

SPACE LIFE SCIENCES SYMPOSIUM (A1)
Public Outreach and Education in Space Life Sciences (8)

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SPACE LEARNING WITH FUN

Abstract

My proposal is a video game (console or computer), in which we can provide special education for different age ranges.

The video game is a fairly realistic simulation of important aspects of the space field. The game consists of missions from earth to satellites, International Space Station, and planets.

In these missions will aim to use ingenuity to solve problems of various types and difficulty. Problems such as:

- Repair a damaged satellite using and designing our own parts and ingenuity to identify problems and find the most logical strategy for solving them.
- How to get to another planet, taking into account the constraints of this planet.
- How to improve physical and mental condition of the crew of a mission.
- As from space developments can generate income, such as space tourism.

As we see with these types of problems covered many carriers of knowledge (design, applied sciences, medicine, psychology, economics). This is because not all people possess the same qualities. And this video game is aimed to exploit that quality that each player has and apply it to the development of space science in some way.

The game will also feature a wide range of information about each area of the game, for example if we are designing a mechanical part or a robot. To resolve any problems (depending on the player) can have access to technical information such as physical principles or robotic, static etc.

The game will be designed to have a large number of levels, this is because we have many kinds of players, but especially focuses on children and young people aged (10-18) years to grow by learning and using their imagination.

The video game will have a pleasant visual environment and will experience for the player, which will have recreation while stimulating your mind and increases their knowledge.

The game will also have a database which is saved and will be posted the highest scores of missions and carried out with the best talent and lower consumption of resources. Higher scores will be invited to space camps or conferences that begin enrollment into the world of space. .