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50th IAA SYMPOSIUM ON THE SEARCH FOR EXTRATERRESTRIAL INTELLIGENCE (SETI) – The Next Steps (A4)
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GAMIFICATION METHODS AND GAME THEORY TECHNIQUES FOR ASTROBIOLOGY, HABITABILITY AND EXTRATERRESTRIAL COMMUNICATION- SETI BREAKTHROUGH LISTEN.

Abstract

The analyses the search for extraterrestrial life and investigates the reasons for the lack of any confirmed detections. The miscellaneous methods used previously are reviewed, such as communication through radio and microwaves and spectra detection. The confirmation of extraterrestrial life's existence has not been successful despite the diverse techniques used by multiple agencies like SETI and NASA. This paper looks towards lateral techniques and unconventional approaches to look for extraterrestrial life and generate the platform required to find various detection methods like– Gamification citizen science. Citizen science has been transmuted through Gamification techniques being used in protein studies, experimental data, to space archaeology. Gamification has been employed for the detection of habitable exoplanets is extensively reviewed. The SETI open-source data is used to test the approach of citizen science for research and project development within the exoplanet community. The paper also looks at primary data collected through surveys to understand the reach and extent of citizen embedded in daily life. Game theory is used to study and understand how deep-rooted astrobiology research impacts the search for extraterrestrial life. The idea of using technology and ideas will pave the way for the revolution of research in astrobiology and the method of consuming knowledge. The merit of this idea is covered.