We Build This City: Transmediating Research into a Three-Dimensional Argument using *Minecraft: Education Edition*

The relationship between research, writing, and the public are not always clear in academia. Digital tools are becoming more accessible to the teacher and student, yet there is still a large gap between education and the greater-public's expectations for researched arguments. We are being inundated with information from digital sources everyday, yet it is the multimodal and transmediated that catches our attention. In literature and composition classrooms, arguments are being made about texts all the time, but they are going unread and lack the platform to stand on in the public eye. It is time for the academy to bring these ideas into the classroom and make them commonplace through collaborative worldbuilding.

This presentation discusses how *Minecraft: Education Edition* (M:EE) can be used in the classroom to transmediate a research essay into a three-dimensional argument on an individual and collaborative basis. M:EE, officially published November 1, 2016, bridges the famously popular block-building game *Minecraft* with classroom utilities such as localized networks, coding tools, and in-game items/NPCs to help represent text in the game. M:EE helps facilitate the research argument through worldbuilding, which enriches the research and writing processes while keeping a myriad of audiences and platforms in mind. While students transmediate their work, they must find reference images (both author and fan driven) and keep color and aesthetic theories in mind to maintain accuracy of their source material. Students then engage with the public by publishing videos of their builds in *Minecraft* on Youtube and Adobe's Behance. Those in attendance will learn how to bring *Minecraft: Education Edition* into their classrooms and see what students have created in-game to represent their research.