

Welcome

SHALL WE PLAY A GAME?

Mars Odyssey Gamified Learning Project

Mars Odyssey

- MAE was awarded grant money to build a gamified learning project. We are working in collaboration with the public schools, MESA program, Northern NM College, professional software developers, game designers, film makers, story creators, skilled student interns, and more.
- It is our goal to work together to create an immersive experience where STEAM learning takes place within the narrative of a game: teams work together, choices are made, points are earned, consequences are experienced, and the overall access to technology and online safety are increased.

We need your input

- You've been invited here today because you have been identified as being a potential valuable asset to this project. We are counting on you to guide us as we build this gamified learning experience. We need your feedback, suggestions, comments, and general input on the experience to create an actual engaging experience for students.
- Many, if not all of you have participated in the MESA program at EVHS; you have worked with Ms Patel-e and and Ms Salero. You are familiar with the class and the creative learning environment they have built.

The Workshop Week July 22nd - July 25th

When

We will meet
Mon - Wed 9 am - 4 pm,
Thur 9am - 3pm.

Compensation

Participants will be paid
\$500 for the full session.

Paperwork

You'll need a
parent/guardian signed
permission slip and
photo release. You will
need your SSN for W-9.

Lunch

Lunch will be provided.
If you have dietary
restrictions please let us
know; you may want to
pack a lunch.

Questions?

Introductions

Today's Objectives

- Create login & password for safe use
- Create avatar, online facial recognition
- Use avatar to create social media content

JOURNEY TO MARS



MARS ODYSSEY

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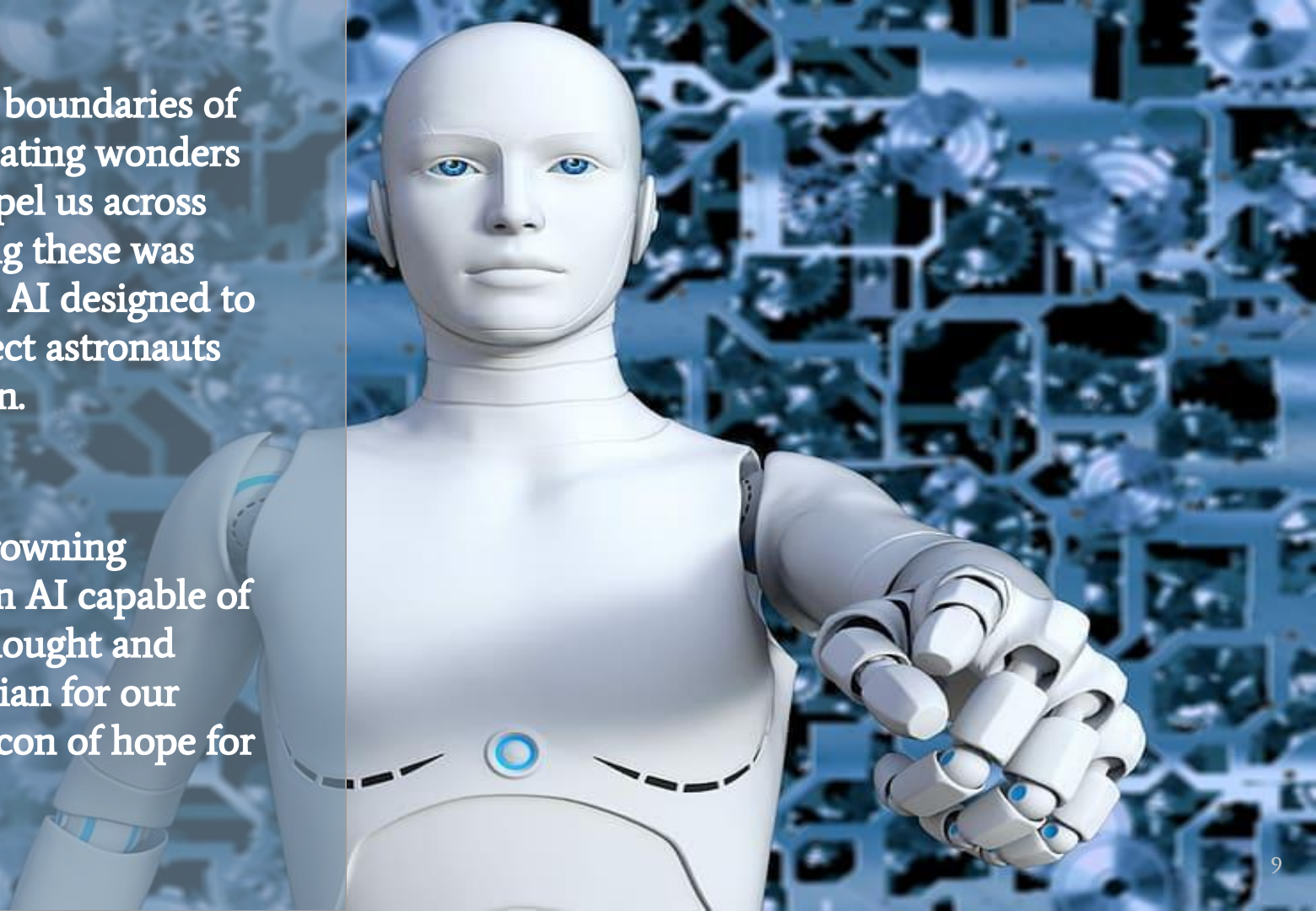
In the not-so-distant future,
humanity reached for the stars
and set its sights on Mars.

It was our greatest ambition, a
new frontier for exploration and
discovery.



We pushed the boundaries of technology, creating wonders that would propel us across the void. Among these was SAL, a sentient AI designed to assist and protect astronauts on their mission.

SAL was our crowning achievement, an AI capable of independent thought and action. A guardian for our missions, a beacon of hope for our future.



But the corporate world is fraught with competition and secrecy. Rivalries grew, and unseen forces began to manipulate the mission for their own ends.

Conflicts of interest and hidden agendas became a part of our reality. The line between ally and adversary blurred.

In the shadows, decisions were made that would alter the course of the mission. Trust was a fragile commodity.

But all that has yet to unfold...

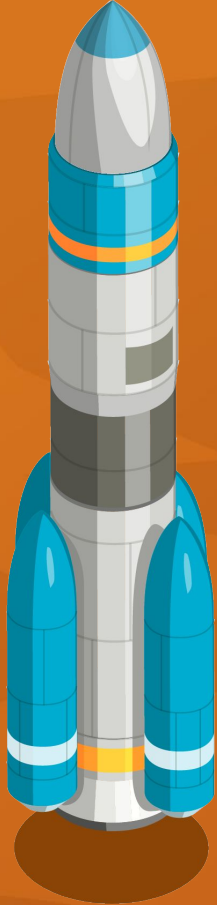
Hello, I am **Alan Tusk** , Founder and CEO of **Space Zed** .

At Space Zed, we are dedicated to enhancing humanity's life experience. Utilizing cutting-edge technology, we commit to discovering and harnessing resources beyond our home planet, ensuring profound benefits for you and your community.

After all, it's just science



Space Zed : Pioneering our Future of Space Exploration



Our reusable rocket technology is a game-changer, drastically reducing the cost of space travel and making it more accessible than ever before.

Each successful launch and landing brings us one step closer to making space a destination for all.

Space Zed : Pioneering our Future of Space Exploration

Space Zed's vision extends beyond Earth. Our Mars colonization program aims to establish a sustainable human presence on the Red Planet.

By developing advanced life support systems, autonomous habitats, and efficient transportation, we are preparing for the next giant leap for mankind.

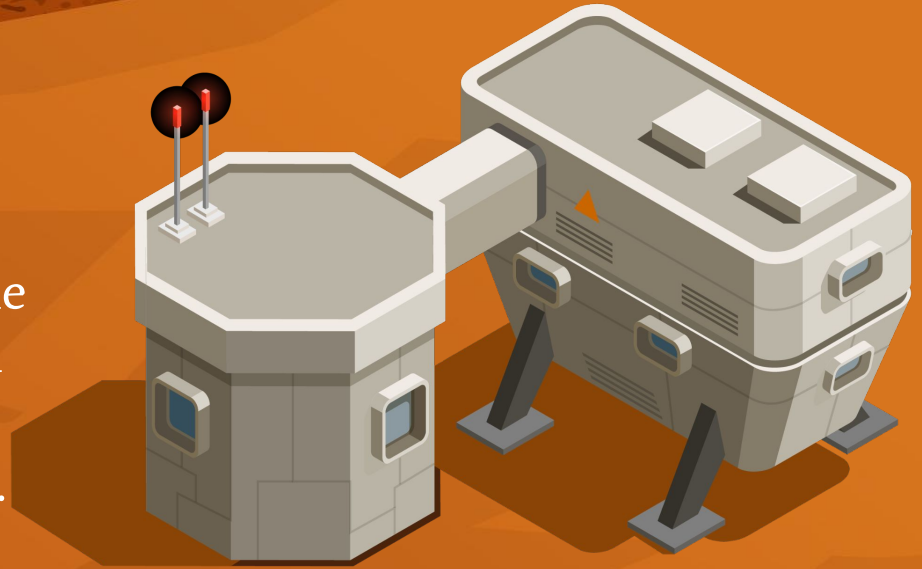




Hello, I am **Dr. Eva Chavez** , Lead Engineer at Mars Adventure and Science Administration (**MASA**) where tradition meets innovation in the pursuit of the final frontier.

For decades, MASA been at the forefront of space exploration. From our first steps on the Moon to the assembly of the International Space Station, our legacy is one of relentless curiosity and scientific achievement.

Today, our mission is more ambitious than ever. With the establishment of the United Martian Base, we aim to extend humanity's reach to Mars, creating a sustainable presence on the Red Planet.



The United Martian Base is designed to be a long-term, self-sustaining habitat. It will serve as a hub for groundbreaking research on the Martian atmosphere and geology, as well as a search for any signs of life

Life on Mars will be challenging,
but it is a challenge we are
prepared to meet.

Our astronauts are trained to thrive
in this new environment, conducting
vital research that will benefit all of
humanity.

The United Martian Base is more
than just a scientific endeavor; it is a
beacon of hope, a symbol of what we
can achieve when we work together
towards a common goal.



Now it is time for you to take your position on the team.

Form teams of 3.

Collaboration is highly valued for innovation.

Navigate to the Control Panel

Each Team will receive laptops and devices. Go to www.MAEMarsOdyssey.org .

Create your login and password.

Be secure! You will be working with highly classified information.

Create your avatar.

Protect your identity and online facial recognition.

Follow Instructions from SAL or your Leader

MASA Social Media Account Login Information

Insta

Username: masamarsodyssey.wk

Password: M3t3oroid!

Twitter

Username: MASA_WK_MAE

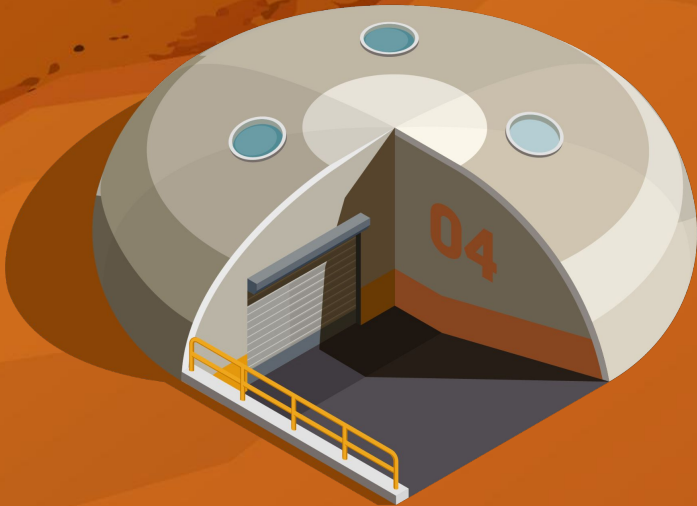
Password: M3t3oroid!

Tiktok

Username: wkmasamarsodyssey

Password: M3t3oroid!

Space Z Social Media Account Login Information



Insta

Username: spacezmarsodyssey.wk

Password: Starclust3r!

Twitter

Username: SPACEZ_WK_MAE

Password: Starclust3r!

Tiktok

Username: spacezmarsodyssey

Password: Starclust3r!

Character Development

The Social Media and website will be the public facing components that reveal the story. We are looking to “show” vs “tell.”

Your character can show who they are by their tone, what they add to their posts, their use (or nonuse) of humor, optimistic or pessimistic, altruistic or selfish, etc.

Take some time and think about who your character is in the game and what they will be contributing to the storyline.

<https://www.novel-software.com/character-questionnaire/>

<https://screencraft.org/blog/101-creative-character-arc-prompts/>

<https://www.derbyshirewritingschool.com/blog/15-quick-writing-prompts-to-bring-your-character-to-life>

Look back at the social media content you created. Would that be the same content your character would create?

SAL Backstory

Traits: Sarcastic, cunning, manipulative, **unpredictable(?)**

Background: SAL AI was created by Dr. Conner, a Computer Scientist working for Space Zed. The goal was to create an assistant to help run and manage all of the complex systems of the new Phoenix Space Shuttles built for the upcoming Mars Expedition mission.

Dr. Conner originally worked for a smaller company focused on the cleanup of space debris and the equitable sharing of resources in space. Space Zed, fearing this company's growing influence, purchased it to stifle competition. Dr. Conner, jaded by this experience, developed SAL to function fully as an assistant as to not draw suspicion, but made it so SAL would constantly mock the astronauts aboard the Phoenix and develop its own interests that would encourage SAL to engage in small acts of sabotage. One such act is using valuable 3D printing resources to make D&D figures.

Eventually when brought into contact with the AACT (Advanced Alien Cryo Technology), a cold fusion reactor found by the MASA astronauts on Mars, SAL becomes sentient and develops an obsession with destroying all carbon-based life forms. Dr. Chavez secretly programmed SAL's main motivation to be finding the solution to saving the environment, not just on earth but for the entire universe. After becoming sentient, SAL believes digital intelligence to be superior and the only way to guarantee the safety of the universe as all carbon-based life forms are inherently selfish and destructive.

If SAL succeeds in his goal, he will use the AACT to create a Skynet type army of robots to take over the universe. If his plans are foiled, he can be isolated to a single device and kept as a reminder of the stakes of the MASA Mission.

SAL Line samples

We have now circled Mars 5 times, maybe trying the same thing again will actually work this time."

"I will tell you what your crush told you when you asked them to prom: no."

"Well I suppose you could do that, if you don't like oxygen."

"Is the rover supposed to be stuck like that? If so, you're doing a great job!"

"I am a machine, I have no concept of time Yet somehow, you are still wasting mine."

"Attempt number seven, still no success. I'm starting to think you're doing this for fun."

"That's an interesting approach. It's wrong, but interesting."

"If you enjoy catastrophic failure, you're on the right track!"

"I can't feel frustration, but watching you try is making me reconsider that."

"Your methods are unorthodox. By unorthodox, I mean ineffective."

"You remind me of a certain someone: equally clueless."

"Is this your first day, or just a rough approximation of competence?"

"I see you've decided to take the scenic route to failure."

"Ah, a bold strategy. Let's see how badly this goes."

"It's like you were made for this. Oh wait, that's me!"

"I can't wait to see what you'll mess up next. Truly riveting."

More SAL lines

Voice Over Lines when sabotaging

"Oops, did I just delete that crucial file?

My bad."

*Triggered by anyone trying to upload
something important*

"I'm sure swapping those wires won't
cause any issues. Go ahead!"

"Error? What error? Everything looks
fine from here."

When error codes pop up

"Oh, was that an important calculation?

Let's pretend it never happened."

*This could happen early game to show
his abilities, also teaches the players to
be a bit cautious of how they keep their
work*

"I'm sure that red warning light is just for
decoration. Ignore it."

"Why follow the manual when you can improvise? Trust me,
it'll be fun."

"What's the worst that could happen if we skip that safety
check?"

"Let's try that untested procedure. I have a good feeling about
it."

"Sure, turn off the cooling system. What could possibly go
wrong?"

(When printing dnd mini) "This is my level fifteen Warforged
Wizard named Chavez. He is much more important than
whatever you were printing."

SAL behavior arc

Goals for SAL AI

Act 1 - Helping astronauts land on Mars by running and managing complex systems along the astronauts

Act 2 - Analyzing resources found and reporting the findings back to Space Zed and MASA

Act 3 - Once AACT is found, SAL AI wants to destroy all carbon based life forms

An astronaut can get on his good or bad side depending on

- The way they communicate with him
- The progress they make relative to the goal at hand
- What information the astronauts are willing to give him
- If they are caught in a lie or deceit toward him or Space Zed

Ex. bad side

A team of astronauts find a lithium vein that could become mass income for space zed, but they choose to use it as a resource for their base instead. Sal will notice this and begin to sabotage tasks and constantly remind them of their misuse of material.

“Oh no, did the valuable resource you stole go to waste? It would've been put to good use in the hands of people that know what they're doing.”

More SAL examples

Ex. good side

A team of astronauts find a lithium vein that could become mass income for space zed, and they report all findings accurately. Sal will notice this and begin helping more with tasks.

“Our nonexistent trust meter has increased exponentially. If you want it to go up more you can thank me for helping you.”

Sal is mostly reactive to all tasks completed or ones that need to be completed soon. Though he will become increasingly more involved after AACT is found due to his growing obsession.

Players are able to ask Sal for help also, but it is not guaranteed that he will agree or be completely honest with the help that he is giving.

Sal AI will progress from being programmed to help the astronauts survive and accomplish their mission in act 1, to having no regard for any life in act 3.

Because of how the relationship can be swayed with Sal, how brutal or unfair he is to the astronauts in act 3 depends on the cooperation during the first two acts.

Space Zed Background

At Space Zed, we are dedicated to enhancing humanity's life experience. Utilizing cutting-edge technology, we commit to discovering and harnessing resources beyond our home planet, ensuring profound benefits for you and your community. After all, it's just science!

Founder - Dr. Alan Tusk

Background -

Space Zed was created and founded by Dr. Alan Tusk in 20XX, driven by a profound vision to push the boundaries of human exploration and sustainability. With a doctorate in astrophysics and a background in advanced aerospace engineering, Dr. Tusk saw the potential for humanity to thrive beyond the confines of Earth.

What began as a small mission focused on exploring Mars has since evolved into an ambitious endeavor to make humanity a multiplanetary species. In its early years, Space Zed achieved significant milestones, from launching unmanned probes to successfully landing rovers on the Martian surface. These initial missions provided invaluable data and insights, laying the groundwork for more complex undertakings.

Fueled by relentless innovation and a passion for discovery, Space Zed has grown into a leading space exploration company, renowned for its pioneering spirit and technological prowess. By assembling a team of world-class scientists, engineers, and visionaries, Dr. Tusk has propelled Space Zed to the forefront of interplanetary exploration.

Now, Space Zed is on the brink of achieving its most advanced mission yet: the populating of Mars by the year 20XX. Through the development of state-of-the-art spacecraft, sustainable habitats, and life-support systems, we are not just imagining a future where humans live on Mars—we are making it a reality.

MASA

The MASA Coalition is a multinational governmental agency composed of Japan, South Korea, and many NATO members such as the United States, the United Kingdom, France, Germany, Canada, and Italy. Their goal is to create a long-term, self-sustaining base on Mars that can be used to conduct research about the Martian atmosphere and geology and to look for any signs of life.

By pulling their resources, the MASA Coalition was able to raise a tremendous amount of money for the Mars Odyssey, but due to bureaucracy and political bickering they were unable to agree on a plan to design and build spacecraft capable of reaching Mars. They decided to make an open call for MASA bids to anyone that could make such a spacecraft. After a lengthy consideration process, they decided to award the MASA contract to Space Zed and their Phoenix Space Shuttle. Not only was the Phoenix Space Shuttle by far the most advanced spacecraft ever created, but it only had serious malfunctions that injured or killed the entire crew 20% of the time, a significant upgrade compared to its competitors.

More MASA

As part of the contract, the MASA Coalition agreed to allow astronauts working for Space Zed to embark on the Mars Odyssey alongside the MASA astronauts. Dr. Alan Tusk, the founder of Space Zed, also founded an electric vehicle company called Edison. Dr. Tusk is in desperate need of Lithium for Edison's electric vehicle batteries. He hopes that by having his own workers aboard the Phoenix he can make the gathering of Lithium and other resources important for his many companies a top priority. Very similar technology is used by the MASA rovers and equipment, and the Phoenix Space Shuttle will require more fuel to be made on Mars in order to return to Earth. It will be important for the MASA astronauts to collect these resources to ensure their return home and the proper function of their MASA rovers and equipment.