**Qatar Auto Museum Launches Minecraft Competition**

**Block By Block: Designing Sustainable Transportation in Minecraft**

*The competition explores the intersection of gaming, sustainability, and technology, highlighting how virtual platforms can promote ecological awareness and action*

**DOHA, 14 February, 2024** — Qatar Auto Museum, under the umbrella of Qatar Museums, in collaboration with Microsoft, The Ministry of Education, CTS, and Seashore Group, has launched a competition – “Block By Block: Designing Sustainable Transportation in Minecraft” - challenging students to craft a sustainable mode of transportation within the virtual world of Minecraft.

The task is to design an eco-friendly transportation system that minimises environmental impact while efficiently moving characters across the Minecraft landscape. Whether it's a network of solar-powered Minecart railway, pedal-powered bicycles, electric-powered boats, or any other innovative mode of transit, the goal is to demonstrate creativity, functionality, and, most importantly, sustainability.

Participants will showcase their creations, emphasising elements such as renewable energy use, minimal carbon footprint, and efficient travel mechanisms. Entries will be judged based on sustainability, practicality, aesthetics, and overall impact on the Minecraft world.

Applications will be judged based on the following criteria:

* Sustainability: How effectively does the transportation system minimise environmental impact?
* Functionality: How practical and efficient is the transportation mode in moving characters across distances within the Minecraft world?
* Innovation and Creativity: How original, creative, and unique is the design? How inventive is the transportation mode compared to conventional methods?
* Aesthetics: How visual appealing is the transportation system within the Minecraft environment? How well does it blend into the surroundings?
* Scalability and Adaptability: Can the transportation system be easily expanded or modified to accommodate changes or future needs within the Minecraft world?
* Resource Efficiency: How efficiently are materials used in constructing and operating the transportation system, and energy used?

A link of a video recording with an explanation of the creation on Minecraft must be submitted in order to participate. The deadline for submission is 28th of February 2024. Prizes will be awarded by Seashore group.

The competition is being held in conjunction with Qatar Auto Museum’s most recent exhibition *The Bicycle and the Future of Mobility*, currently on view at Expo 2023 Doha located in Al Bidda Park until the 16th of March 2024. The exhibition focuses its attention on the bicycle: a 200-year-old technological innovation that kickstarted the development of virtually all powered mobility and might very well hold the key to its future. It invites visitors to consider the fundamental question: how will we move in the future?

Students can enter the competition via [this link](https://qm.org.qa/en/calendar/block-by-block-designing-sustainable-transportation-in-minecraft/).

**For more information on Qatar Auto Museum, visit** [**the website**](https://qm.org.qa/en/about-us/qatar-auto-museum/)**, or follow** [**@qatarautomuseum**](https://www.instagram.com/qatarautomuseum/) **on Instagram.**

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**About Qatar Auto Museum**

Qatar Auto Museum (QAM) will serve as a hub for culture and innovation by showcasing one of the most vibrant and passionate car culture communities in the world through an unmatched collection of automobiles and engaging exhibitions and experiences that unite innovators, designers, engineers, collectors, and policymakers through a shared passion for cars.

The new, 30,000-square-metre (320,000-square-foot) museum is designed by the Office for Metropolitan Architecture (OMA), led by Pritzker Architecture Prize winning architect Rem Koolhaas, and will be housed in the old Doha Exhibition Centre (DEC).

The development of Qatar Auto Museum project is supported by QAM Advisory Board members, supervised by H.E. Dr. Hessa bint Sultan Al Jaber, QAM President, and managed by Dr. Alkindi Aljawabra, QAM Director.

**About Qatar Museums**

Qatar Museums (QM), the nation's preeminent institution for art and culture, provides authentic and inspiring cultural experiences through a growing network of museums, heritage sites, festivals, public art installations, and programmes. QM preserves, restores, and expands the nation's cultural offerings and historical sites, sharing art and culture from Qatar, the Middle East, North Africa, and South Asia (MENASA) region with the world and enriching the lives of citizens, residents, and visitors.

Under the patronage of His Highness the Amir, Sheikh Tamim bin Hamad Al Thani, and led by its Chairperson, Her Excellency Sheikha Al Mayassa bint Hamad bin Khalifa Al Thani, QM has made Qatar a vibrant centre for the arts, culture, and education in the Middle East and beyond. QM is integral to the goal of developing an innovative, diverse, and progressive nation, bringing people together to ignite new thinking, spark critical cultural conversations, educate and encourage environmental stewardship and sustainable practices, and amplify the voices of Qatar's people. Since its founding in 2005, QM has overseen the Museum of Islamic Art and MIA Park, Mathaf: Arab Museum of Modern Art, the National Museum of Qatar, QM Gallery Al Riwaq, QM Gallery Katara and the 3-2-1 Qatar Olympic and Sports Museum. Future museums include Dadu, Children's Museum of Qatar, Qatar Auto Museum, Art Mill Museum and the Lusail Museum.

Through its newly created Creative Hub, QM also initiates and supports projects—such as the Fire Station Artist in Residence, the Tasweer Qatar Photo Festival, the creative hub for innovation, fashion and design M7, and Liwan Design Studios and Labs —that nurture artistic talent and create opportunities to build a strong and sustainable cultural infrastructure.

Animating everything that Qatar Museums does is an authentic connection to Qatar and its heritage, a steadfast commitment to inclusivity and accessibility, and a belief in creating value through invention.

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