Project report

Golden Circle

Why:

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 that information in a more easily understandable and accessible way for them. We also want it to be a game that inspires future generations to be interested in science and technology. Finally, we want children to have fun exploring NASA's challenges.

How:

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

What:

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

Key Features:

Educational Mini-games:

Players will embark on an exciting exploration mission to Titan, facing a series of mini-games that offer challenges related to science and space exploration. These mini-games will provide detailed information about the moon and the solar system, promoting learning while having fun.

AI-Generated Narrative:

The game's plot is generated by artificial intelligence, which means that each time it is played, a completely new and unique story is experienced. The AI adapts to the player's choices and actions, creating a personalized and exciting journey in each game.

Interactive NPC Characters:

Throughout the game, players will interact with non-playable characters (NPCs) that offer advice, fun facts, and support in their mission. The AI generates dialogues for these characters, ensuring that each encounter is fresh and engaging.

Target Audience:

The best age range for an educational NASA game where we explore the human space race and look towards the future is 10 to 15 years old. This range covers the age when children start developing an interest in science and space exploration. Here are some data and references that support this claim:

- Children aged 10 to 15 are in a developmental stage. 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 aged 10 to 15 are interested in science.

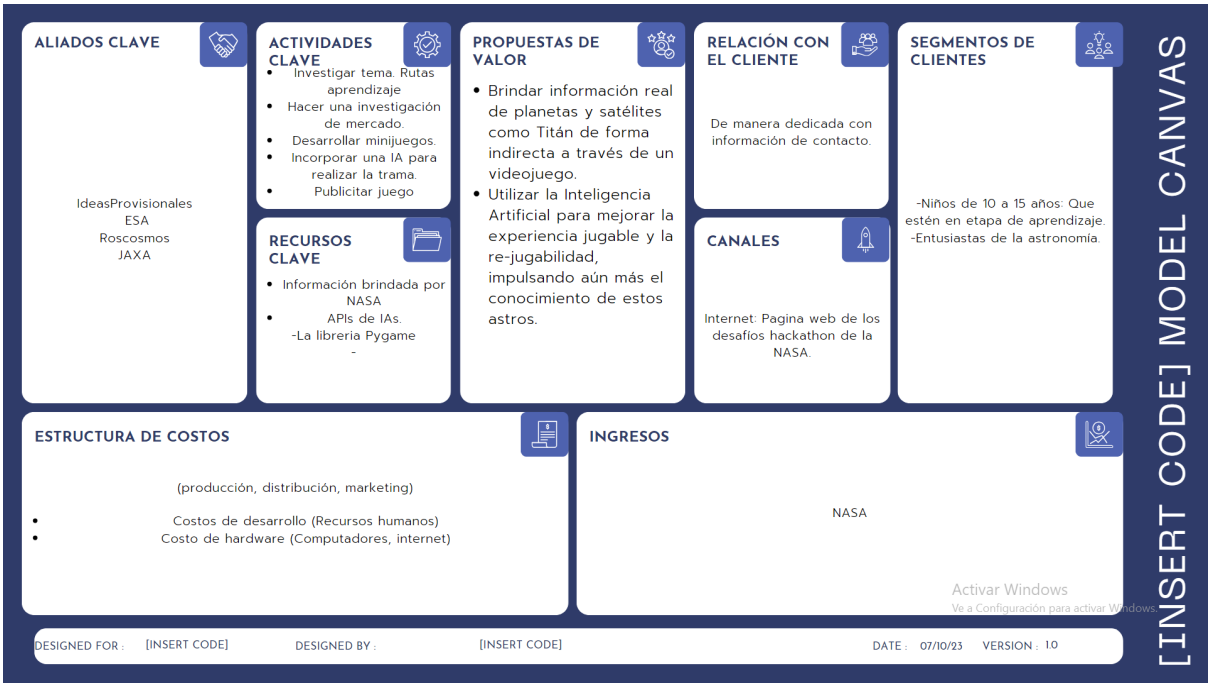
An educational NASA videogame targeted at this age range could be a valuable tool for inspiring children to learn about science and space exploration. The game could assist children in cultivating their interest in these areas and potentially inspire them to pursue careers as scientists, engineers, and astronauts.

Percentage of the Audience We will Impact

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

The report also highlights that the penetration of video games in Latin America is rapidly growing. In 2022, 67% of children aged 10 to 15 had access to the internet and computers for playing video games.

Business model canvas



References:

- Game content:
  - "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.
- Target age range:
  - "NASA Survey on Science and Space Exploration." NASA.gov.
  - "The Cognitive Development of Children." Understood.org.
  - "How to Create an Educational Game." PBS LearningMedia.