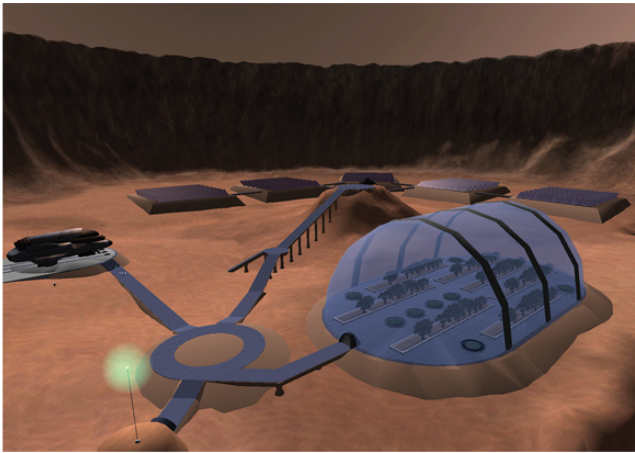


Immersive Video Game for Astronomy Education

ID# 2017-4646



Mars Colony

Technology Summary

This video game written in Unity 3D teaches the basic concepts of astronomy through an interactive storyline and series of immersive activities framed within stories. It is appropriate for middle school, high school, and non-science collegiate undergraduate students. The 15-to-30-hour game allows students to learn astronomy virtually and brings entertainment to the subject matter, making the learning process more effective and enjoyable.

Application & Market Utility

Students are often intimidated by science, or find reading about the topic dry and boring. Capitalizing on the widespread popularity of video games, our technology makes astronomy more relevant and accessible. By actively participating in quests, students gain a better understanding and appreciation of the cosmos. The experience can be used for courses in schools and home schooling, as well as recreation both for children and adults.

Next Steps

Seeking research collaboration and licensing opportunities.

TECHNOLOGY READINESS LEVEL

8-10

Seeking

Investment | Licensing | Research

Keywords

- astronomy
- astronomy education
- astronomy learning
- astronomy video game

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