

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)
Show Us Space: Demonstration of Hands On Education and Outreach (8)

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AGE OF THE MOON: A GAME-BASED APPROACH TO LUNAR INFRASTRUCTURE
DEVELOPMENT AND COLLABORATION

Abstract

The Age of the Moon initiative aims to raise awareness about potential collaboration and conflict scenarios concerning lunar infrastructure development and their societal and economic impacts. The project employs gaming as an innovative, engaging tool to educate about lunar infrastructure and the emerging lunar economy. We aim to stimulate discourse about the future development of lunar bases while fostering innovative and collaborative problem-solving within this unique context.

The project started in 2020 under the auspices of the Technical Unit Research for a Thriving Lunar Ecosystem (TURTLE) work group within the Space Generation Advisory Council (SGAC). The inaugural game prototype was successfully debuted during a Special Session at the International Astronautical Congress (IAC) in Dubai in 2021. The present game represents an enhanced iteration, accommodating up to four players or teams and is designed for audiences over 16 years interested in space, strategy, and negotiation.

The workshop asks participants to reflect on decision-making strategies for the players in the lunar economy. It stimulates discussions about the scenarios that may arise when dealing with the Moon missions, including which scenarios to avoid or promote in real-life situations. Throughout the game, players develop an understanding of the process involved in building a Moon Base, including the risks associated with such an undertaking, from natural hazards to political decisions.

During the IAC presentation, there will be a physical demonstration of the game set at a table along with all the elements, performing a dynamic conversation with the attendees; this will provide a better understanding of the Age of the Moon board game structure and dynamics. Moreover, we will address the game's background story, the explanation of how it has been played, the research done, and the evolution of the game design. We will also discuss the preliminary results of the workshops conducted so far, including the different experiences between space-savvy players and the general audience who have played the game in dedicated workshops across different countries and cultures, including Spain, Jordan and Mexico.