## Welcome to Minecraft: Education Edition!

We are thrilled that your teachers and students will soon be teaching, learning, and innovating with Minecraft: Education Edition (M:EE)! To ensure your teachers and students start teaching and learning as quickly as possible, we've put together a step-by-step guide to deploying M:EE for our volume licensing customers.

Successful M:EE deployments includes five key steps:

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<td><strong>1. Plan</strong></td>
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<td>Determine the goals for your school, district, state, or ministry’s adoption of M:EE.</td>
<td>To play, each user (teacher or student) requires a license which allows them to play the game on any computer with the software installed. An IT admin will need to assign licenses to the appropriate teachers or students. Office 365 (O365) licenses are required for login.</td>
<td>Next, the software must be installed on the appropriate devices. The software can be installed for free on any Win10 or macOS device with system management software or manually.</td>
<td>Teacher training is pivotal to a successful deployment. In-person, train-the-trainer, and online options are available.</td>
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<td>Consider desired user scenarios, timeline, and ensure basic technology requirements are met. Plan to ensure communications &amp; professional development are ready when needed.</td>
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**Get Support**

Know where to go if you need help.
Planning Guide

Goals & Metrics

- What are your goals for adopting Minecraft: Education Edition?
- How will you measure success?
- Many of our largest customers have had success running a pilot initially. Is this something you might be interested in?
- What is your timeline?

Technology Requirements

To play M:EE, Win10 or macOS operating systems are required.

To sign into M:EE, an O365 account is required. These can be obtained for free here.

*Note: Acquiring O365 licenses does not require your school to

User Scenarios

- Who plans on using M:EE at your school?
  - Age(s) of students
  - Subject area(s)
  - How many schools?

- What type of scenario will students be using M:EE (1:1, carts, computer lab)?

- If licenses are not available for all students and teachers, how will participants be selected to be a part of the adoption?

Teacher Training

- Do you have an existing training partner you use for Microsoft offerings?
- What is your plan for getting teachers up to speed with Minecraft?

Communication Plan

- How will you communicate with teachers in your district to let them know that they have access to Minecraft?
- How will you communicate about professional development and share resources?
Assigning Licenses

If you’ve purchased M:EE through a volume licenses deal, your licenses will be available in the Microsoft Store for Education within 72 hours after the invoice has been submitted. Directions to assign licenses are below.

1. To access your licenses, sign into the Microsoft Store for Education. If this is the first time your tenant has signed into the Microsoft Store for Education, you will see a prompt to sign the Windows Store terms. You must sign the terms to proceed. If you are a teacher signing in and see this prompt, please contact your IT admin.

2. After you’ve signed in, select Manage from the top menu.

3. Next, select Products & services from the left menu.

4. Now, select Minecraft: Education Edition from your list of products and services.

5. You now have several options to assign licenses to your users. Click the links to learn more.
   - Assign licenses individually: Best for smaller deployments.
   - Auto-assign licenses: Highly convenient for org-wide subscriptions, each user will be assigned a license automatically when they sign into M:EE.
   - Assign licenses in bulk: Best for large deployments where the admin wants to control who has access to licenses.
   - Assign licenses using O365 groups: For schools that wish to assign licenses to groups created in O365.
Assign Licenses Individually

1. If you prefer to assign licenses individually, first ensure that auto-claim is turned off.

2. Next, click Assign Users

3. Now, enter the names of the students or teachers to whom you would like to assign licenses. The field will autocomplete for users in your tenant.

4. When you have input the users you’d like to assign licenses to, click Assign.

Students or teachers who are not assigned licenses will automatically move to the trial mode of the game (25 logins for teachers and 10 for students).

SUPPORT: If you require any type of support related to Minecraft licenses, please use this link to open a ticket.
Auto-Assign Licenses

Auto-assigning licenses will automatically assign a license to a user in your tenant when they sign into Minecraft with their O365 credentials. This is especially useful in large deployments where an entire school or school district has purchased licenses.

By default, auto subscription assignment is turned off. To turn on auto-assign, simply move the slider to the right.

Once all of your licenses have been claimed (if you do not have org-wide licenses), students or teachers who have not yet been assigned licenses will automatically move to the trial mode of the game (25 logins for teachers and 10 for students).

Assign Licenses in Bulk with PowerShell Module

If you wish to assign licenses in bulk, the Microsoft Store for Business and Education PowerShell module (preview) is now available. This option will allow an admin to assign licenses to specific students or teachers.

For full instructions for assigning in bulk through the PowerShell module review, click here.

Students or teachers who are not assigned licenses will automatically move to the trial mode of the game (25 logins for teachers and 10 for students).

Assign Licenses with O365 Groups

If your school uses O365 accounts and you’d like to use these to assign licenses, follow the directions for assigning licenses individually. After clicking Assign Users enter the name of the O365 group you’d like to add in the field and it will autocomplete with the group. When you click Assign the entire group will be assigned a license.

Students or teachers who are not assigned licenses will automatically move to the trial mode of the game (25 logins for teachers and 10 for students).

For instructions to set up O365 groups, click here.

SUPPORT: If you require any type of support related to Minecraft licenses (including auto-assign, powershell, or O365 groups) please use this link to open a ticket.
Deploying Software

Before deploying the software, the following requirements must be met:

- Administrative permissions on the PCs. If you don't have the correct permissions, you won't be able to install the app.
- Windows 10 (version 1511 or later) or macOS is required for running Minecraft: Education Edition.
- All apps are up to date. Minecraft: Education Edition will not install if there are updates pending for other apps on the PC. Before installing M:EE, check to see if there are pending updates for Microsoft Store apps.

To deploy the software, you may use your school's preferred system management software or manually deploy the software. For specific guidance on several of the most common system management software choices, see below:

- System Center Configuration Manager (SCCM)
- Intune
- Set up School PC
Checking for App Updates

1. Start Microsoft Store app on the PC (click Start, and type Store).

2. Click the account button, and then click Downloads and updates.

3. Click Check for updates, and install all available updates.


**SUPPORT:** If you require technical support with the above steps, use this link to open a ticket with the Microsoft Store for Education technical support team.
Deploying M:EE with SCCM

To deploy Minecraft with SCCM, please see the following guidance:

- Manage apps from the Microsoft Store for Business with System Center Configuration Manager

Of special note, please read the “Next steps” section for important information about synchronization of updates.

If you encounter any challenges while deploying Minecraft: Education Edition with SCCM, please reach out to the following support channels:

- Click here to contact general support.
- If you have a premier agreement, click here for premier support.

Deploying M:EE with Intune

To deploy Minecraft with Intune, please see the following guidance:

- Getting Started with Intune
- Adding Apps to Intune
- Adding Windows Store Apps to Intune

If you encounter any challenges while deploying Minecraft: Education Edition with Intune, please contact Intune support.

Deploying M:EE with Set up School PC

To deploy Minecraft with SUSPC, please see the following guidance:

- Use the Set up School PCs app

To see a Minecraft deployment with SUSPC in action, check out this video.
Manually Deploy Software

1. From the Minecraft: Education Edition page in the Microsoft Store for Education, click the ellipses, and then select Download.

2. Choose Save.

3. Find the .zip file that you downloaded and extract the files. This is usually your Downloads folder, unless you chose to save the .zip file to a different location. Double click the Minecraft Education Edition folder.

4. Start Microsoft Store app on the PC (click Start, and type Store).

5. Save to USB drive or shared network drive.
6. Use the USB drive to copy the Minecraft folder to each Windows 10 PC where you want to install Minecraft: Education Edition (or open the program from the shared network drive). Open the Minecraft: Education Edition folder, right-click `InstallMinecraftEducationEdition.bat` and click `Run as administrator`.

7. Open “InstallResults.” Scroll to the bottom. If the installation was successful, the text, “The application completed successfully. DISM completed successfully. Minecraft: Education Edition has been installed for all windows accounts on this computer.”

8. Restart. Once installation is complete, restart each PC. Minecraft: Education Edition app is now ready for any student to use.

**SUPPORT**: If you require technical support with the above steps, [use this link to open a ticket](#) with the Microsoft Store for Education technical support team.
Train Teachers

It is essential to provide in-person or virtual training to support teachers as they get up to speed with Minecraft: Education Edition in advance of bringing it to their classrooms. The Minecraft Education team provides several channels and opportunities for teachers to receive training.

- Global Training Partner Program
- Minecraft Education Knowledge Base
- Minecraft Educator Community Trainings

Global Training Partner Program

There are dozens of companies around the globe who are Minecraft Certified Training Partners and are qualified to deliver in-person training to groups of teachers.

- To identify companies in the Global Training Partner Program (GTPP) delivering Minecraft solutions, you’ll need to access the Microsoft Education training site and filter by product. This will display a list of matching companies, along with their contact information.
Microsoft Education Knowledge Base

On the Minecraft Education site education.minecraft.net, we have published an extensive Knowledge Base covering a variety of topics. Articles are groups around the following themes:

- Availability, Pricing, & Licensing
- Installation & Getting Started
- Teaching with Minecraft
- Game Features

In addition, you can search using the text box above the articles, and your query will auto-update as you type to assist you with finding the information necessary.

In the case that the Knowledge Base does not provide you with the answers needed and you still require support, please follow the pathways below to receive expedited service:

- For issues with purchasing & licensing, receive support from Microsoft Store for Education
- For issues with the Minecraft: Education Edition game, receive support from Minecraft Education
Microsoft Education Community Trainings

On the Minecraft Education site education.minecraft.net, there are over 40 training modules available to teachers, covering a variety of topics from installation, learning in-game features, classroom management, integrating Minecraft across the curriculum, and applying Minecraft to computational thinking and computer science. Below are some key trainings available to teachers to get up and running with game-based learning:

- The My Minecraft Journey course is a self-contained OneNote Notebook, covering 10 modules that take an educator from installing Minecraft: Education Edition through learning gameplay and integration into the classroom. It can be used in PLCs and for educator-led workshops for teachers as well.

- From Minecraft Global Mentor Ben Spieldenner, Minewhat is a series covering getting started for teachers, created by a fellow educator. Topics covered include getting started, using commands, the importance of multiplayer, and applying Minecraft across the curriculum.

- If you are interested in Minecraft for STEAM, use this training series to apply Minecraft across subject areas as well as Minecraft learning opportunities that span multiple subjects.
Get Support

**0365 Accounts:** Support related to creating or managing your O365 accounts (required to log-in to the game).

**Licenses:** Support related to any issues related to your Minecraft: Education Edition licenses (seeing them in the store, assigning them, managing them, etc.)

**Deploying Software:**
- SCCM general support
- SCCM premiere support
- Intune
- Manual Deployment

**Game Playing Experience:** Support for any issues you may encounter with the game itself

**Miscellaneous:** Any other issues