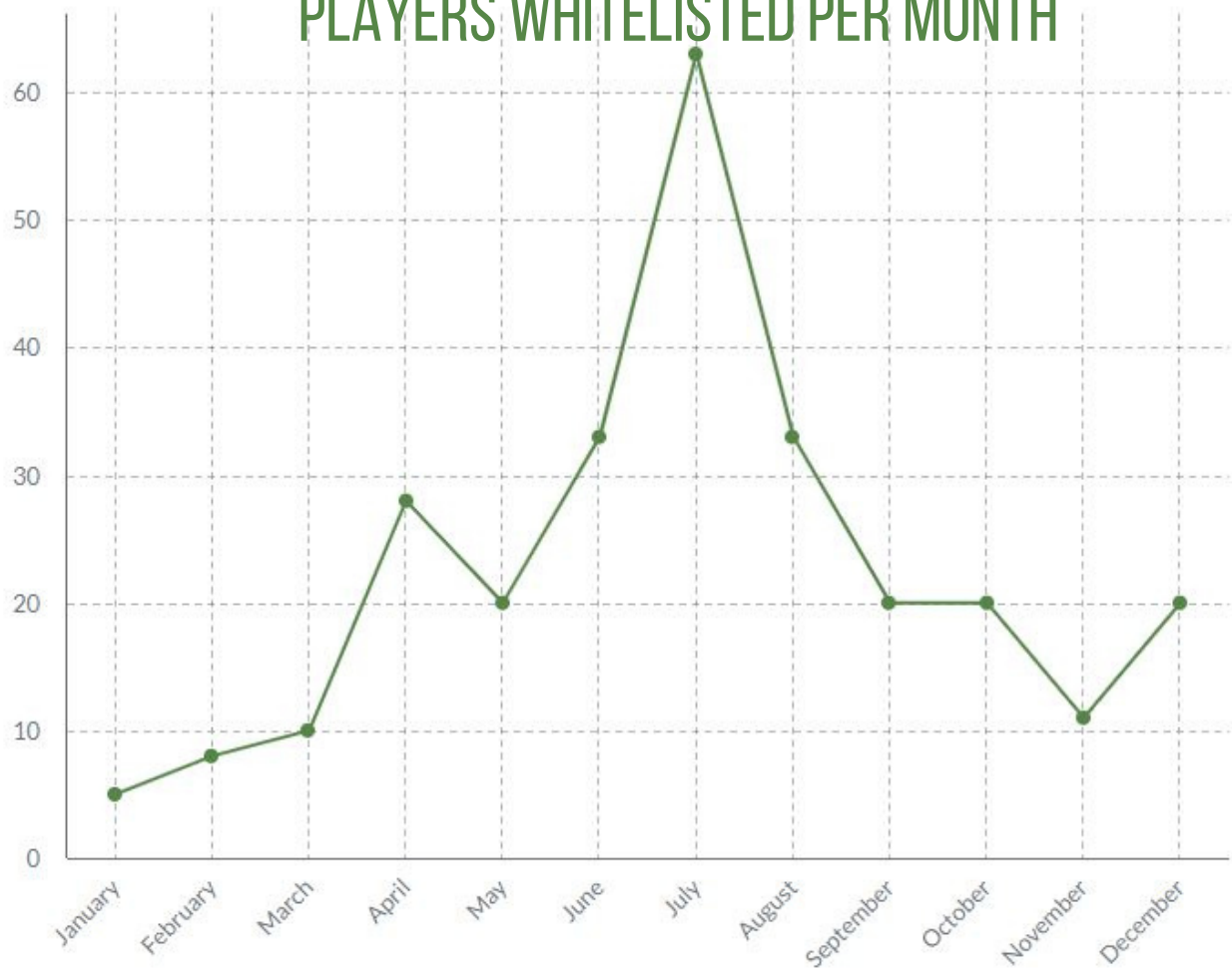
WHITELISTED PLAYERS BY COUNCIL



PLAY HOURS PER WEEK - 2020



PLAYERS WHITELISTED PER MONTH



VALUE

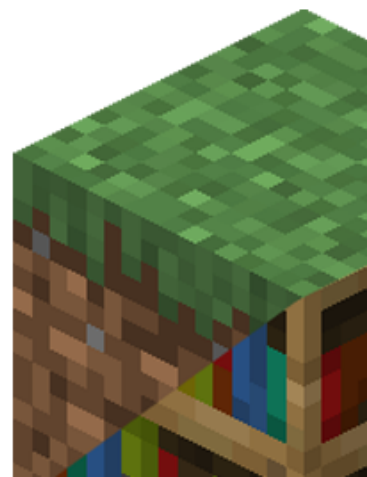


Value is calculated using a Cost Per Hour formula:

$$\text{Cost} / \text{hours of play} = \text{Cost per Hour}$$

Taking the server's expenditure and the total hours of play for 2020 the server represents excellent value at only **.22c per hour**.

Cost per player is based on the cost to purchase the game and the average hours played per per person which equates to **.60c per hour**.



COVID-19



It's the most fun I've had...it promotes education and is the best fun I've had during the entire pandemic.

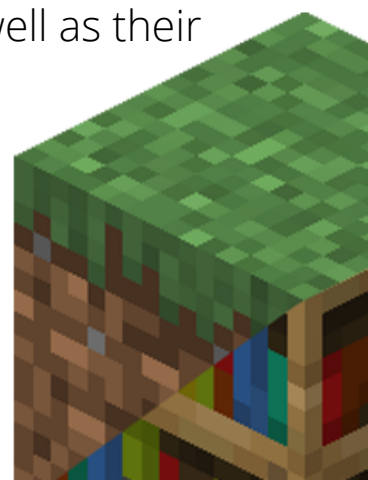
When libraries and schools across Western Australia were forced to close their doors in response to the COVID-19 pandemic, isolation was a key issue.



Travel was restricted and people had to find ways to connect without leaving the house. LibraryCraft proved to be a valuable resource for families in mitigating the isolation and associated impacts for young people by bringing them together, regardless of their location in WA, in a familiar and comfortable game setting.

Players were able to share their experiences during the pandemic, have a greater understanding of other people's circumstances as well as their own, and create deeper connections with new friends.

Collaborative projects were available for players to engage in working together towards a common goal, and this has been seen throughout the rest of the year.

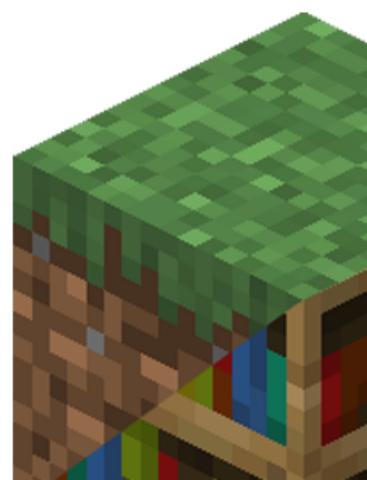


TESTIMONIALS

Librarycraft is a server like no other. It is a place where everytime you log on you will be guaranteed not to run into any hackers, griefers or toxic people. Instead, it is a place where you will find a welcoming community, extremely kind players and Minecrafters of all levels and ages that you can actually interact and get to know. LibraryCraft is an amazing server and the moderators have done a great job.

A great learning platform for kids.

LibraryCraft has really been a great experience. when I joined I had only recently started playing Minecraft Java, so joining LibraryCraft was something special. When I joined there were only a few players online and they each individually asked if I need any help getting around the server. During the COVID-19 pandemic I saw lots of new players joining and that's when I think LibraryCraft started to get bigger as a community and a server.



HIGHLIGHTS



Each player on LibraryCraft has been really nice to each other and really helpful.

NEWSURVIVAL - 1.16 MAP



Survival mode means players must collect resources, build structures, battle mobs, eat, and explore the world in order to survive. When Minecraft updated to 1.16, a new Survival map was released on the server. The first day of the map being available saw the Ender Dragon being beaten in LibraryCraft record time - 4 hours.

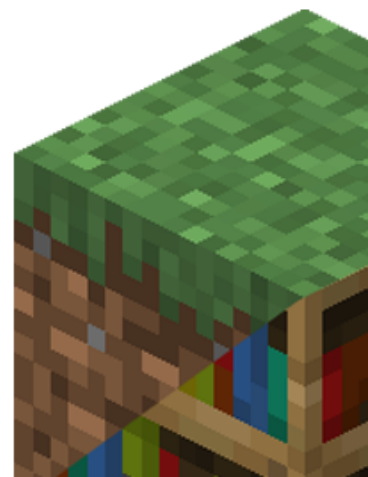
PLAYER GROWTH

Over the year, the moderator team have noticed substantial growth in not just the players' building skills, but also development leaps in their creativity, problem solving, communication skills and support for each other. The regular use of the chat function in game has allowed players to practice their typing and grammar, and all have fed in to helping each other learn new words or skills, whether in game or out.

BEDWARS TOURNAMENTS



The goal in BedWars is to eliminate the opposition's bed so players are unable to respawn after death. Each school holidays a BedWars tournament series is held. The two competitions, 1v1 and 2v2, are highly popular with players battling it out to take home the JB HiFi voucher prizes and bragging rights on the server.



HEAD GAMES SEASON 1

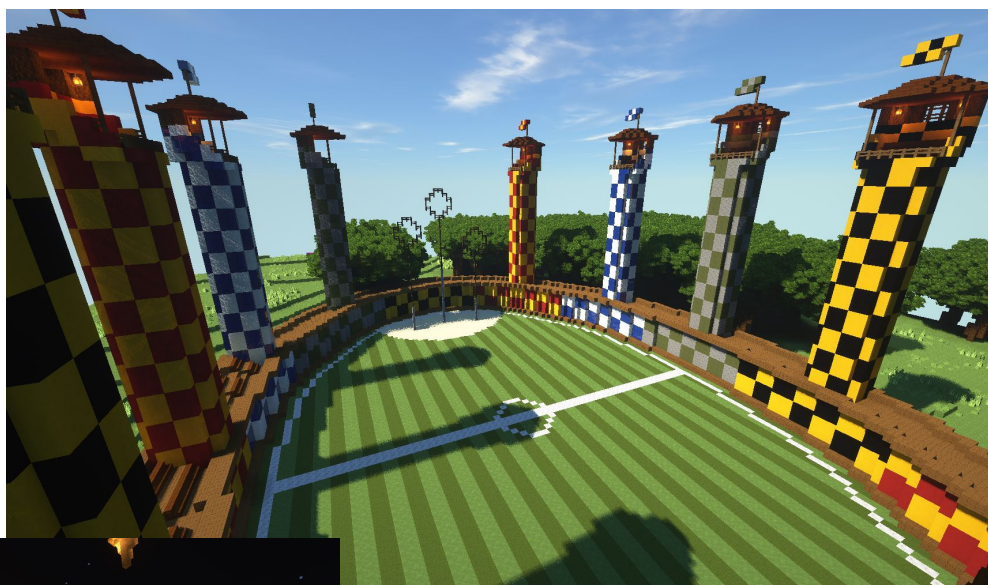


Each mob in game (sheep, cows, skeleton etc) has a chance to drop it's head on death. These heads are collected and submitted in the Head Games! Season 1 wrapped up in November and was a big success - Season 2 has just begun on NewSurvival with a record amount of competitors.

LIBRARYCRAFT

PROJECT WORLDS

Players are able to apply for a private world to build large scale projects, either solo or with a team. We've seen some amazing projects so far, including BedWars maps, and a full Hogwarts School!

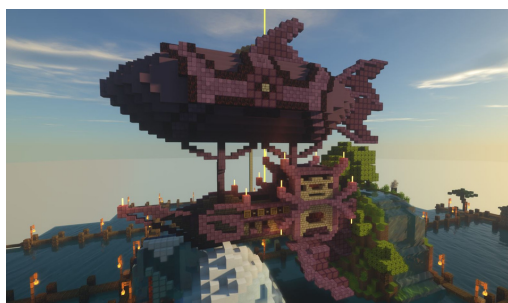


JANUARY - DECEMBER 2020

COMPETITIONS

The **Emerald Points Creative Competition** is the overarching structure for the monthly themed Creative competitions. The top three builders each month receive Emerald Points - 15, 10 and 5 respectively, with the top three at the end of the season getting the main prizes. Each month in-game currency is also given to the top three. There are two seasons per year, with 2020's seasons running from April to July, and August to December. 2021 will return to six month seasons.

APRIL - SHIPS



1st: _xDedukKingXx_
2nd: toothless_spy
3rd: IcyDragon27

JUNE - WINTER



1st: Xx_Aidan_xX
2nd: _xDedukKingXx_
3rd: Tapukoko888

MAY - TREEHOUSE



1st: Tapukoko888
2nd: _xDedukKingXx_
3rd: EvaLPS

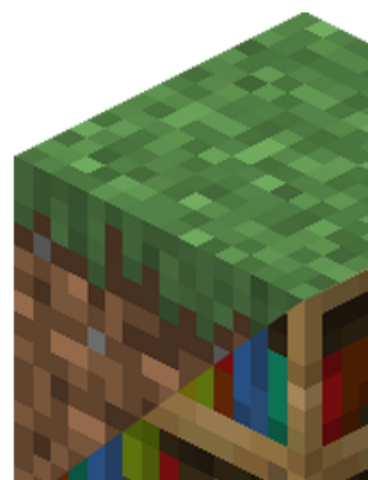
JULY - GATES



1st: ShaesWings
2nd: Minxinspace
3rd: Arsomegirl

SEASON 1 RESULTS

1st: _xDedukKingXx_
2nd: Tapukoko888
3rd: Xx_Aidan_xX

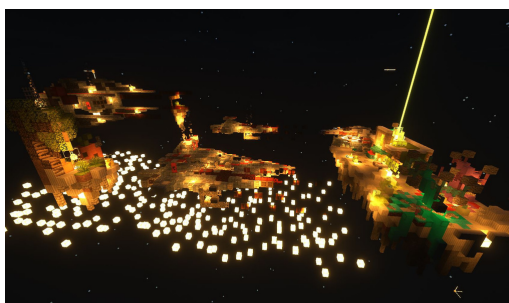


AUGUST - UNDERWATER BASES



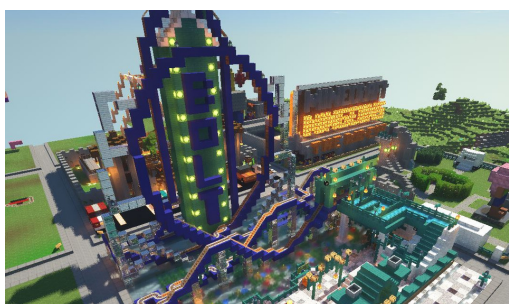
1st: Cram__
2nd: xzw4
3rd: SpeedCat998

SEPTEMBER - SPACE



1st: JtripleM
2nd: DexterouzDingo
3rd: MindofCamo

OCTOBER - AMUSEMENT PARK



1st: JtripleM
2nd: Crazycollie1205
3rd: _frankie8

NOVEMBER - SEA MONSTERS



1st: JtripleM
2nd: DexterouzDingo
3rd: Countdodododo

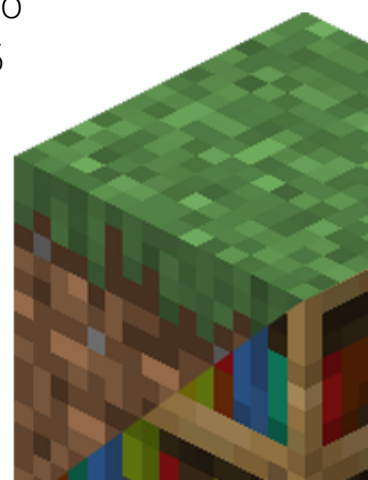
DECEMBER - CHRISTMAS



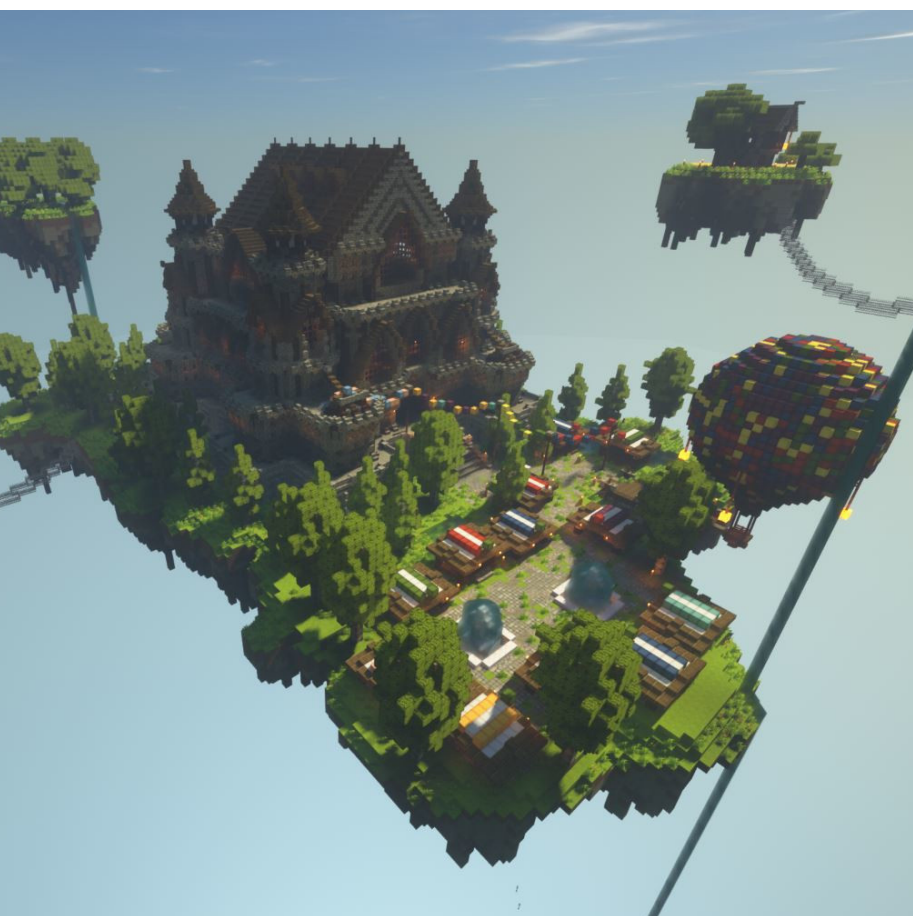
1st: Crazycollie1205
2nd: DexterouzDingo
3rd: JtripleM

SEASON 2 RESULTS

1st: JtripleM
2nd: DexterouzDingo
3rd: Crazycollie1205



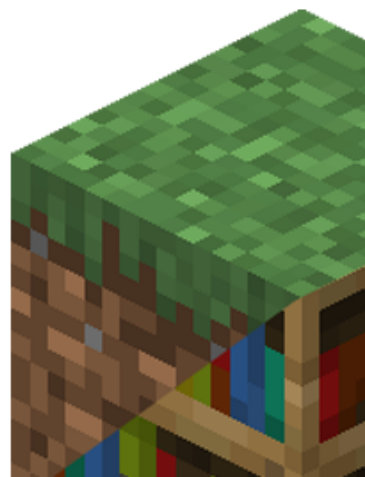
MEDIA



Getting to help out in the LibraryCraft community and making new friends has been awesome!

LibraryCraft was mentioned in the following articles and websites during the year, as well as numerous promotions through Facebook.

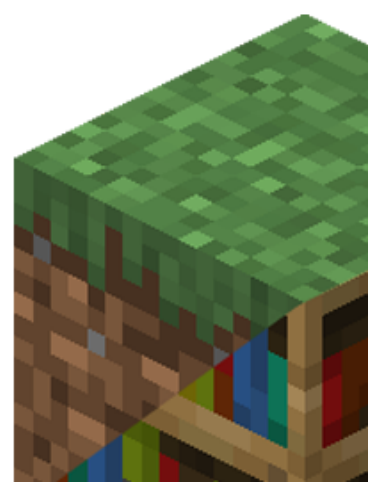
- LibraryCraft - Online Event; [newCardigan GLAM Professionals Group](#)
- LibraryCraft – how the COVID-19 pandemic led to the growth of the WA libraries public Minecraft server; [Digital Library Perspectives Journal](#)
- LibraryCraft; [Act Belong Commit website](#)
- LibraryCraft: Minecraft Server for kids aged 7-17; [Connect In Canning website](#)
- From lockdown to block town: Local libraries serving Minecraft to kids; [Scitech - Particle website](#)



FUTURE PLANS

2021 will prove to be an exciting year for LibraryCraft. All of the Monthly Competitions have been planned and set, and the team are excited to see what players submit. The moderator team have seen a noticeable increase in skill with building since April, and the two 2021 seasons will be sure to let the players test their skills.

LibraryCraft will be celebrating National Science Week 2021, after a highly successful competition in August last year. There will also be special STEAM based competitions each quarter during the Monthly Competitions, where themes will be based around the STEAM concepts (Science, Technology, Engineering, Arts and Maths). Extra prizes will also be offered during these months, thanks to the generosity of our Local Government partners.



FINANCIAL STATEMENTS

Based on 2020/21 Financial Year

INCOME

Local Council Contributions	\$2,800.00
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EXPENDITURE

Server Hosting	\$931.08
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Website Hosting and Domain	\$120.00
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Competition Prizes	\$1288.00
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Total	\$2,419.08
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Current available funds	\$380.92
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