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

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

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