



Minecraft Franchise Fact Sheet
April 2021

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.

Title	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft</i>	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
			Xbox Series X S	11/10/20
PlayStation 5 <i>*via PS4 backward compatibility</i>	11/12/20			

Minecraft: Java Edition

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.

Title	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft: Java Edition</i>	Mojang Studios	Xbox Game Studios	Windows Mac OS X Linux	5/17/09

Minecraft: Education Edition

Minecraft: Education Edition offers more than 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, the Roald Dahl Estate and more.

Title	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft: Education Edition</i>	Mojang Studios	Xbox Game Studios	macOS iPad	11/1/16

			Windows	
			Chromebooks	8/10/20

Minecraft: China Edition

Minecraft: China Edition is a 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.

Edition	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft: China Edition</i>	Mojang Studios/NetEase	Xbox Game Studios	Xbox One	7/29/15
			Windows 10	7/14/15
		PlayStation 4	1/09/18	
		NetEase	Android iOS PC Java	9/15/17
<i>Minecraft China: Education Edition</i>	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 no longer supported and do not receive updates or connect to any other version.

Edition	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft: Console Editions</i> (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 (developed by Other Ocean Interactive)	9/13/17

Minecraft Dungeons

Minecraft Dungeons is an action-adventure game inspired by classic dungeon crawlers set in the *Minecraft* universe. Players can brave the dungeons alone or join up to three other players to battle together through action-packed, treasure-stuffed, wildly varied levels 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/.

Title	Developer	Publisher	Platform(s)	Launch Date
<i>Minecraft Dungeons</i>	Mojang Studios	Xbox Game Studios, Double Eleven	Xbox One Windows Nintendo Switch PlayStation 4	5/26/20

ADDITIONAL MINECRAFT FRANCHISE INFORMATION

Franchise Stats & Player Figures:

- More people are playing *Minecraft* than ever before with nearly 140 million monthly active users.
- *Minecraft* has sold more than 238 million copies to-date in every country and territory in the world, including Antarctica and Vatican City.
- Minecraft Marketplace creators have generated more than \$350 million to date selling mods, add-ons and other experiences
- Players have downloaded 1 billion unique pieces of content directly from the Minecraft Marketplace
- There are more than 400 million registered Minecraft players in China.
- Minecraft was the most-watched game on YouTube in 2020 with over 200 billion views.
- The average *Minecraft* player age is 27 in North America and Europe.
- 90 percent of the U.S. online population is aware of the *Minecraft* brand.
- More than 50 percent of kids age 9-11 play Minecraft in North America and Europe.

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 between Microsoft and Code.org.
- In 2020, *Minecraft: Education Edition* saw a 150% increase in the number of unique players year over year.
- There were more than 63M downloads of “Minecraft Education Collection” content in the first six months after it was released in the Minecraft Marketplace in March 2020.

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:

- *Minecraft* is the best-selling video game of all time, and also one of the highest rated (93 Metascore).
- In 2021, *Minecraft Official Novels*, the series by author Max Brooks and publisher Del Rey, landed the New York Times' Children's Series Bestseller list, among other bestsellers like *Harry Potter*, *Diary of a Wimpy Kid*, and others.
- In 2020 and 2019, *Minecraft* won the Golden Joystick “Still Playing” Award
- In 2019, *Minecraft* was named as one of the best, most influential, or defining games of the decade by [CNET](#), [Eurogamer](#), [Forbes](#), [VentureBeat](#) 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 an 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.

BOILERPLATES & ASSETS:

Minecraft

Minecraft is the best-selling video game in history with up to 139 million monthly active players and more than 238 million copies sold worldwide. At its core, *Minecraft* is a game about placing blocks and going on adventures. The *Minecraft* franchise continues to reach new players through ongoing game updates, new games like *Minecraft: Education Edition* and *Minecraft Dungeons*, a diverse line of consumer products, a growing library of Marketplace content, books and an upcoming major motion picture.

Minecraft is available on 22 platforms: Xbox Series X|S, PlayStation 5, Xbox One, PlayStation 4, Nintendo Switch, Fire TV, Windows, Mac OS, Windows 10, Linux (Java Edition), iOS, Windows 10 Mobile, Android, Kindle Fire, Oculus Rift, Gear VR, Windows MR, Xbox 360, PlayStation 3, PlayStation Vita, Wii U, New Nintendo 3DS (includes New Nintendo 3DS).

Mojang Studios

Mojang Studios is best known as the developer of *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 including *Minecraft Dungeons*.

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.

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