

## Problem

How can we engage and teach the public about the Psyche Asteroid and Mission?

## Solution

A dynamic, interactive web-based game that progressively builds knowledge about Psyche

## Insights Gained

- Game development
- Project planning and team communication
- New technology stack (Figma, Unity, C#, Blender, etc.)

## Challenges

- Navigating the learning curve across most technical skill areas
- Managing Project Scope Creep
- Distinguishing fantasy and realism in game design and play

## Impact

- Bring more awareness and support to the Psyche Mission
- Increase student engagement and interest in space exploration
- Improve knowledge retention by transforming learning into an active process

## The Game

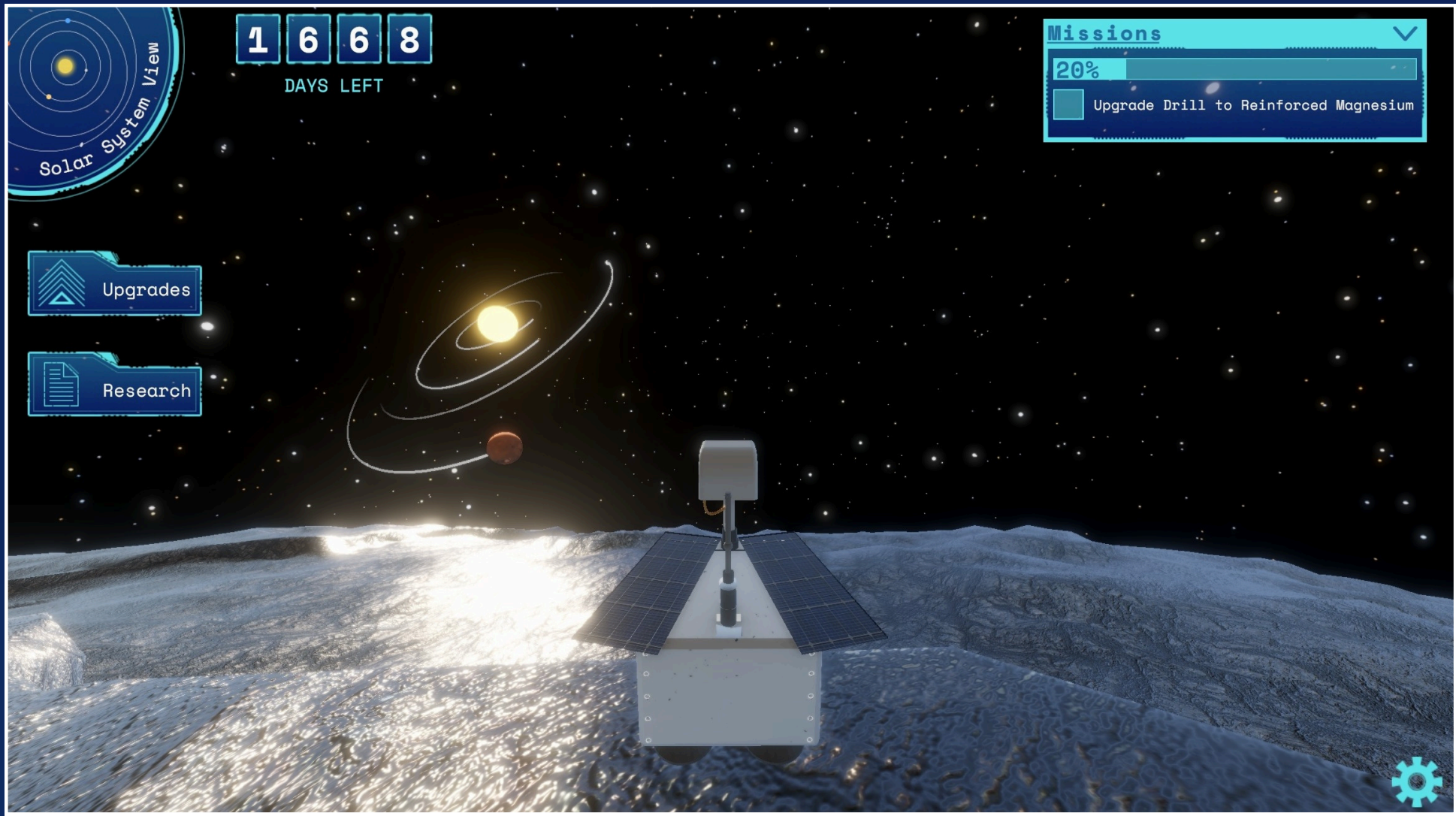


FIG 1. Rover “Eros” experiencing Psyche rotation

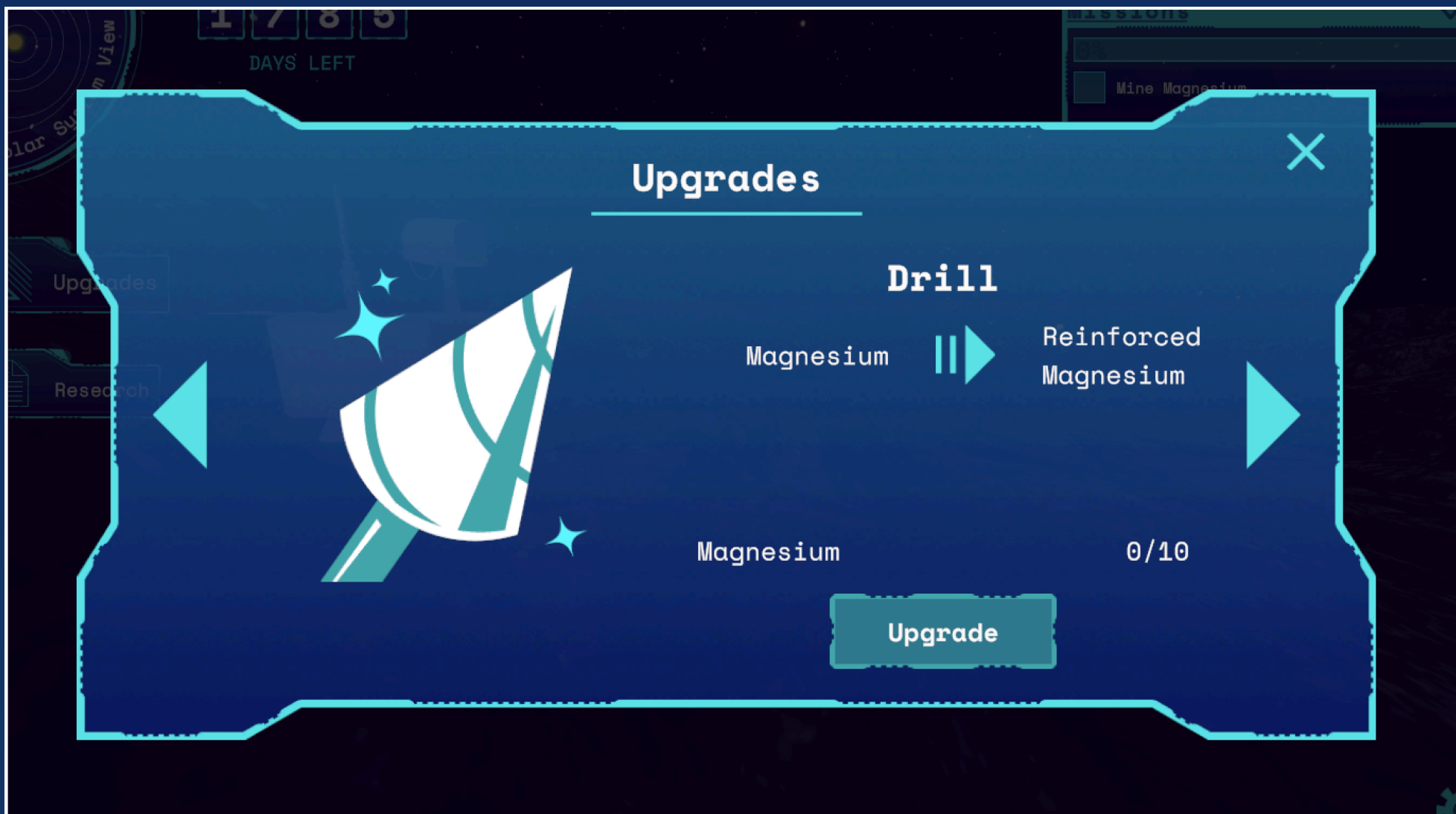


FIG 2. Upgrades to improve game play experience



FIG 3. Research Papers generated throughout the storyline



### Sponsor: NASA Psyche Mission

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