

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Hands-on Space Education and Outreach (8)

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SPACE TRAVEL INVOLVING EVERYONE WITH LIVE ACTION ROLE PLAY (LARP) FOR STEAM
EDUCATION**Abstract**

In order to know where we are going, we have to know where we have been. Throughout time theater has held a mirror up to nature by telling humanity's greatest stories through stage performance. Incorporating the "A" of Arts into STEM is a means to create a more universal approach to conversations and experiences for visualizing our future in space. In this paper, the authors introduce Live Action Role Play (LARP) as a new STEAM methodology for exploring open space. Participants can experience organized pretend play through a virtual simulation as a means to engage in role play with the participants. By telling the story about a day on Mars, asking questions, and providing interactive tasks to do on a mission base, the participants engage in a "game space" of the real world in role-playing interactions. Research, learning about astrophysics and engineering, and prototyping are all STEAM methods that are organically integrated to spike learning and development. The result of a LARP provides insights, beyond theory, by a live immersive simulation where data is collected through a crowdsourced approach. In a world of unknowns, this is an extremely powerful way to ask "what if" by creatively involving everyone.