

## the **Naturebase** Game - a short description:

### 1. Introduction:

This is supposed to be an interactive game, taking place around the year 2035, and it is built upon this truly **fictive story**:

### 2. A Disaster:

In December in the year 2034, Australian scientists discover that a major world catastrophe will happen in July, 2035 - the earth will be hit by an extremely big meteorite, which will crash on the earth in central Europe, and this will destroy all life...

### 3. Some will leave the earth...

Late on Christmas Eve, December 24, 2034, the prime ministers and presidents throughout the world have met in the UN House in New York and after a week of serious debating decided that 1% of the human population in each country will be selected by mainly random selection to go to the planet Mars. This will happen during May and June, 2035.

### 4. What should we bring with us to Mars, to establish ecologically sound life forms for humans on Mars?

Mars is a planet with quite different physical properties - e.g. the atmosphere is different, with carbon dioxide as the primary gas. And the day time temperatures seldom exceed over - 53° Celsius, and in the night it falls down to - 100° C.

**So what should we bring with us to survive and manage to live an ecologically sustainable life with pleasure and comfort on Mars?**

### 5. Make an interactive description - from the starts on the earth to the firsts colonisations on the planet Mars - with a good but rather simple multimedia program, as preferably HyperStudio™:

## Do this in two steps:

- a. **Create simple but illustrative paintings** of e.g. humans, satellites, livestock of animals, crops, clothings, various technical equipment as vehicles suitable for Mars, etcetera. These paintings are to be made with programs allowing objective oriented drawings. Make thorough discussions in groups on what to paint - **what do we need?**

You can go to:

<http://www.naturebase.org/nbGame.shtml>, where it will be possible to down- and upload pictures/paintings, as well as ideas and other tips related to this game.



This actually means that it will be possible to include internet connected schools from all over this world to participate in the developing of the Naturebase® game.

- b. **Discuss various screenplays, scenarios.** Use the various paintings, saved in gif- or jpg-format - less colourful in .gif and more colourful or scanned photos in .jpg - and paste them into a HyperStudio™ stack and **make the presentation.** Save your HyperStudio™ stacks with ".STK" in the end of the name, and when you are using sounds, use "WAVE"-sounds. The two latter remarks are for Macintosh users, so that the stacks will be possible to run in Windows based computers.

## 6. How come this is called a Game?

- a. Every game suggestion uploaded on the especially dedicated URL as above, and judged by an international jury of elected teachers and pupils, and twice a year we will select the best Naturebase-Game and give the contributors a suitable, good price.
- b. It is also possible to make this game into a "real" game by adding a scoring system, based on e.g. LOGO-programming (for HyperStudio™) stack, when it is played. This latter feature makes it also possible to make a commercial game product out of the Naturebase game.

If this will be the case, the rights will be sold to a suiting company, but there will always be an opportunity for schools - pupils and teachers to make your contributions for this game.

Sincerely,

*Ulrich Jessen*

