

## Get Ready to Play, Craft, & Learn – Technical Set Up

Minecraft: Education Edition is an open world game that promotes creativity, collaboration, and problem solving in an immersive environment where the only limit is your imagination. Below is a checklist of the technical aspects of Minecraft: Education Edition that should be set up behind the scenes for Minecraft: Education Edition to be accessed in the classroom

## For a Successful Experience

Please complete the following checklist of pre-work and steps to take to ensure a quality professional learning experience.

Download, Install and Licensing	<ul> <li>Ensure Minecraft: Education Edition is installed with the most up to date version</li> <li>Ensure access to a Minecraft license assigned to their O365 account</li> <li>Ensure each participant has an O365 account, and can log-in with their email and password</li> <li>Review our Availability, Pricing, and Licensing page</li> </ul>
Opening Ports and Whitelisting Websites for Mulitplayer	For multiplayer, participant logins must be on the same tenant (usually domain)  Minecraft: Education Edition requires open port 19132 for multiplayer  Whitelist these websites:  https://*.minecrafteduservices.com/ https://*.xboxlive.com (Library/Demo Lesson) https://*.playfabapi.com (Library/Demo Lesson) https://meservices.azurewebsites.net/ (Login) https://minecraftprod.rtep.msgamestudios.com (Error Reporting & Logging) https://contentstorage.onenote.office.net/ (Immersive Reader) https://learningtools.onenote.com/ (Immersive Reader) https://minecraft.makecode.com/ (MakeCode) https://makecode.com (MakeCode) https://pxt.azureedge.net (MakeCode) https://pxt.azureedge.net (MakeCode) https://www.tynker.com (Tynker) You will also need to ensure the following processes can run while logging in: Minecraft.AdalServer.exe (Login) Review our Minecraft: Education Edition IT Admin Guide
Final Check	<ul> <li>Test out one school or classroom to ensure Minecraft: Education Edition is available to on devices and students can log in.</li> </ul>