The Moon and Beyond: An Immersive Game for STEM Learning in Museums and Planetariums

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The Moon and Beyond project developed a STEM educational game that immerses players, especially families with children and students in grades 4-8, in scenarios related to lunar science and exploration. The project team collaborated with subject matter and game design experts and utilized unique NASA assets to create a game designed for use in informal educational settings, to engage public audiences in learning about space exploration, science, and engineering. Physical toolkits of The Moon and Beyond game were distributed in 2020, together with the NASA-funded Explore Science: Earth & Space toolkit, to 350 informal learning organizations selected through a competitive application process. Digital game materials are freely available at https://nisenet.org/moongame and include detailed instructions to put together your own copy of the game.

List of Partners:
- Ames Research Center
- Arizona State University
- Science Museum of Minnesota
- Museum of Life and Science
- Sciencenter
- Children's Creativity Museum
- Museum of Science, Boston
- National Informal STEM Education Network

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