

IAF SPACE EDUCATION AND OUTREACH SYMPOSIUM (E1)  
Hands-on Space Education and Outreach (8)

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## GALAXY 101

**Abstract**

This project is prepared to support the development of astronomy in the Republic of Azerbaijan. The youth of our country, which has a scientist and astronomer like Nasreddin Tusi, does not have enough information about this field. One of the main reasons for this is the lack of materials and sources in the Azerbaijani language. Based on the results of the survey conducted among the 5–9th grade students at the Republican Humanities Gymnasium named after S.C. Peshavari, we come to the conclusion that students' interest in cosmonautics should be increased. So, it is necessary to find ways to create interest in this field in children from a young age. Playing informative and educational games is one of the most effective ways to accomplish this. To solve the problems mentioned above, we decided to create an interactive game called "Galaxy 101" based on the work of "The Little Prince" (Antoine de Saint-Exupéry). Thanks to this, we can ensure the elimination of both the lack of material in the Azerbaijani language and the lack of knowledge among children. Game content: The game will initially be presented using a human model. Here the model's preparation phase for life in space begins on Earth. Our cosmonaut travels to other planets, solves the tasks corresponding to each planet, and then moves to the next planet. At the end of each stage, the game is closed for that day and cannot be played for the next 24 hours. At each next stage, certain questions related to the previous stage appear on the screen to test what the player has learned. Therefore, it is impossible to go back into the game. At this time, the player will approach tasks more carefully so that his result does not decrease. This is effective for the formation of knowledge. After the player completes the quests on all the planets, he will end the game by disappearing into the black hole. Players will complete Galaxy 101 within 6 months. At the end of every six months, the winners of the first three places will be involved in training by our cooperating mentors. This will be a guiding factor for their future careers. The benefit of the game: By playing this game, children develop the requirements for modern education: to increase their ability to think logically, to be creative, and to develop.