



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)

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.