

NASA Missions Inspire Online Video Games

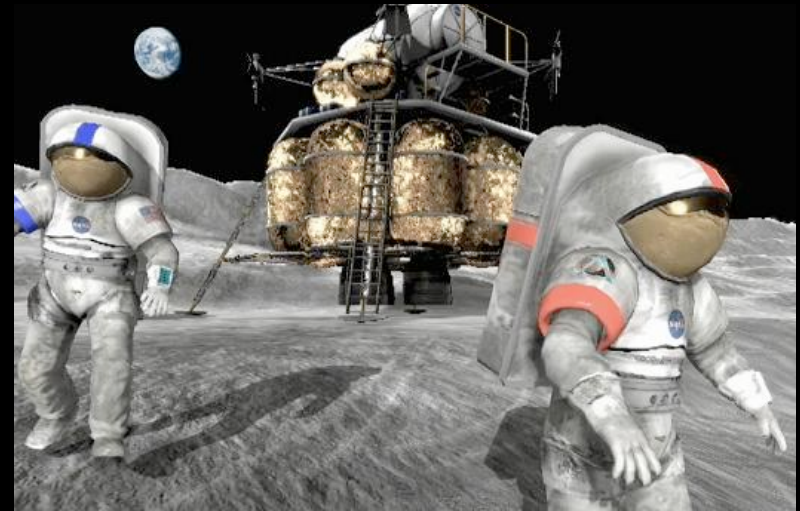


Goddard Space Flight Center

Army Game Studio, Redstone Arsenal, Alabama
Virtual Heroes, Raleigh, North Carolina

NASA Technology

- ◆ NASA's Learning Technologies program aims to inspire students to pursue careers in the areas of science, technology, engineering, and math (STEM)
- ◆ As a part of NASA's effort to increase the number of students engaged in these disciplines, it researched the possibility of an online game to generate interest



Partnership

- ◆ In 2009, NASA funded the development of a 3D massively multiplayer online game (MMOG)
- ◆ The success of the game inspired a Space Act Agreement to create a sequel, now in production
- ◆ The first game uses real NASA lunar architecture plans; its sequel will feature a variety of real NASA engineering and science missions

Benefits

- ◆ The first game, the award-winning *Moonbase Alpha*, was downloaded over 300,000 times
- ◆ Both games reward skills in math, physics, science, and engineering
- ◆ Curricular support materials are being developed to incorporate *Moonbase Alpha* and *Astronaut: Moon, Mars, and Beyond* into the classroom