Battle of the Mods

Which Mod will be victorious...

MINECRAFT

Background: We heard about some weird stuff around the classroom, so we asked our fellow classmates what it was all about, they said that they were playing a game called “Steal a Brainrot.” One of us proceeded to play Steal a Brainrot. So we had an idea of what it was. That gave us an idea for science... could we see how much people enjoyed playing these type of games compared to logical games.

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Question:

Which type of Minecraft Mod will our friends prefer:

A Brainrot Mod or a Logical Mod?

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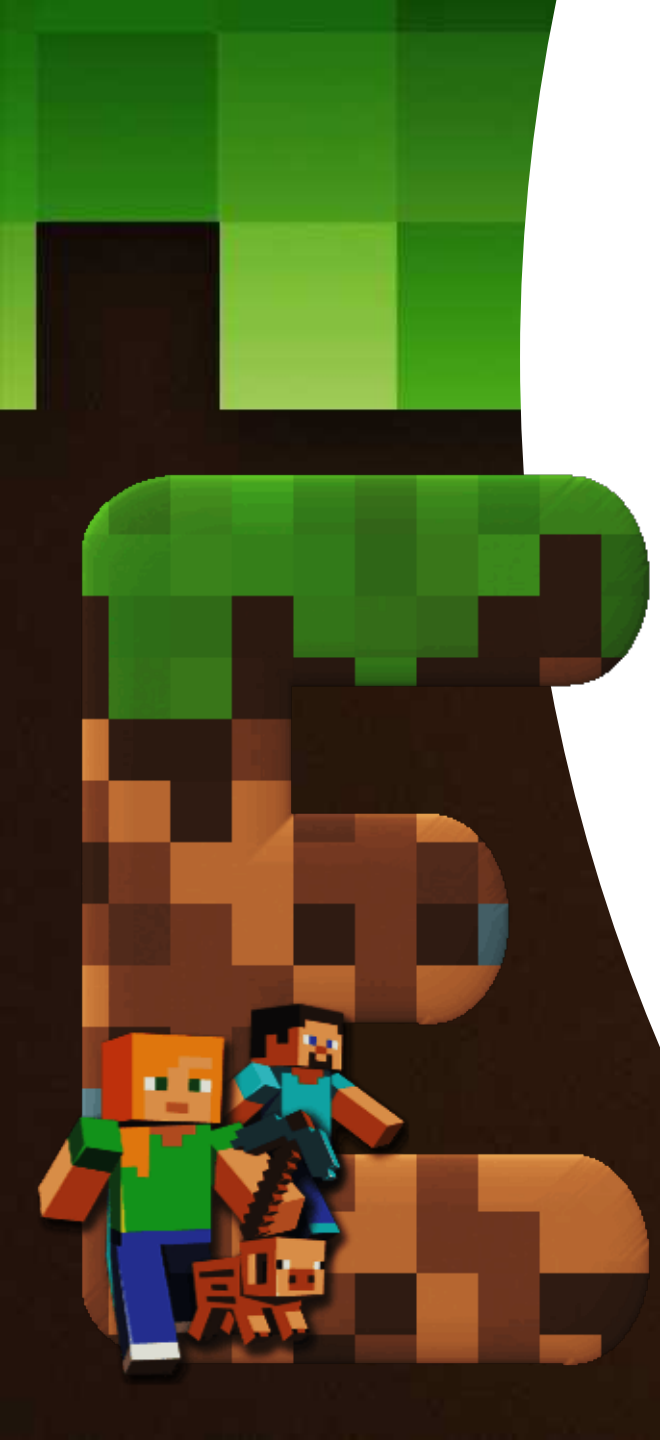
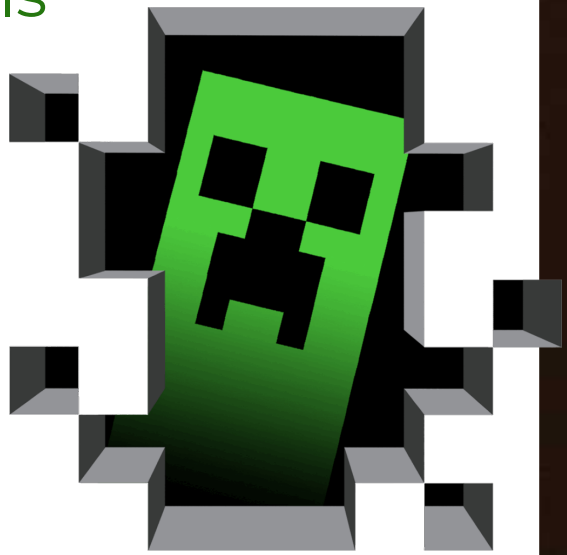


Hypothesis

Our Prediction: We think that the majority of people will prefer the logic mod despite the current heavy popularity of brainrot.

Rationale for Prediction: People will find the Brainrot more confusing to play since items are less connected to things from the natural world like gems and minerals you mine in the earth and more connected to the actual world of memes, popularity, AI characters, etc...



Logic vs. Brainrot

- The Intuitive World of Logic
  - Logic has armor and tools for gems and ores that actually exist in the real world, e.g., emeralds, diamonds, etc...
  - Making their origin clearly connected or “logical” to real world items.
  - Players of this version should have an easier time understanding what items in the game mean and are connected to.
  - We call this mod called Logicraft.
- The Chaotic Fictions of Brainrot
  - Brainrot does not have those things based on real life items
  - Gems and ores are based on popular memes and things that don’t exist in the natural world making their origin fictional.
  - Players of this version should have a harder time understanding why things exist or how they are connected
  - Based on popular memes and characters from silly games like ”Steal a Brainrot” we called this mod Craft a Brainrot

Procedure

- What we did?
- Why we did it?

- We designed **two** different Mods for people to play
  - Logic Mod – had tools, armor and blocks created from Emerald, Amethyst, Enderite and Steel. We added recipes to produce steel from Iron Ore. We added Enderite Ore and a Miner to help.
  - Brainrot Mod – has a 6/7 kid, a Tung Tung Sahur character and armor for 6/7 and Rainbow Armor. We added Rainbow Ingot and Ore and 6/7 Ore.
  - We made sure that each item we added in one mod has something corresponding in the other mod so that players had equal new things to find. The only variable was the type of content.
- We used MCreator to program the components of each mod.
- We also used BlockBench to create the 3D components of the games
  - This was done by each team member both together, when time allowed, and individually, as circumstances required so that the mods could be completed in time

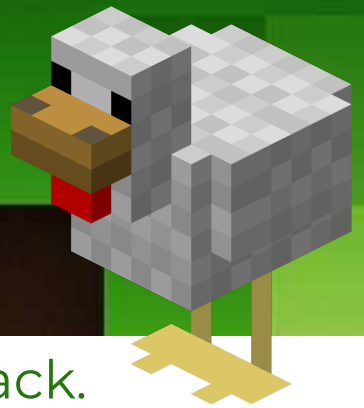
Procedure

- What we did?
- Why we did it?

- We used Mcreator to combine all the files
  - this is where we made a mistake as some files were in Bedrock and others in Java so we had to convert everything to Java (next time it would be better to have it all in Bedrock, but Mcreator wasn't reading the BlockBench Bedrock correctly, so we had to fix it
- Then compiled the mods and played them to make sure they worked
- Then we set up an account in Planet Minecraft and uploaded our games.
  - We are still waiting for the admins to approve the mods, so we had to find a different way for friends to play
- We set up a google drive with the .jar files and sent them to friends and family friends

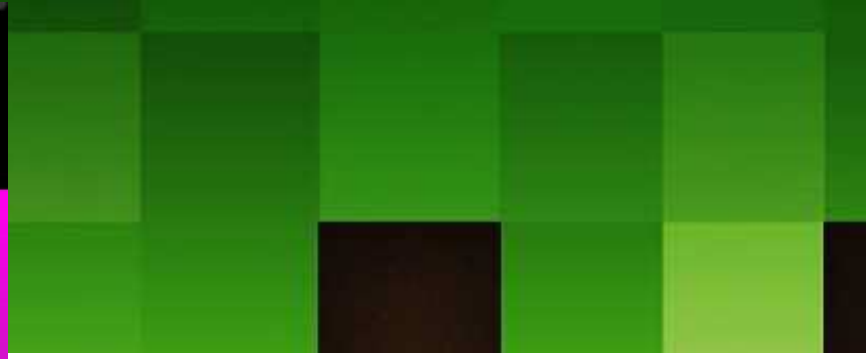
Collecting data

- What we did?
- Why we did it?



- To collect data, we needed people to play our mods and share their feedback.
- We filled out a Human Subjects form and took it to school with a copy of our questions and informed consent.
- Because we were asking people to play our games, we created an informed consent for participants to fill out so they knew what and why they were getting into and make sure they were willing to.
- We created a survey for participants in the project to fill out so they could provide feedback on which version they preferred & why?
  - We asked them to verify they had filled out the informed consent and played the games
  - Then we asked on a scale of 1 to 5 how did they think about each mod
  - Then we asked some more questions on how often they play Minecraft and what types of Minecraft mods they like.

LOGICRAFT

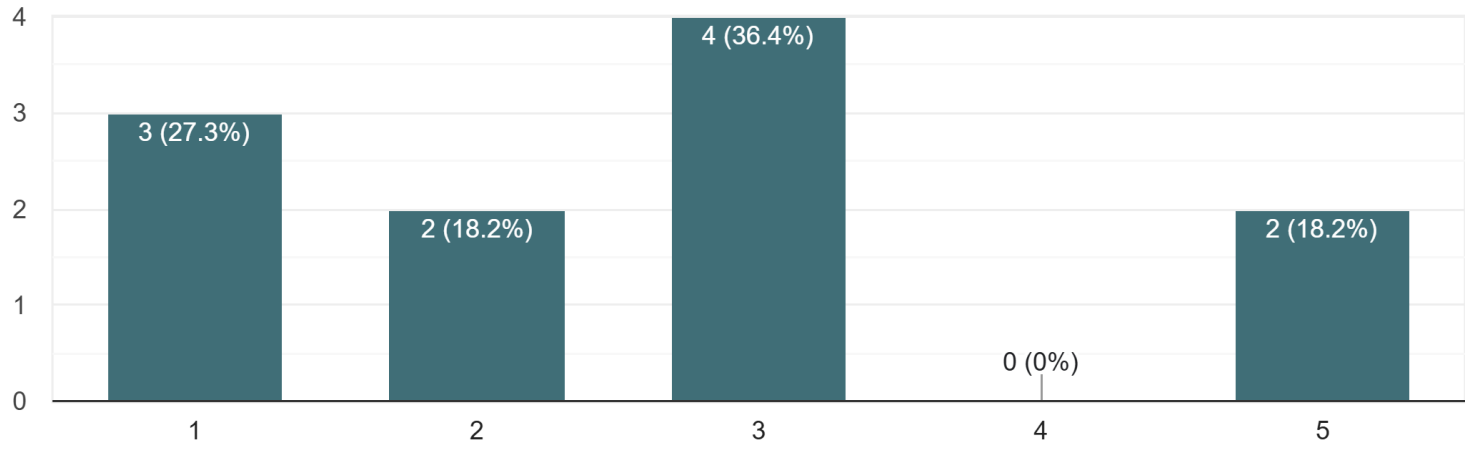


MINECRAFT
WITH BRAINROT

Results

On a scale of 1 to 5, how much did you enjoy the Brainrot mod?

11 responses

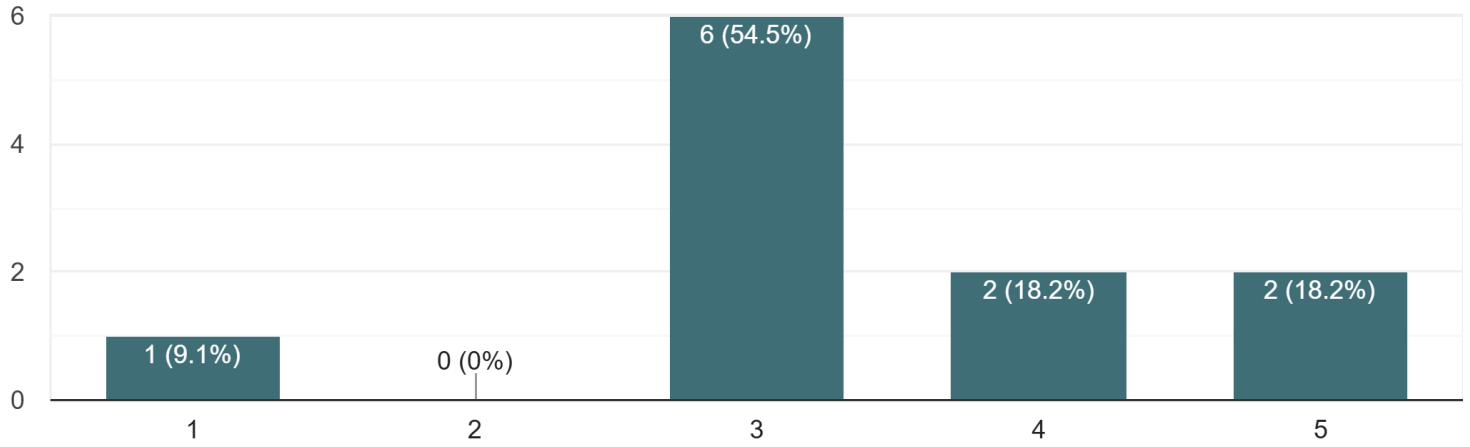


Average Score for Brainrot 2.64

Average Score for Logic 3.36

On a scale of 1 to 5, how much did you enjoy playing the Logic mod?

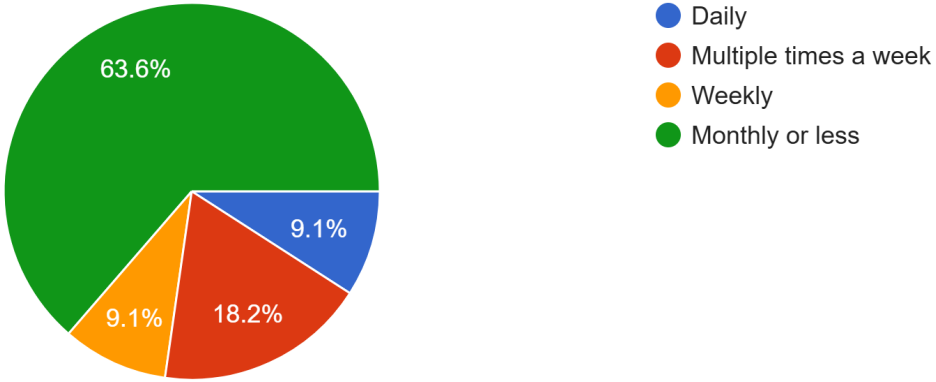
11 responses



Results

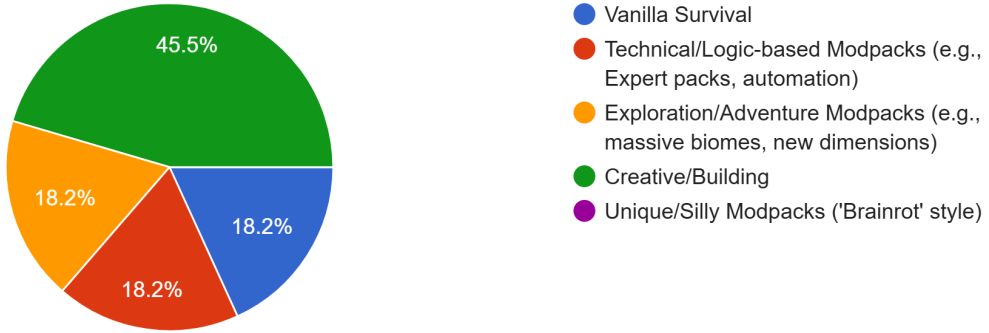
How often do you play Minecraft?

11 responses



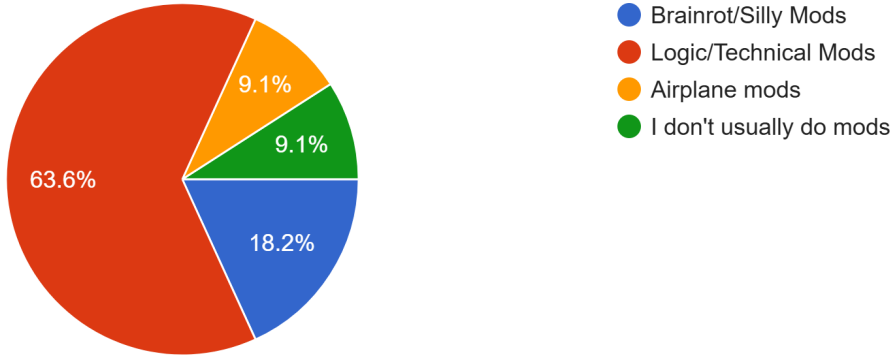
What type of Minecraft experience do you primarily seek?

11 responses



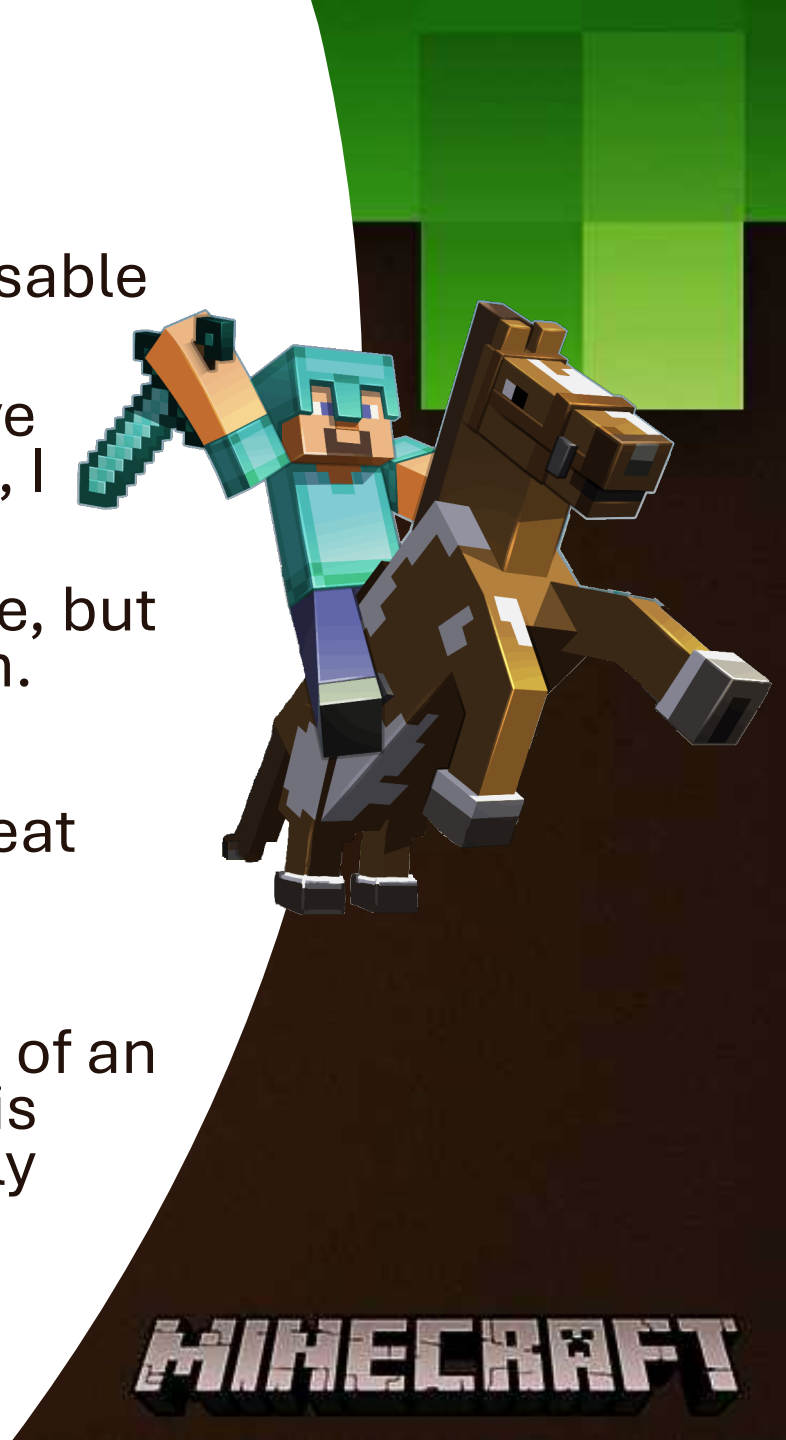
If you could only play one type of mod for the next year, which would you choose?

11 responses



Comments from our data

- I enjoyed the mechanics of smelting iron into another usable resource.
- I like the color variants, although I personally would have preferred memes more suitable to an "old guy". Even so, I always end up returning to vanilla.
- It was funny. I am not sure that I would play it a long time, but I really enjoyed it. But I think I would pick logic long term.
- The miner was really funny and had a good function
- It had some cool stuff, like new materials to craft and neat armor designs.
- I liked the design, and it seemed to render better.
- I've always been fond of tech mods, though this is more of an equipment pack than anything. Either way, neither one is complete, but the idea is there. I'd much rather have silly stuff IN my content pack than JUST silly stuff.



We hypothesized correctly

- The data showed people liked playing the logicraft mod (3.36) more than the craft a brainrot mod (2.64)
- They liked the colors of the brainrot mod, but one commenter really enjoyed getting to smelt steel from iron like real life.
- When asked what kinds of mods they liked most said they liked creative mods, but the rest were split evenly between technical/logic, adventure and vanilla survival mods, no one picked Brainrot.
- When given a choice of only logic or brainrot: 63.6% of the people said they would prefer logic over brainrot (18.2%), 18.2% picked other.
- Because we had to program in java, many of our friends who play Bedrock edition couldn't participate in our study. We think the results might be different because more grownups play java and kids play Bedrock edition.

Future Research

- Changes we would make
  - We need to fix some of the glitches in the mods for future players
  - We wanted to add a biome or new dimension for each mod
  - We could add on to the mods with things like spock in logicraft or tralalao tralala in craft a brainrot

- What we plan to do next
  - We uploaded the games to Planet Minecraft, and hope to have more players and responses to make our results more accurate, and more representative of our community
  - Update the mods or even make it a Bedrock Edition so other friends could play
  - Maybe think about different types of mods we could code

References

- We used MCreator to program
  - https://mcreator.net/
- We used BlockBench for 3D renderings
  - https://www.blockbench.net/
- We googled when we got lost or needed help