

Soapbox: Parallel Play is the new Couch Co-Op, and Minecraft is Perfect for It.

I don't know whether I would consider PvE to be a form of parallel gaming. If we adhere to the traditional definition of "parallel play," I wouldn't even think of Minecraft as a type of it unless you are never interacting with anyone. The second you do interact with someone else, the game becomes cooperative or group play. Parallel play is seen as a means to move on to cooperative play later on, according to what Kate Gray said. Children are still maturing beyond their egocentric natures.

I don't want to be too politically correct, but we can think of "playing in parallel" and "parallel play" as distinct concepts. Nbjyxspa The first is any game where you have a joint objective/set of rules (i.e. Minecraft) and can occasionally interact when your actions are in line with another's. The latter is, in turn, doing the same activity however, with very little interaction.

In the simplest sense the concept of parallel play in video games could mean two people playing Minecraft on the same server, but not interfacing with each other (but still sharing each other's creations). It could be you and a friend playing various games on the same room.