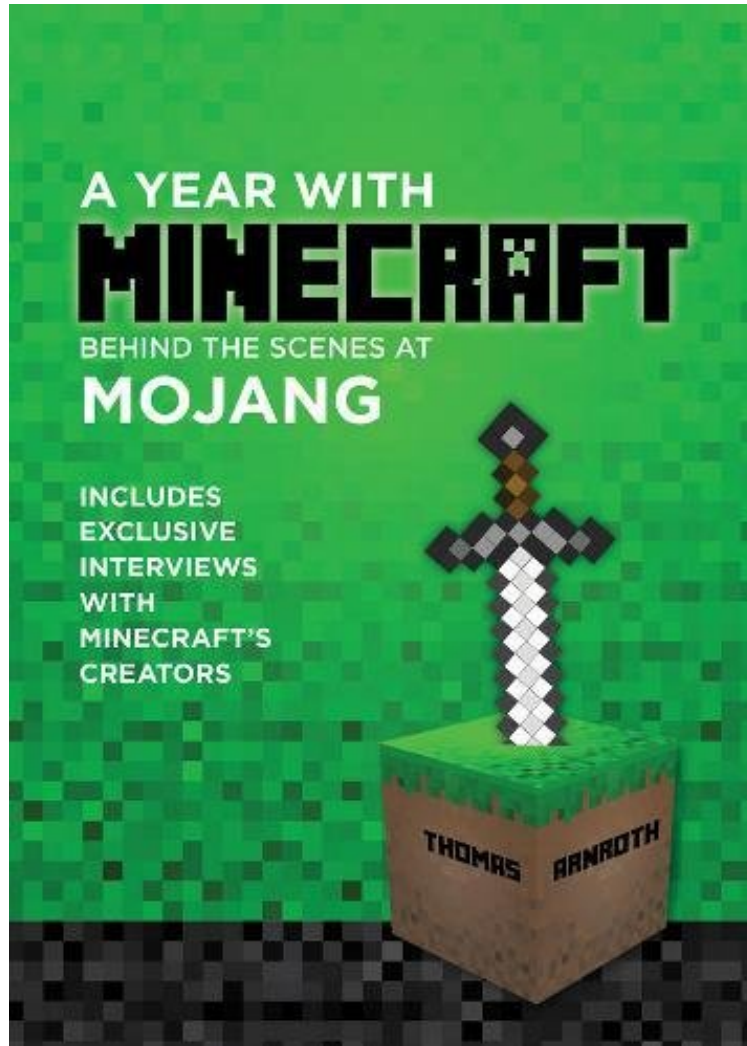


(Download ebook) A Year with Minecraft: Behind the Scenes at Mojang

A Year with Minecraft: Behind the Scenes at Mojang

Thomas Arnroth

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Thomas Arnroth : A Year with Minecraft: Behind the Scenes at Mojang before purchasing it in order to gage whether or not it would be worth my time, and all praised A Year with Minecraft: Behind the Scenes at Mojang:

5 of 5 people found the following review helpful. Shy Guy Makes GoodBy Phil Keeling Autographs, celebrity status, and massive piles of cash: not the first three things one generally thinks of when they imagine a game designer. Unless, of course, youre referring to Markus Notch Persson, and his team at Mojang the nostalgia-ridden designers who came up with the wildly successful cubefest that is Minecraft. Insightful and well-researched, Thomas Arnroth has put together a terrific look at Mojang with his book A Year With Minecraft: Behind The Scenes At Mojang. Though my personal experience with Minecraft has been preliminary at best, Ive always recognized it as a gamechanger. Indeed, how could you not? Minecraft is a video game that gives me hope for future games. More so

than any other highly successful game, it encourages thought and creativity among its players. There are no quests, and no set storyline. Instead, it opts to be the worlds largest box of Legos. This is made all the more remarkable when you consider how popular it is among younger gamers, all of whom take an active role the evolution of Minecraft on the whole. Its not so much Minecraft that runs the community, says a fan. But the community that runs Minecraft. This opinion is supported wholeheartedly by Notch, whose controversial support of pirating his creation has done absolutely nothing to slow the speedy upward climb that Minecraft continues to see. And Arnroths narrative of this little studio in Stockholm conveys both its successes and its difficulties in every way possible: from marriage proposals to a battle with Bethesda Studios over the word scroll. Arnroth doesnt just detail archived nerd history, however. His book even allows a glimpse into the thought processes that create the worlds favorite cube-based game since Tetris. What are the best ways to convert Minecraft from PC to console? How is it that people seem to love the Minecraft mobile app, despite even the designers second guessing its creation? Can a developer thats sold over 20 million units really refer to itself as indie? Arnroth provides a lot of insight into Mojang and their wonderful toys. Great reading for both the expert and the newcomer alike, A Year With Minecraft is a love letter to Mojang, whether it means to be or not. From their innovation to their generosity, its impressive enough that theyve beaten the odds thus far. Clearly Thomas Arnroth is looking forward to seeing what their next step will be. His book makes the rest of us feel the same way. 0 of 2 people found the following review helpful. BEST By Farah Garrido My boyfriend enjoyed nit very much. He learned so much and obtained so much knowledge. He has now passed it on to his kids whom both LOVE Minecraft, and are very much book worms like him. 0 of 2 people found the following review helpful. awesome By Customer Best book ever. I have red it twice and would love to meet him. It never gets old go at

In A Year with Minecraft, gaming journalist Thomas Arnroth brings you along for the ride in a gripping and entertaining story about how the shy and nerdy can become superstars in the age of video games. Go behind the scenes at the company that created this worldwide gaming phenomenon. Meet Markus Notch Persson, Jens Bergensten, Carl Manneh, and the rest of the team at Mojang. With over 33 million units sold since 2011, Minecraft has also become a tool for education all the way from U.S. to Kuwait, while the United Nations uses it to change slums in the worlds poorest megacities. In just three years, Persson emerged from total obscurity to fame and incredible wealth, as he and his team at Mojang have changed the indie game scene and how the gaming industry works. With a fresh, interesting and personal view on how Mojang works, this book is a smart read both for the fan, the gamer, and anyone who wants to understand the phenomenon of Minecraft and how its changing the world.

"It acts as an observer to the spectacle of a quite man who did not court fame, has little use for it, and yet must cope with its attendant trials...It's a conversation, of sorts, between the people who make Minecraft and the people who play the game." Polygon "Arnroth manages to weave stories and experiences from several members of the studio together into an entertaining whole ... In an industry full of unique personalities and stories Mojang and Marcus Persson stand out of the overwhelming success of Minecraft. The origin story has been told by the continuing saga of the development studio may be even more interesting based on A Year with Minecraft: Behind the Scenes at Mojang by Thomas Arnroth." Examiner.com It would be an excellent read for people who are aware of Minecraft but know little or nothing about Notch or the history of Mojang as a company, or for people who are die-hard Minecraft and Mojang fans with an inexhaustible hunger for detail and inside stories of the game and company. Additionally anyone interested in independent game development or entrepreneurship in general would find a lot to like about A Year with Minecraft. Seattle Geekly