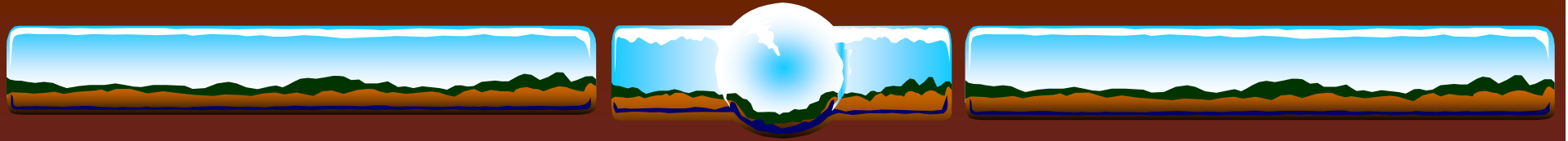


# Astro games: using games to promote astronomy and space science

Sivuyile Manxoyi

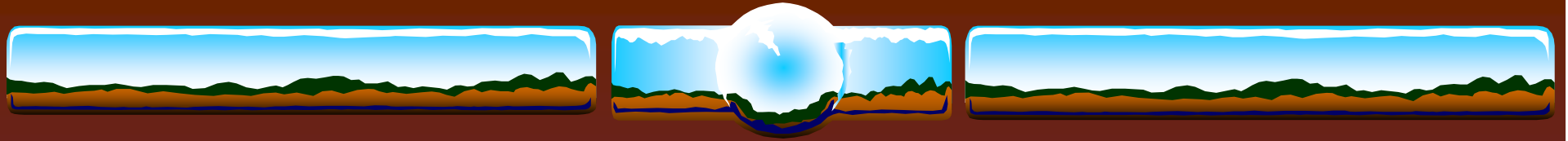
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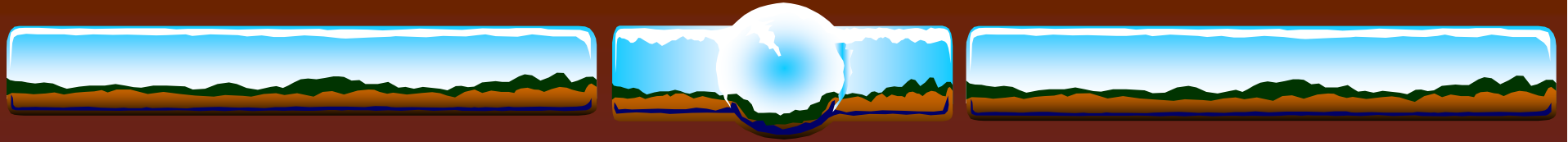
# Outline

- ⌘ Introduction
- ⌘ Why use the games
- ⌘ Different type of games and Design
- ⌘ Challenges
- ⌘ Conclusion



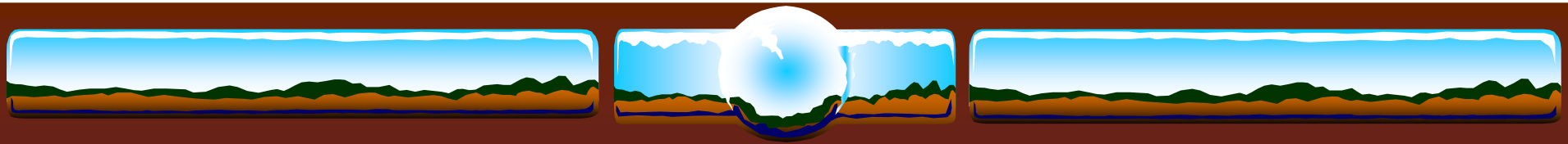
# Introduction

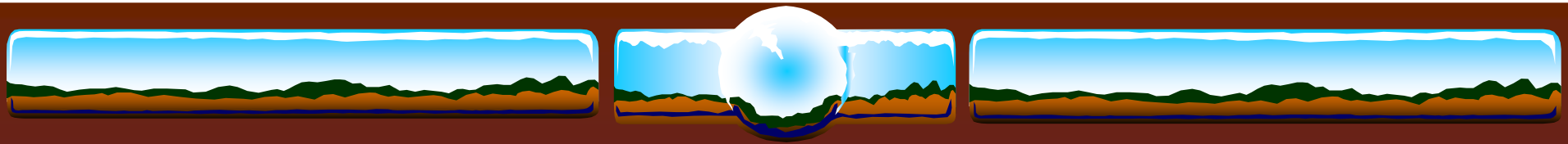
- ⌘ There is generally a challenge to communicate science in our country
- ⌘ There is even a harder one in dealing with astronomy: its history, absence in school curriculum prior 1996, limited offering and isolation of South Africa

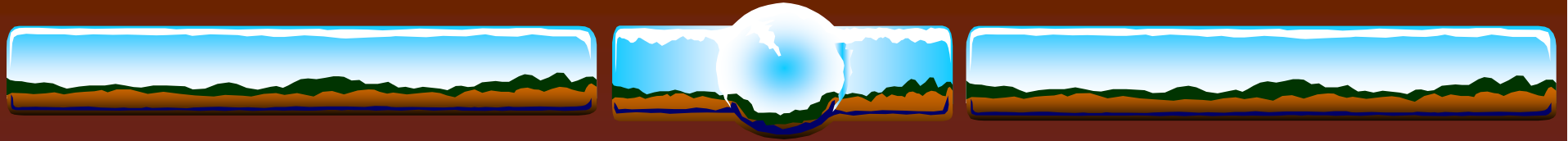


# Introduction

- ⌘ The building of SALT, bidding for SKA, building of KAT
- ⌘ The launching of our satellite
- ⌘ The Mark Shuttleworth event
- ⌘ The role of science educators and communicators and scientists at times is changing the landscape
- ⌘ SCBP : our approach

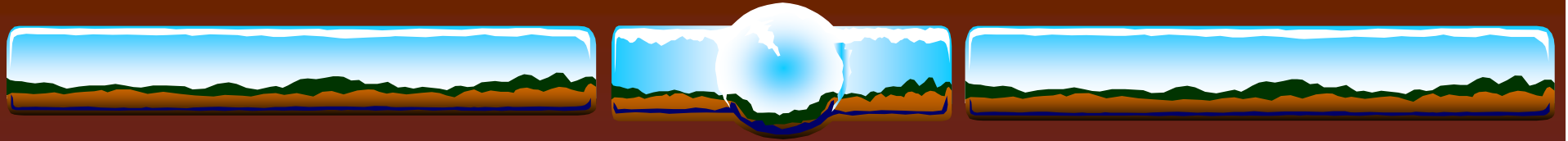






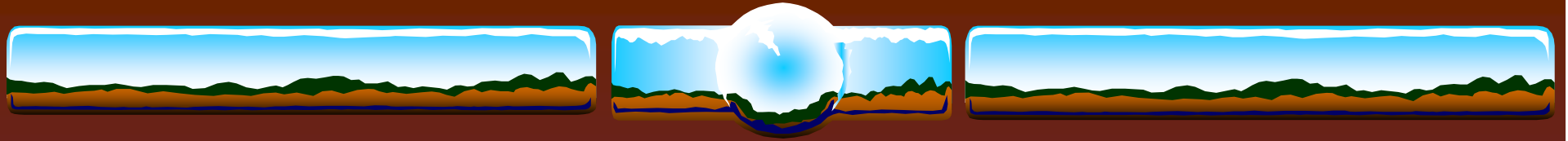
## Why the games

- ⌘ Edutainment : bring enjoyment yet getting informed and acquiring knowledge
- ⌘ Simplify , demystify and communicate hard concepts in a fun way
- ⌘ Extends beyond the confines of institutions , can be taken and played at home
- ⌘ No need for supervision when rules are mastered
- ⌘ Can be used to challenge misconceptions



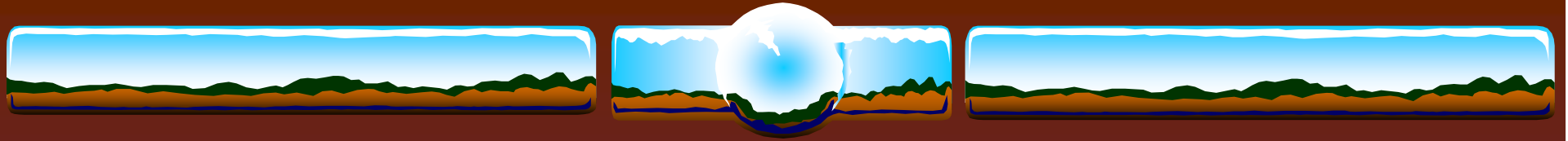
# Different type of Games and Design

- ⌘ Board games: Solar system, Cosmic trek, astropoly, moon chase, planet games
- ⌘ Observational games: Silimela
- ⌘ Card games: Cosmic decoders, astrobingo
- ⌘ Stone games: Puca, Nkwenkwezi
- ⌘ Pen and paper games and puzzles
- ⌘ Domino games: moon phases
- ⌘ Physical and sing along games: Shadows
- ⌘ Ball games
- ⌘ Computer games



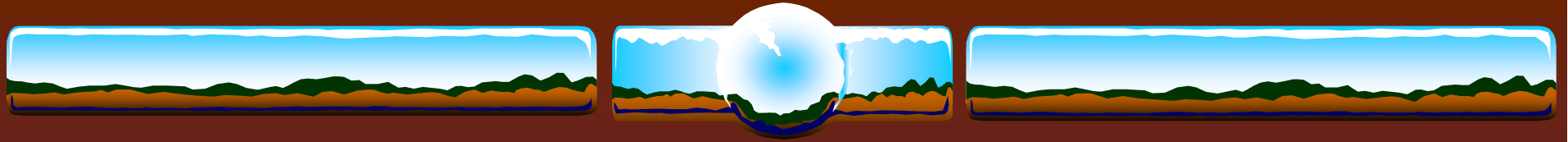
# Principles of Design

- ⌘ Like all games uses Racing, Collection, Battling, Placing and Simulation
- ⌘ Infusion of astronomy content in already existing games
- ⌘ Rule familiarity makes things easier



# Challenges

- ⌘ Language
- ⌘ Basic understanding of concepts
- ⌘ Computer Literacy
- ⌘ Changing nature of Astronomy
- ⌘ Attitude of people
- ⌘ Context issues



# Conclusion

- ⌘ Games can be used as an introduction or to consolidate understanding
- ⌘ There needs to be a follow on , we need use games as part of variety of approaches
- ⌘ Let us be creative!!!!