Shine Brighter Terminale

SnapFile 19 Mining the world

Extrait p.169 – Tom Beasley, *uk.movies.yahoo.com*

How Minecraft became a cultural phenomenon bound for Hollywood

A Minecraft Movie looks likely to be one of 2025's biggest box office hits, so how did a tiny video game become a genre-defining world-beater?

It seems remarkable that it has taken this long for a Minecraft Movie to arrive in cinemas. It has been more than 15 years since Swedish game company Mojang Studios first unleashed[1] the block-building game on the world and a decade since they sold it to Microsoft for $2.5bn (£1.9bn). Last year, the game had 170 million monthly active players—more people than live in Russia. […]

The simplicity of Minecraft, coupled with its capacity for creativity, allowed it to dovetail perfectly with the growing influence of YouTube, social media, and the "creator economy". By May 2012—just six months after the full launch of the game—there were more than four million Minecraft videos on YouTube. If you were a part of the online gaming community at that time, Minecraft was simply unavoidable.

Minecraft's elasticity also allowed institutions to join the fray[2]. It helped that Minecraft had clear educational applications, teaching creative skills as well as providing the chance to experiment with an accessible computer design program. UK

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[1] released

[2] *entrer en lice*

institutions like the British Museum and Great Ormond Street Hospital have been recreated in Minecraft over the last decade.

This became the rarest of things in the video game world—something that was genuinely beloved by gamers of all ages, while also being deemed[3] healthy and useful by those outside of the community. In that sense, it has certainly earned its place on any worthwhile list of the best video games ever made.

Unsurprisingly, Hollywood came calling pretty early in this rise. Notch[4] revealed in 2014 that he was working with Warner Bros to help develop a film based in the world of the game.

Tom Beasley, *uk.movies.yahoo.com*, 2025

[3] considered

[4] Markus Persson, creator of Minecraft

Extrait p.170 – Article de *timesofindia.com*

Minecraft music joins National Recording Registry to become a part of U.S. cultural history

The ambient, soothing[1] melodies of Minecraft are now officially a piece of American cultural history. The original soundtrack of the game Minecraft: Volume Alpha, a composed track by the German artist Daniel Rosenfield (C418), has been inducted[2] into the U.S. Library of Congress' National Recording Registry. It's an honor that's reserved for the recordings that shape the audio heritage of the nation. […]

Unlike the traditional video game scores[3], the C418 compositions were designed to be subtle. It was meant to enhance[4] the players' experience without overpowering it. Some tracks, like Moog City and Sweden, evoke nostalgia for millions who grew up exploring the pixelated, blocky world of Minecraft. […]

This inclusion highlights how video game music evolved over into a legitimate art form, transcending interactive origins to become part of a broader cultural memory.

C418 soundtrack and its legacy

The C418 work on the Minecraft game did not just define the game. It influenced the entire generation of music. The ambient style of the soundtrack paved

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[1] calming

[2] officially included

[3] soundtracks

[4] improve

the way for the chillwave and lo-fi hip-hop genres, which dominate relaxation and study playlists today. The gamers quite often describe the music as comforting, a perfect digital campfire song for the blocky world.

With over 350 million Minecraft copies sold, the game remains to be one of the best-selling ever. Its music is now enshrined[5] right alongside some American classics, ensuring its legacy would endure far and beyond the game in itself. For the players who hear those familiar piano notes now, remember, it is not just nostalgia now. It is history.

timesofindia.com, 2025

[5] preserved

Extrait p.171 – Keith Stuart, *The Guardian*

How Minecraft shapes the world beyond gaming

Over the past 15 years, Minecraft has had a similar impact on many thousands of players–it has helped people combat loneliness, […] and overcome their fear of change. […] Since its release, Minecraft has also found its way into schools around the world, with a special Education Edition designed to help teachers utilise the game in classroom projects, from imagining sustainable future landscapes to studying Macbeth. It has also been used by a variety of charities such as Block by Block, which encourages communities to reimagine their local environment, and the World Wildlife Fund to raise awareness about panda conservation. It has been used as a tool for political messaging. Reporters Without Borders have used the game to create the Uncensored Library where people who live in countries where the media are restricted can access forbidden books and articles.

Keith Stuart, *The Guardian*, 2024

Évaluation de la compréhension de l'écrit – Guide pédagogique

Extrait -Article de *The Guardian*

'A place that made sense': Minecraft is 15 years old and still changing lives

A few days ago, I was tidying my home office – which more closely resembles a video game arcade recently hit by a tornado – when I found a long-lost piece of technology in the bottom drawer of my filing cabinet. It was an old Xbox 360, the Elite model – black, heavy, ungainly, impossibly retro. Out of curiosity, I hauled it out, found a controller and power cable and switched it on. I knew immediately what I wanted to look for, but I was also apprehensive: I didn't know how I'd feel if Minecraft was still there – or worse, if it wasn't. Minecraft, you see, is more than just a game for me. I thought about just putting the console back where I found it.

But as this month sees the 15th anniversary of the game's original release, I felt I had to go on. […] It was earlier that year that my oldest son had been diagnosed on the autism spectrum – confirming something we had known for years. At seven years old, he had a very limited vocabulary, was terrified by change, and was withdrawn and isolated at school. […] But he loved technology and games, and I saw in Minecraft a possible means for him to escape. As soon as we loaded the game on to our Xbox 360 at home, he was hooked. He loved the game immediately – it was safe, it had constant rules and systems, the music was relaxing, and it let him build stuff with just a controller and a few button presses. […] Over the past 15 years, Minecraft has had a similar impact on many thousands of players – it has helped people combat loneliness, discover their gender identity, and to overcome their fear of change. The Hour of Code initiative, launched in 2015, has taught basic coding principles.

Since its release, Minecraft has also found its way into schools around the world, with a special Education Edition designed to help teachers utilise the game in classroom projects, from imagining sustainable future landscapes to studying *Macbeth*.

Keith Stuart, *The Guardian*, 2024