SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
"Hands-On" Space Education (1)

Author: Mr. Jeffrey Rivera
Ministry of Environment and Natural Resources, Guatemala, admin@constructingdreams.net

MAKING VIRTUAL SPACE EDUCATION A REALITY BY LEARNING DIFFERENT PROGRAMMING TOOLS AND UTILITIES.

Abstract

ABSTRACT

Objective: To help out the general public learn different programming tools and utilities to create virtual space education. To expand the knowledge of kids and adults by educating the process of computer programming and making their ideas into a reality for virtual space education.

Design: The methods will involve workshops and courses that show how to program in software such as DARKBASIC and XNA and others. The concept of physics and math used for space education is also presented through the programming process. Concepts such as virtual rockets, orbits, and others will be taught. There will be questionnaires that will help understand if the workshops and courses are understood to some extent and to understand the knowledge of the local public. Schools and universities and organizations will be informed of the activities. Utilities such as computers, software and projectors for the workshops and courses depend on the facility and its resources.

Setting: Various strategic places in Guatemala will be used such as schools, universities and organizations.

Participants: Youngsters, adults, schools, universities, non-government organizations, communities.