

Overview

This guide steps through installing the software bundle for Adventure Maps. The software bundle includes files that students will load into Minecraft to work on the course material. You will also be given access to voucher codes which you can redeem to create Minecraft accounts for students to use during the course.

Because installation and verification can take up to forty-five minutes, we recommend installing the necessary software before students begin the course or plan to devote the first course session to installation.

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System Requirements

Important!

Because students must access their saved project files from one session to the next, students need:

- Access to the same computer each session
- To be able to save files to the desktop

Hardware

- PC or Mac (not tablet or Chromebook)
- Windows 11, 10, 8, 7, or Vista, or Mac: OS 10.14 or lower (2018)
- CPU: Intel(R) Pentium(R) N3530 (or better)
- 4 GBs of RAM
- 7 GBs free disk space

Graphics

- GPU (Integrated): Intel HD Graphics (Bay Trail) or Radeon HD 6230 (or better)
- GPU (Discrete): GeForce 710 or Radeon HD 6450 (or better)
- Graphics card must have OpenGL 3.2 compatible graphics with 1 GB RAM (or better)
- Using a monitor that allows for at least a 1280 x 768 resolution

Network

- Speeds of at least 1mbps



Other

- Headphones
- Mouse w/ scroll wheel
- Latest version of Java installed

Enhanced Experience (Optional)

The requirements above are minimum requirements. For a smoother performance, substitute the CPU and GPU requirements with the recommendations below:

- GPU (Integrated): Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4
- GPU (Discrete): Nvidia GeForce 400 Series or AMD Radeon HD 7000 series with OpenGL 4.4
- CPU: Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent

Creating Minecraft Accounts

When it comes to installing Minecraft, you'll need *license codes* so that you can create the needed Minecraft accounts properly so that students can login to the Minecraft client. First, you'll want to make sure the students taking the Adventure Maps course are set up correctly in a Classroom on the Apex Learning site. Then, you'll want to obtain the *Classroom ID* of the classroom that the Adventure Maps students are in. If you do not have access to the Adventure Maps classroom on your profile, the next best way to view the Classroom ID is to ask the teacher that will be teaching the course to log in to their Apex Learning account. From there, they'll just need to hover over the Classroom on their dashboard to see the ID appear.

The screenshot shows a teacher's dashboard with a list of classrooms. The first classroom listed is 'Blaise's awesome class' with a Classroom ID of 'V6102341' and a date of '2/8/19'. A red box highlights the Classroom ID. A red arrow points from a callout box 'Hover over classroom in dashboard' to the classroom name, and another red arrow points from a callout box 'Classroom ID should display here' to the Classroom ID.

Once you've got the Classroom ID for the Adventure Maps class, send it to Apex Learning support using the contact information at the bottom of this document and we can look into providing you with the necessary codes you'll need to setup the student Minecraft accounts properly for the required number of students.

Frequently Asked Installation Questions

How long will it take to complete the installation?

The installation process for the Adventure Maps software can take up to forty-five minutes, depending on the internet connection.

What if the student won't have the same computer every day?

The software bundle needs to be installed on all computers the student may use. Additionally, student projects will need to be moved from the last computer they worked with to the new computer each time.

What if students want to work on their projects from another computer? / How can students ensure they have access to their project files?

Contact Apex Learning support. We will work with you to find a suitable method of moving projects between computers.

Why can't students save project files to a network location, or a cloud-based storage solution like Google Drive or OneDrive?

The Adventure Maps course software uses static file paths which are generated during the installation process. Moving course files to a network storage location will break these static file paths and cause resources, such as course assets, to not link properly and potentially corrupt the student's project.

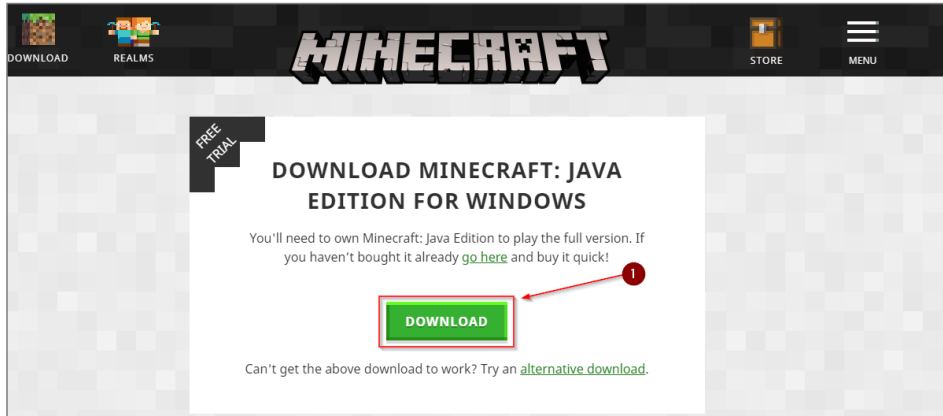
Download the Course Software Bundle

Students can download the software bundle from the first page of the course (Unit 1 Overview).

If an administrator needs to install the software, follow these steps.

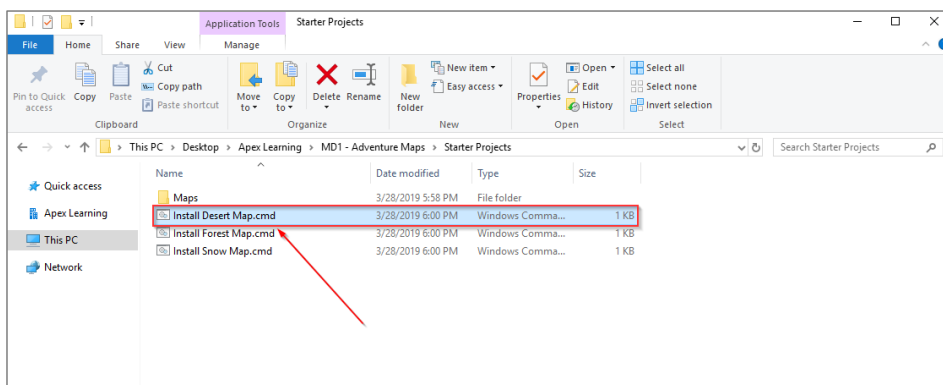
1. Download the course files using the correct link below pertaining to your system:
 - o PC installer: <https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-10.1.5.exe>
 - o MAC installer: <https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-10.1.5.dmg>
2. Install the Adventure Maps software on the computer the student will be using.
 - a. Run Installer once the download completes
 - b. Once the installer window appears, click the *Next* button
 - c. In the following window, click *Next* to begin the installation process
 - d. Close the "Successful Install" Dialog
3. Verify content
 - a. Navigate to *Apex Learning > MD1 - Adventure Maps* folder on the Desktop. If using Windows 11 your *Apex Learning* folder may be saved under *C:\Users\User Name\Desktop*
 - b. Validate that you see the following files, folders, and program shortcut: *Backups, Resources, Starter Projects, Troubleshooting, Backup my Map.cmd, MCEdit*
IMPORTANT: If you are on a MAC, you should see **Backup my Map.command** instead
 - c. Now, you'll want to verify that the Java Edition of Minecraft (needed for the student to access to the course files) is installed on the computer. If Minecraft is not currently installed on your system, go ahead and take a look at the following link:
<https://www.minecraft.net/en-us/download/>

IMPORTANT: If the Java Edition of Minecraft is already installed on the computer, skip to step **E** in this section.

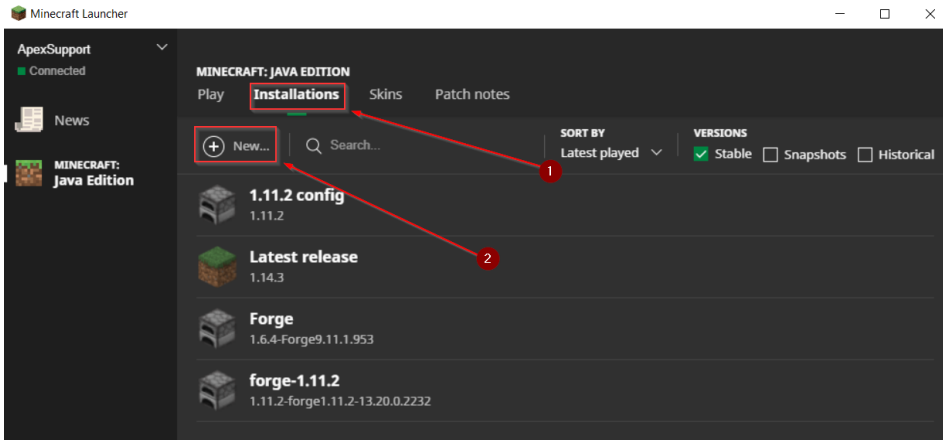


- d. After clicking the green *DOWNLOAD* button on the page previously mentioned, you'll notice that a file named **MinecraftInstaller.msi** is downloaded. You'll want to open this file to officially begin the install process for Minecraft.
 - i. In the "Minecraft Launcher Setup window" that appears after opening the **MinecraftInstaller.msi** file, click the **Next** button.
 - ii. In the "Destination Folder" section, click the **Next** button.
 - iii. On the "Ready to install Minecraft Launcher" page, click the **Install** option.
 - iv. In the "Completed the Minecraft Launcher Setup Wizard" window, click *Finish* to close the installer.
- e. Go into the *Apex Learning > MD1 – Adventure Maps > Starter Projects* folder on your Desktop and run the *Install Desert Map.cmd* program. At this point you should see a new window appear with the phrase "Installing Desert Map..." visible.

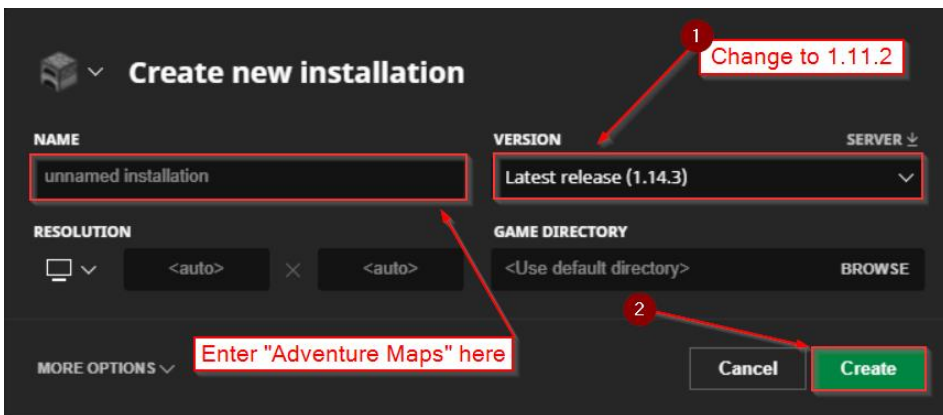
IMPORTANT: If you are on a MAC, you should see **Install Desert Map.command** instead



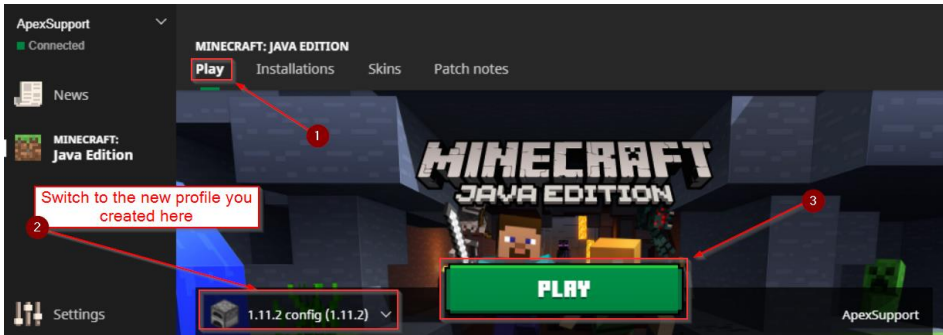
- f. If Minecraft is not already open, go ahead and open it on the computer. When it first opens, **you'll need to login to one of the Minecraft accounts you previously created**. If you have not yet created any Minecraft user accounts, refer back to the *Creating Minecraft Accounts* section of this document.
- g. Once you're logged in to a Minecraft account, you'll want to click the *Installations* button on the top toolbar in the Minecraft launcher. From there, Click the '+' next to the **New...** option.



- h. In the popup menu, you'll want to enter *Adventure Maps* in the *Name* field. Then, you'll want to change the *Version* field to **1.11.2**. After making that change, click the green **Create** button.



- i. Click the *PLAY* tab on the top toolbar in the Minecraft launcher. Towards the bottom of the Minecraft launcher, you should see a green 'PLAY' button and a downward facing arrow on the left side of the 'PLAY' button. Click the downward facing arrow and select the new profile you just created. The new profile should appear as *Adventure Maps* in the popup menu. After selecting the new profile, click the green 'PLAY' button to launch Minecraft.

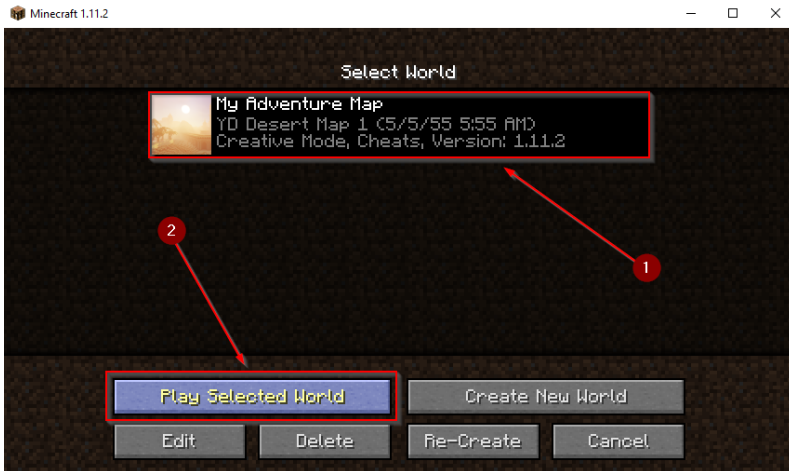


Verify the Installation

1. Once Minecraft fully launches, click the *Singleplayer* button within the Minecraft game dialog window.



2. In the *Select World* menu, you'll want to left click the *My Adventure Map* option. This is the project that you previously installed when running the `.cmd` (or `.command` on MAC) file. With *My Adventure Map* selected, you'll want to click the **Play Selected World** option.



3. Test for smooth, glitch, and crash-free gameplay by using keyboard keys W, A, S, D, and spacebar to navigate, move your player character around the world.
 - W = Forward
 - A = Left
 - S = Backwards
 - D = Right
 - Space Bar = Jump

If the Minecraft world loads extremely slowly, there is a large amount of lag during play, or Minecraft crashes shortly after you load into the Adventure Map world, please contact Apex Learning Support to confirm performance benchmarks are consistent with the expectations of a high-quality student experience.

Installation Complete! If all of the above steps worked, you have properly installed the software and content required for the Adventure Maps.

How to Download the Bonus Materials

Explore activities contain bonus materials that students may download from within the course.

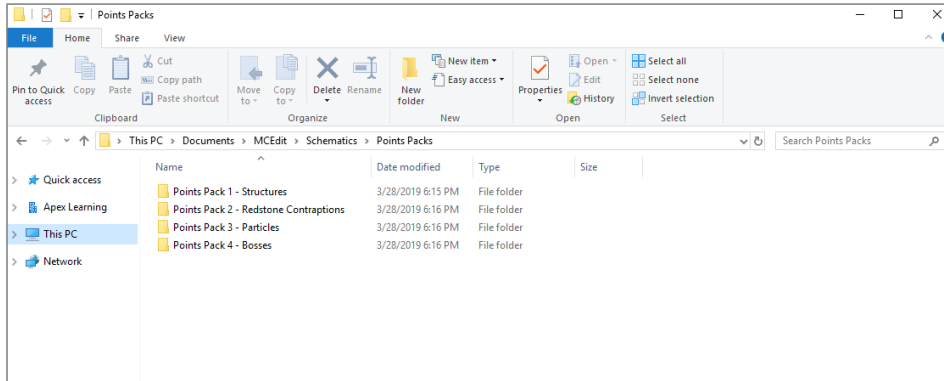
Should you wish to install this material beforehand, follow these steps:

1. If open, close Minecraft by clicking the red X in the top right corner of the Minecraft window.
2. Download the Bonus Material installers from the links below.

File	MAC	PC
Points Store 1	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-1-10.1.1.dmg	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-1-10.1.1.exe
Points Store 2	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-2-10.1.1.dmg	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-2-10.1.1.exe
Points Store 3	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-3-10.1.1.dmg	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-3-10.1.1.exe

Points Store 4	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-4-10.1.1.dmg	https://downloads.apexlearning.com/MD1A/MD1-Adventure-Maps-Points-Pack-4-10.1.1.exe
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- Run them one-by-one to install the bonus material.
- Verify that everything installed properly by going to the following **documents** folder: *Documents > MCEdit > Schematics > Points Packs*



Minecraft and 3rd Party Sites

Students using Minecraft may discover options to navigate away from the software to related websites via the different options in the launcher window. To ensure students do not gain access to online forums or other potentially questionable content and remain focused on the work they need to complete, we suggest clients block access to the following URLs:

- https://minecraft.gamepedia.com/Minecraft_Wiki
- <https://help.mojang.com/customer/portal/articles/2537052?ref=launcher>
- <https://www.minecraftforum.net/>
- <https://www.reddit.com/r/minecraft>
- <https://feedback.minecraft.net/hc/en-us>
- <https://www.reddit.com/r/minecrafsuggestions/>
- <https://www.facebook.com/minecraft>
- <https://www.minecraft.net/en-us/store>
- <https://www.youtube.com/user/TeamMojang>
- <https://twitter.com/mojang/>
- <https://www.minecraft.net/en-us/realms>
- <https://www.reddit.com/r/realms>
- <https://www.twitch.tv/minecraft>
- <https://minecraftirc.net/minecrafthelp/landing/>
- <https://help.mojang.com/customer/portal/articles/2537052?ref=launcher>
- <https://www.minecraft.net/en-us/article/update-aquatic-out-java?ref=launcher>
- <https://www.minecraft.net/en-us/article/picture-perfect>

Commented [BL1]: link will change once a new article is created by Mojang and linked in launcher

Commented [BL2]: link will change once a new article is created by Mojang and linked in launcher

Support

Online Help is available to site coordinators, teachers, and students by signing in to Apex Learning and selecting Help in the main menu.

The Apex Learning Support team is available Monday – Friday, 7:00 AM – 9:00 PM Central Time.

- 1-800-453-1454 option 2
- support@apexlearning.com
- Chat is available via online Help