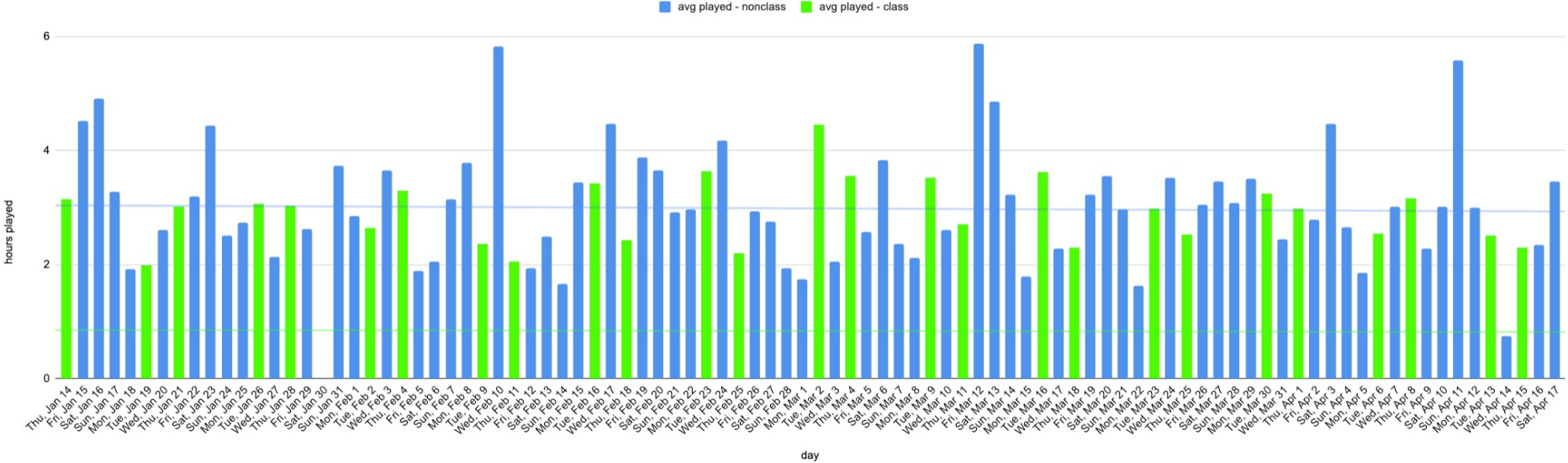




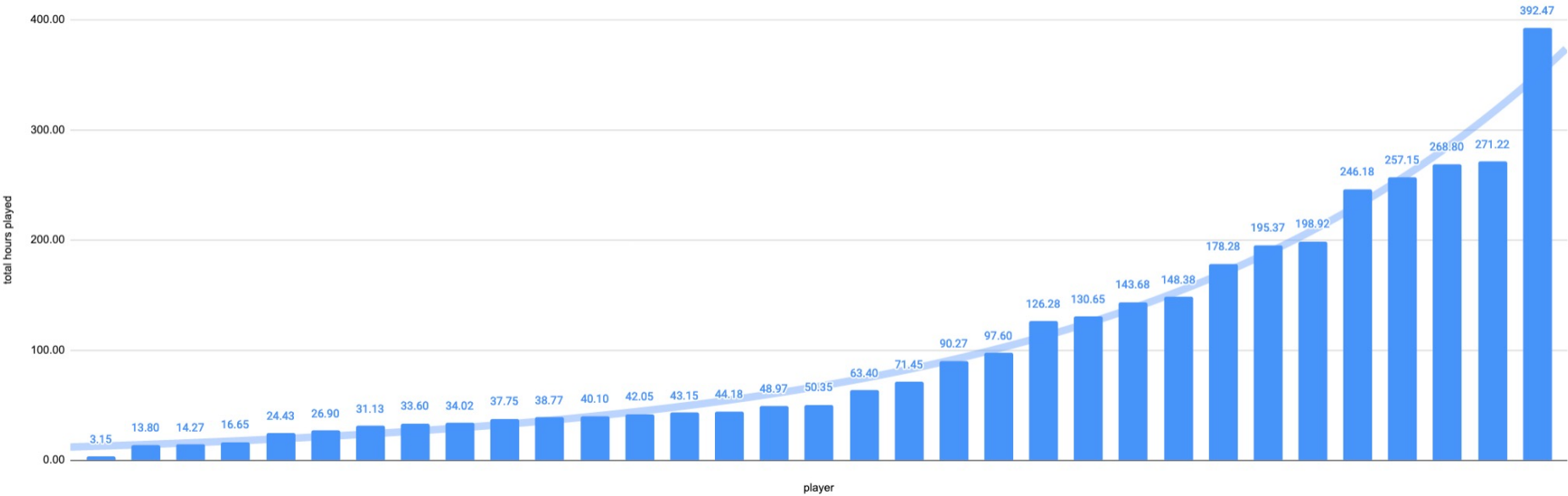
# Minecraft As Classroom II: Refamiliarization

SALTISE, 3 June 2021

Average Hours Played By a Player per Day



Total Hours Played By Player



**infrastructural reflexivity:**  
**media being assembled or  
being broken is the condition  
for learning**





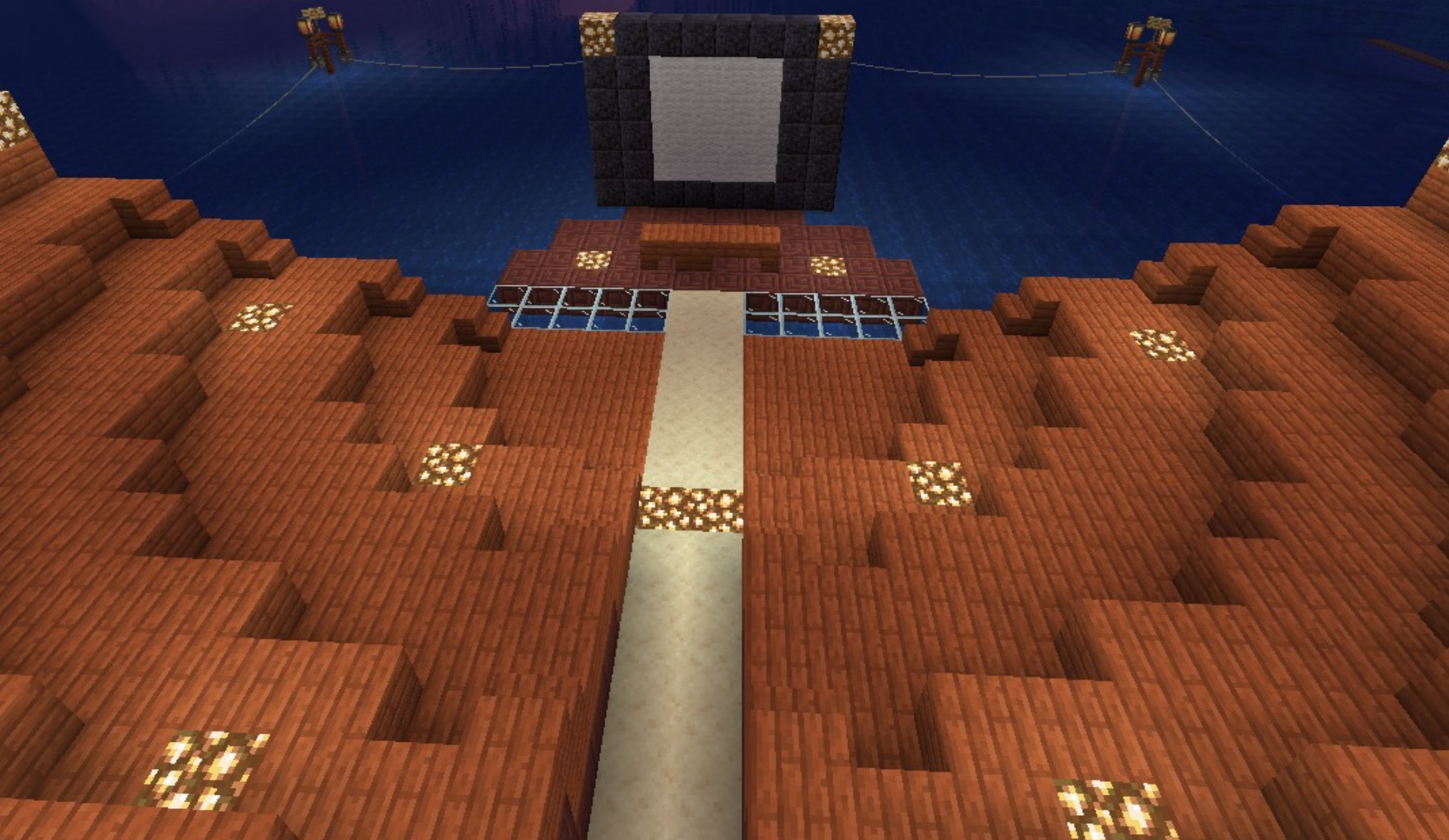
**the allegorical build:** using  
experience of game  
procedures to think about  
something else e.g. the history  
and theory of modernity

**refamiliarization:** recovering  
the networks and  
circumstances of production;  
reconnecting to what we  
know



IL FAUT ETRE

ABSOLUMENT MODERNE





00  
2123.9m























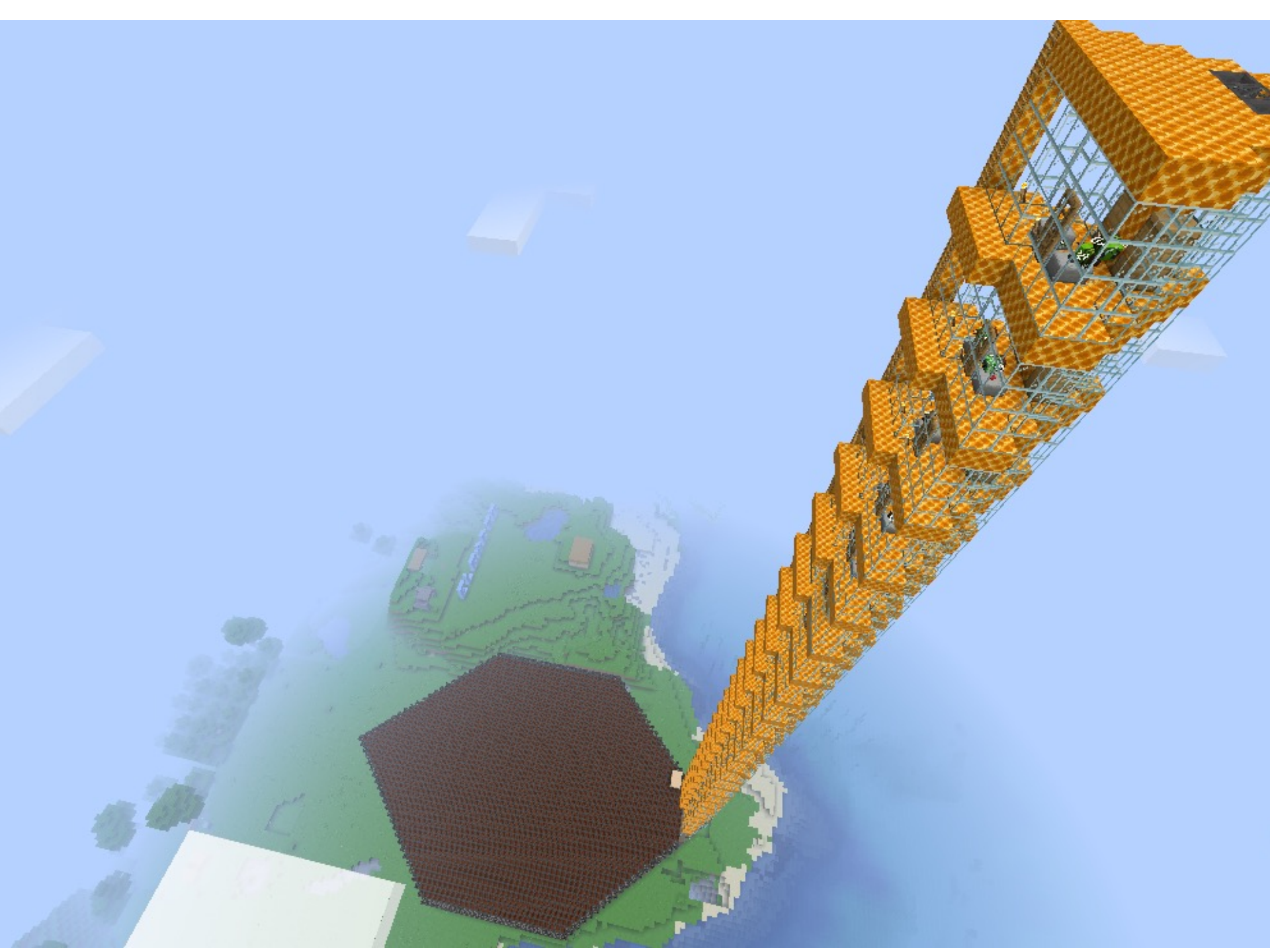






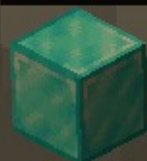








445



1785



290



1994



198K



16.1K



2613



18.0K



10



1877



2



1



2



190



29



345



39



47



48



97



4













# Support

Lab for Innovation in Teaching & Learning  
Centre for Technoculture, Art and Games  
The Milieux Institute, Concordia