

# Lumaria:

## A Minecraft-Based Children's Grief Program

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Presenters: Meaghan Jackson, MTA, FAMI

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BY  
Pallium Canada



*The BC Centre for Palliative Care  
is the provincial hub partner of the  
Palliative Care ECHO Project in British  
Columbia*



# xʷməθkʷəy̓əm (Musqueam) Skwxwú7mesh (Squamish) and Səlílwətaʔ/Selilwitulh (Tsleil-Waututh) Nations



The BC Centre for Palliative Care, based on what is colonially known as New Westminster, is located on the traditional, ancestral and unceded territory of the Coast Salish peoples

We recognize that all of you joining us online may be participating from traditional territories of other Indigenous peoples. From coast to coast to coast, we acknowledge the ancestral and unceded territory of all the Inuit, Métis, and First Nations people that call this land home.

# What is ECHO?

- **E**xtension for **C**ommunity **H**ealthcare **O**utcomes
- ECHO spreads knowledge across the health system and communities to the front lines of care
- ECHOs "all teach all learn" model connects Content with Context experts

## Our Asks of You

- Share your stories and your experience
- Participate in discussion and dialogue
- Build connections with other participants, across disciplines and geographic region



# Introductions

## Presenters

**Meaghan Jackson, MTA, FAMI**

Music Therapist, Music Director

Lumara Grief and Bereavement Care Society

Cape Breton, Nova Scotia

*Unama'ki, the traditional, ancestral and unceded territory of the Mi'kmaw people.*

# Learning Objectives

By the end of the session, participants will be able to:

Learn the basics of Minecraft and the technical requirements for running the program.

Understand the differences between Bedrock and Java Edition when creating a Minecraft Realm.

Learn some of the therapeutic interventions that have been used and their outcomes.

# What is Minecraft?

- Sandbox video game
- Lots of opportunity for creativity!
- WIDELY popular
- Huge age range: 5-18+
- Two ways to play:
  - “Creative”
  - “Survival”





# How Do You Play?

Java Edition → Computer only  
→ Minecraft ‘experts’ say this is  
the best way to play  
→ Not as accessible (computers  
are more expensive)

Bedrock Edition → Tablet, smart phone, gaming console (Nintendo  
Switch, XBox)  
→ \$9.99 for the app on a device  
→ \$30 for console game  
→ More accessible

# What Do You Need to Run the Group?

- Device with Minecraft downloaded
- Zoom
- Solid Internet Connection
- Minecraft Realm subscription
  - \$12/month
  - 10 players at one time
  - Players can join at anytime
  - Only have permission to move blocks during sessions



# Some Things We Know About How Children Grieve

“Puddle jumping”

Provide space for creativity and PLAY

Meet them where they are: comfortable, safe, FUN

Follow their lead: they are the experts



# Lumaria: A Minecraft-Based Children's Grief Program

Spring Break Camp	→	2 hours, 5 days (Monday-Friday)
Summer Camp	→	2 hours, 5 days (Monday-Friday)
Monthly Sessions	→	2 hours, once a month, throughout the year

# Let's Meet in Lumaria

Connect in Zoom

Meet in Lumaria at the Big Tree, by the campfire  
(permissions are off at this point)

Check-in

Rose/Thorn/Seed


Who are you remembering?

Question of the Day

Mission of the day (permissions are turned on)




Position: 45, 66, -54

 Inventory



 Drop

 Emote

# Creative Time

## Complete the Mission

- Build an area that is \*yours\*
- Mission of the day
- Opportunity to build a memorial on the Memory Wall

## DJ Nutmeg → Song suggestions from players

- Lyric analysis
- Discussion: how does the music make

us feel?

## Body Check-in (stretch & breathing)





Position: 111, 74, -105

MEMORIAL

Wall

X Inventory



Drop



Emote

# Closing the Session

## Check-out

- Everyone has an opportunity to share what they built
- Opportunity to share their Memory Wall Build

## Free Play

- Hide & Seek, building something together for Lumaria

## Participants can visit whenever they want

- Permissions will be off though, to make sure builds are safe



# So What Do the Kids Think?

Kids have asked for longer sessions, more often

Engaged, active participants who take ownership/leadership of the process

Asking to come to the realm during important grief anniversaries, special dates

# The Palliative Care ECHO Project

The Palliative Care ECHO Project is a 5-year national initiative to cultivate communities of practice and establish continuous professional development among health care providers across Canada who care for patients with life-limiting illness.

**Stay connected: [www.echopalliative.com](http://www.echopalliative.com)**



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# Thank You

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