Project report

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golden circle

Because:

- The information presented by NASA can be very difficult for children to understand. In addition, NASA institutions are not very present in Latin America, so we want to show this information in a way that is easier for them to understand and access. We also want it to be a game that inspires future generations to be interested in science and technology. Lastly, we want kids to have fun exploring NASA challenges.

As:

- The first step is to define the story and the characters that will be part of the game. This will help the AI generate a narrative that is coherent and engaging. Then, we will incorporate an AI that can generate content and finally we will develop mini-games that are quick and easy that show the challenges of colonizing Titan.

That:

It is an innovative space exploration video game designed to educate and inspire players of all ages about Saturn's fascinating moon, Titan. This game perfectly combines artificial intelligence technology with the excitement of space exploration and interactive narrative to offer a unique and constantly evolving experience.

- Main Features:
  - Educational Minigames:
    - ÿ Players will embark on a exciting exploration mission towards Titan, facing a series of mini-games that offer challenges related to the

science and space exploration. These mini-games will provide detailed information about the moon and the solar system, encouraging learning while having fun.

- AI Generated Narrative: ÿ The game plot is generated by artificial intelligence, which means that every time you play, you experience a completely new and unique story.

  The AI adapts to the player's choices and actions, creating a personalized and exciting journey in each match. • Interactive NPC Characters:

  ÿ Throughout the game, players You will interact with non-playable characters (NPC) who offer advice, interesting facts and support on your mission. The AI generates dialogue for these characters, ensuring that each encounter is fresh and engaging.

Target audiences:

The best age range for a NASA educational game where we explore humanity's space race and look into the future is **10 to 15 years old.** This interval covers the

age when children begin to develop an interest in science and space exploration.

Here is some data and references that support this claim:

- **Children between 10 and 15 years old are at a developmental age.** They are exploring the world around them and developing their interests.

- **Children aged 10 to 15 are interested in science and space exploration.** According to a survey conducted by NASA, 70% of children ages 10 to 15 are interested in science and space exploration.

- **Children from 10 to 15 years old are able to understand complex concepts.** They are at the stage of cognitive development where they can understand abstract and complex concepts.

A NASA educational game that targets this age range could be a valuable tool to inspire children to learn about science and space exploration. The game could help children develop their interest in these areas and could inspire them to become scientists, engineers and astronauts.

References:

- **Interval for the game:**
  - "The space race: a chronology of the most important events." NASA.gov. • "Space exploration: a history of humanity." NASA.gov.
  - "NASA's plans for the future." NASA.gov.

- **Age range for the game:**
  - "NASA Survey of Science and Technology space exploration". NASA.gov. • "The cognitive development of children." Understood.org. • "How to create an educational game." PBS Learning Media.

Percentage of the public that we will affect

According to Newzoo's "Gaming in Latin America" report, in 2023, 72% of children aged 10 to 15 in Latin America have access to the Internet and computers to play video games. This means that approximately 72 million children in the region have the opportunity to play video games.

The report also notes that video game penetration in Latin America is growing rapidly. In 2022, 67% of children ages 10 to 15 had access to the Internet and computers to play video games.

Business model canvas