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# Minecraft Franchise Fact Sheet

# May 2020

**Minecraft**

Developed by Mojang Studios, Minecraft’s unified Bedrock version on the C++ codebase enables most devices to receive simultaneous updates, cross-platform multiplayer, and roaming downloads/purchases from the in-game Minecraft Marketplace.

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| **Title** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft  | Mojang Studios | Xbox Game Studios | Android & iOS | 8/16/11 |
| Kindle Fire  | 9/13/12 |
| Windows 10 PC | 7/29/15 |
| Gear VR | 4/27/16 |
| Oculus Rift | 8/15/16 |
| Fire TV | 12/19/16 |
| Xbox One | 9/20/17 |
| Windows MR | 11/21/17 |
| Nintendo Switch | 6/21/18 |
| PlayStation 4 | 12/10/19 |

**Minecraft: Java Edition**

Developed by Mojang Studios, “Minecraft: Java Edition” is the franchise’s oldest-running edition of Minecraft specific to players on Java PC. It has cross-platform multiplayer between Windows, Linux and macOS, and supports user-created skins and modes.

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| **Title** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft: Java Edition | Mojang Studios | Xbox Game Studios | Windows Mac OS XLinux | 5/17/09 |

**Minecraft: Education Edition**

“Minecraft: Education Edition” offers over 500 free lessons and curriculum across school subjects, including coding, with content developed in collaboration with Houghton Mifflin Harcourt, NASA, World Wildlife Federation, Code.org, United for Wildlife and the Roald Dahl Estate.

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| **Title** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft: Education Edition | Mojang Studios | Xbox Game Studios | macOSiPadWindows | 11/1/16 |

**Minecraft: China Edition**

“Minecraft: China Edition” is a Minecraft-localized edition for Mainland China, developed by Mojang Studios and NetEase. There is also a separate “Minecraft: China Education Edition” co-developed by JingDong to be used by educators and students in Mainland China.

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| **Edition** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft: China Edition | Mojang Studios/NetEase | Xbox Game Studios | Xbox One | 7/29/15 |
| Windows 10 | 7/14/15 |
| PlayStation 4 | 1/09/18 |
| NetEase | AndroidiOSPC Java | 9/15/17 |
| Minecraft China: Education Edition | Mojang Studios/JingDong | Xbox Game Studios | Windows PC (7+)macOS | 9/1/19 |

**Minecraft Legacy/Console Editions**

Legacy editions are the versions of Minecraft that are still playable, but are no longer supported and do not receive updates or connect to any other version.

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| **Edition** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft: Console Editions (legacy)  | Mojang Studios/4J Studios  | Xbox Game Studios  | Xbox 360 | 5/9/12 |
| PlayStation 3 | 12/17/13 |
| PS Vita | 10/14/14 |
| Wii U | 12/17/15 |
| New Nintendo 3DS (published by Other Ocean Interactive) | 9/13/17 |

**ADDITIONAL MINECRAFT FRANCHISE INFORMATION**

Franchise Stats & Player Figures:

* Minecrafthas **sold more than 200 million copies** to-date to players from nearly every country in the world.
* More people are playing Minecraftthan ever before – every month over **126 million unique Minecraftplayers** engage across all platforms.
* Minecraftwas the **most-watched game on YouTube in 2019** with over 100 billion views.
* There are now more than 300 million Minecraft players in China.
* The average Minecraft player age is 24 in North America and western Europe.
* 90 percent of the U.S. online population is aware of the Minecraft brand.

“Minecraft: Education Edition” Stats:

* More than 35 million students and teachers are licensed to use “Minecraft: Education Edition” in 115 countries.
* Since 2015, educators around the world have completed 150 million Minecraft Hour of Code sessions through a partnership with Microsoft and Code.org.

Consumer Products:

* Minecraft has partnered with major global retailers and licensees including Uniqlo, LEGO, Mattel, Havaianas, Pottery Barn Kids, Jay Franco, Penguin Random House and more to create unforgettable products for our community.
We’re excited to see how the Minecraft consumer products business continues to grow and impact our community, which currently spans 86 countries and over 100 product categories.

Accolades and Awards:

* **Minecraftis the best-selling video game of all time**, and also one of the highest rated (93 Metascore).
* In 2019, Minecraft was named as one of the best, most influential, or defining games of the decade by[*CNET*](https://www.cnet.com/news/the-30-best-video-games-of-the-decade-ranked/)*,* [*Eurogamer*](https://www.eurogamer.net/articles/2019-11-28-games-of-the-decade-minecraft-is-a-masterclass-in-accessibility-and-community)*,* [*Forbes*](https://www.forbes.com/sites/erikkain/2020/12/31/the-best---and-most-important---video-games-of-the-decade-20102019/#5698a9cb7c84)*,* [*VentureBeat*](https://venturebeat.com/2019/12/30/gamesbeat-rewind-2019-the-games-that-tell-the-decades-story/) and more.
* In 2018, “Minecraft: Java Edition” was nominated in the Favorite Video Game category for the Nickelodeon Kids’ Choice Awards.
* In 2018, Minecraft was ranked the #12 Game of All Time in *Game Informer*’s 300th issue.
* In 2017, Minecraft received the Double Platinum PlayStation Award for exceeding 2M in sales on PlayStation Platforms in Japan, with only 13 other titles receiving this award since 1995. Minecraft has been the only game developed and published by a non-Japanese company to receive this award.

Philanthropic Efforts

* **Block by Block** began in 2012 with the radical idea of integrating Minecraft into public space planning to get community members more involved. The Block by Block Foundation empowers communities to turn neglected urban spaces into vibrant places that improve quality of life for all. Learn more here: <https://www.blockbyblock.org/>
* During the summer of 2018 following the release of the Update Aquatic, Minecraft partnered with **The Nature Conservancy** to install BioRock structures off the coast of Cozumel, Mexico to support coral restoration. Our community also placed 10 million coral blocks underwater to unlock a $100,000 donation from Minecraft to The Nature Conservancy, and on World Oceans Day, we announced that a portion of proceeds from a underwater-themed game DLC pack would be donated to The Nature Conservancy.
* In partnership with the **World Wildlife Fund (WWF)** and following the introduction of Cats & Pandas to Minecraft in 2018, our community collectively placed 10 million bamboo blocks in-game to unlock a $100,000 donation from Minecraft to the World Wildlife Fund. Additionally, timed with Minecraft’s 2019 Buzzy Bees game update, Minecraft donated $100,000 to support honeybee conservation and donated net proceeds from a bees-themed game DLC pack to WWF’s conservation efforts.
* In-line with the Village and Pillage game update in April 2019, the Minecraft player community helped raise more than $100,000 for **charity: water** as part of the organization’s “Weekend for Water” livestreaming event to bring clean water to more than 3,000 people worldwide.

**NEW GAMES FROM THE MINECRAFT FRANCHISE**

*For more information on each game, please refer to their standalone fact sheets available at:* [*https://news.xbox.com/en-us/media/*](https://news.xbox.com/en-us/media/)

**Minecraft Earth**

“Minecraft Earth” is an all-new, free-to-play augmented reality game you can play on your mobile devices that brings the Minecraft world into our universe! Through the lens of the game, you’ll be able to build creations with friends and place them in the real world at life-size. You’ll discover exciting new mobs to use in your builds. And you may need to put your survival skills to the test as you explore a new side to your neighborhood and battle Minecraft mobs in real life. For more information, visit <http://www.minecraft.net/earth>.

“Minecraft Earth” was recognized as one of *TIME* Magazine’s Best Inventions of 2019 and one of *Popular Science’s* Greatest Innovations of 2019.

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| **Title** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft Earth | Mojang/Xbox Game Studios  | Xbox Game Studios | AndroidiOS | 10/17/2019\*Released in early access |

**Minecraft Dungeons**

“Minecraft Dungeons” is an all-new action-adventure game, inspired by classic dungeon crawlers and set in the Minecraft universe! Starting April 2020, you´ll be able to brave the dungeons alone, or team-up with up to four players to battle together through action-packed, treasure-stuffed, wildly varied levels – all in an epic quest to save the villagers and take down the evil Arch-Illager! For more information, visit [www.minecraft.net/en-us/dungeons/](http://www.minecraft.net/en-us/dungeons/).

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| **Title** | **Developer** | **Publisher** | **Platform(s)** | **Launch Date** |
| Minecraft Dungeons | Mojang Studios | Xbox Game Studios, Double Eleven | Xbox OneWindowsNintendo SwitchPlayStation 4 | April 2020 |

**BOILERPLATES & ASSETS:**

**Minecraft**

With over 126 million monthly unique Minecraft players engaged across all platforms and over 200 million copies sold worldwide, Minecraft is the best-selling video game in history. The Minecraft franchise continues to reach new players through an expanding line of consumer products, game updates, and the Minecraft Marketplace with the amazing content created by its vibrant and growing community. Minecraft is a game about placing blocks and going on adventures, and we’re excited to see its world expand with new games like “Minecraft Dungeons” and “Minecraft Earth.” “Minecraft: Education Edition” is a special version of the game designed for schools and educational settings, supporting 21st century learning across subjects from coding to chemistry.

Minecraft is available on 18 platforms: Xbox One, PlayStation 4, Nintendo Switch, Mac OS, Windows, Java, Linux, iOS, Android, Kindle Fire, Oculus Rift, Gear VR, Xbox 360, PlayStation 3, PlayStation Vita, Wii U, New Nintendo 3DS.

**Mojang Studios**

Mojang Studios are best known for developing Minecraft. In 2014, Mojang Studios joined Xbox Game Studios to continue work on Minecraft and bring their vision, creative energy and innovative mindset to the development of future games – starting with “Minecraft Dungeons” and “Minecraft Earth.”

**Microsoft**

Microsoft (Nasdaq “MSFT” @microsoft) is the leading platform and productivity company for the mobile-first, cloud-first world, and its mission is to empower every person and every organization on the planet to achieve more.

**For assets, please visit:** <https://news.xbox.com/en-us/media/>

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