Educational Games Solicitation

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“NASA could collaborate with video game producers to create live-action learning modules that give players the chance to experiment with orbital mechanics, the principles of space flight, and other space-related subjects.”

Report of the President’s Commission on Implementation of United States Space Exploration Policy (the Aldridge Report)
Educational Games

- Bridge the gap between learner experience and new knowledge (Dewey)
- Immersive, contextual and engaging
- Scaffold mental model building
- Advantages of games
  - *Stealth Learning*
  - *Soft Failure*
  - *Bonus Time*
Educational games and ESMD

- Build and test constellation systems
- Experiment with space exploration technologies
- Experience research and exploration
- Learn they can be part of the NASA team

...stealth learning...soft failure...bonus time...immersion in ESMD missions

- A powerful recruiting tool that could reach many thousands of students (à la America's Army)

Our proposal: ESMD Educational Games CAN, FY06 Release
LT Team Expertise

- Gabrys, GSFC Education Officer
- Hoban, Space Science Ph.D.
  - 12 years program management
  - 7 solicitations (end-to-end)
- Laughlin, Education Ph.D.
  - designed and implemented pilot virtual review process for LEARNERS II CAN
  - games expertise (A Brief History of Computer Games in Education, MEC 2005)
Games facts

- 150 million Americans play games
- 50 million gamers are under 19
- 60 million women play games

Virtually all college and university students have game playing experience.

They are all potential players of an ESMD game.

Source: Entertainment Software Association Report, 2004