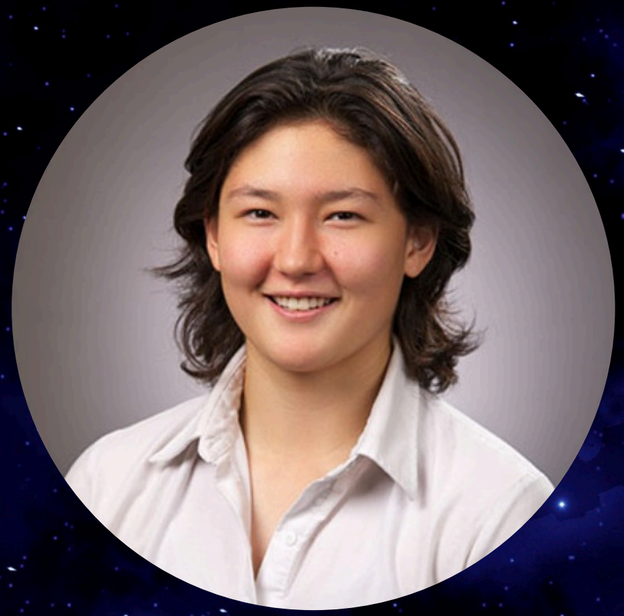


FROM THE CLASSROOM TO THE COSMOS

MEET TEAM SOLARIAN



BEATS TURA
Class of 2027
PRODUCER



DEAN JOHNSON
Class of 2028
LEAD PROGRAMMER



ELIAH SEIGNOURE
Class of 2026
CO-LEAD ARTIST



JEFERSON LANTIGUA
Class of 2026
LEAD DESIGNER



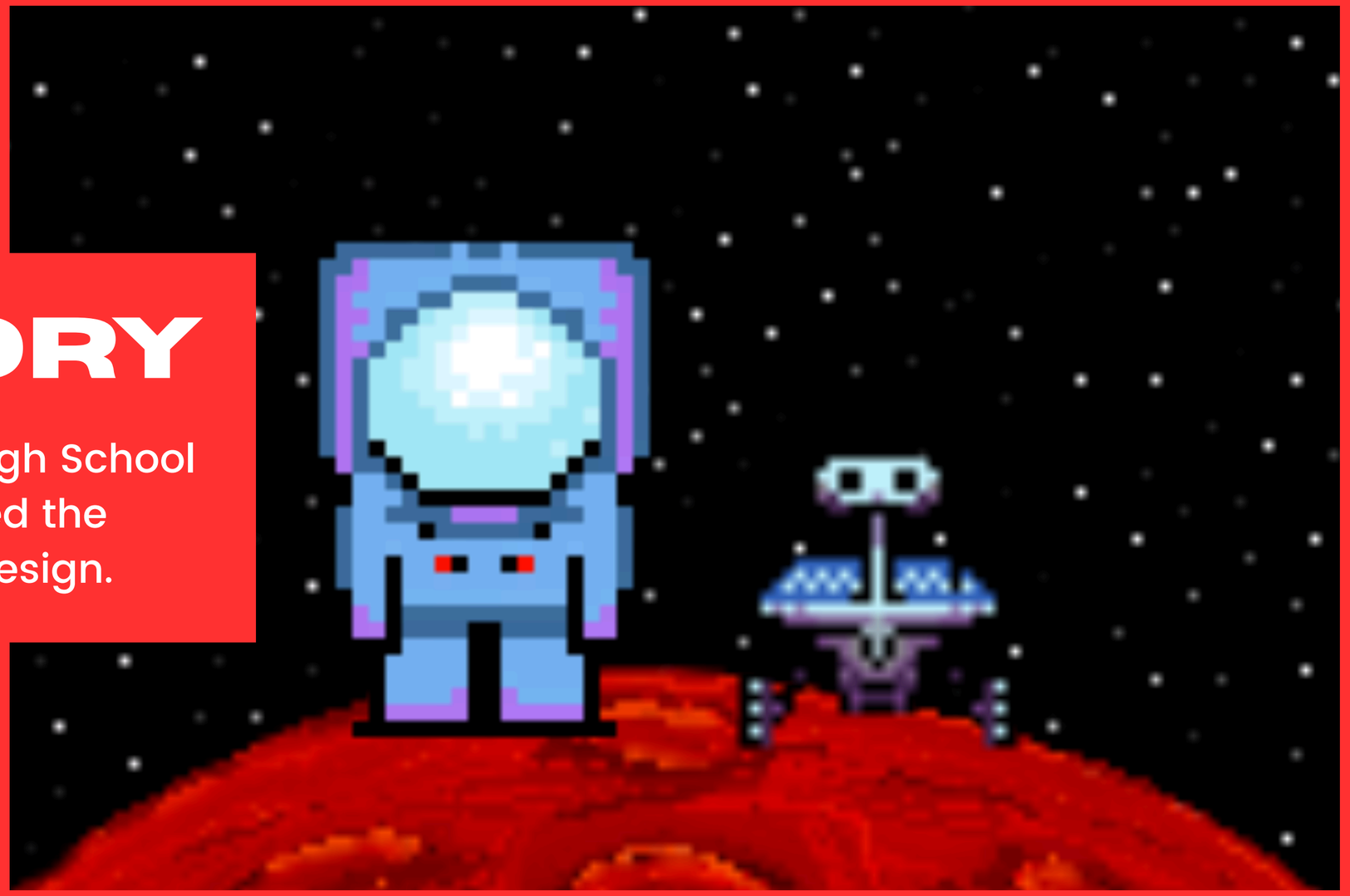
JUAN GALAN
Class of 2025
CO-LEAD ARTIST



MARCUS LEONG
Class of 2028
PROGRAMMER/SCRUM MASTER

OUR STORY

Insights from MacDonough School field research shaped the foundation of Sol's design.



OUR MISSION

We developed SOL to align with how children naturally enjoy learning—by exploring, playing, and using their imagination.



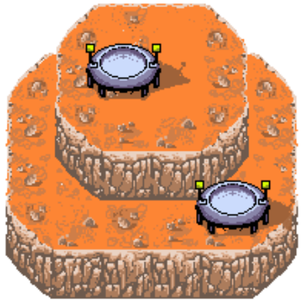
In-game dialogue with Rover, the player's Mars guide.

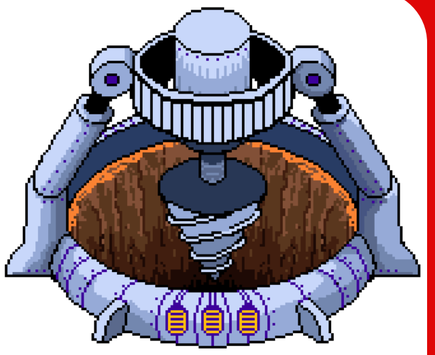
WHAT IS SOL?

SOL is a multiplayer educational game where students explore Mars, complete missions, and learn real science through play.

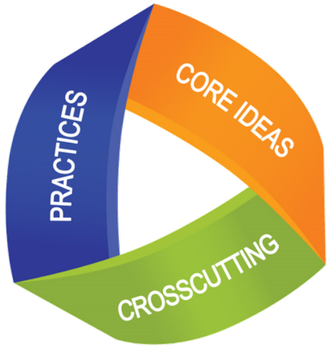
Key Features:

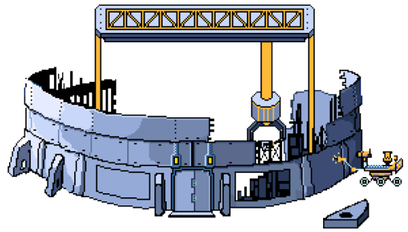
- Aligned with NGSS science standards.
- Designed for 2nd–5th grade classrooms.
- Inspired by real NASA technology and experiments.

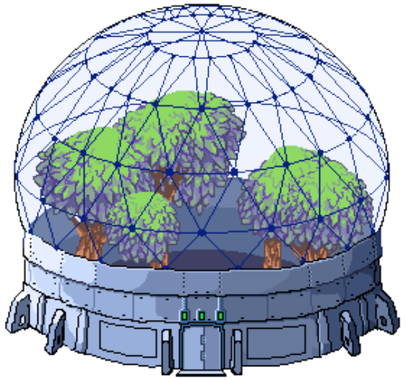




GAME FEATURES

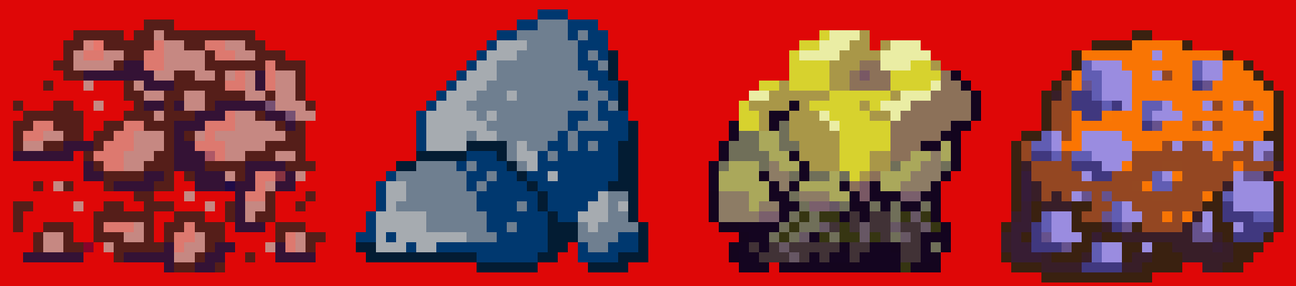


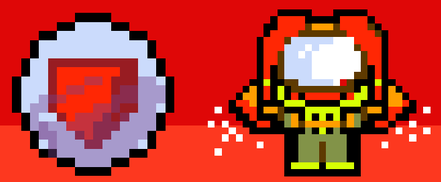




MAP

Players freely explore a Mars map—discovering rocks, greenhouses, and tech like satellite dishes—guided by Rover's contextual explanations.





MARS JUMP

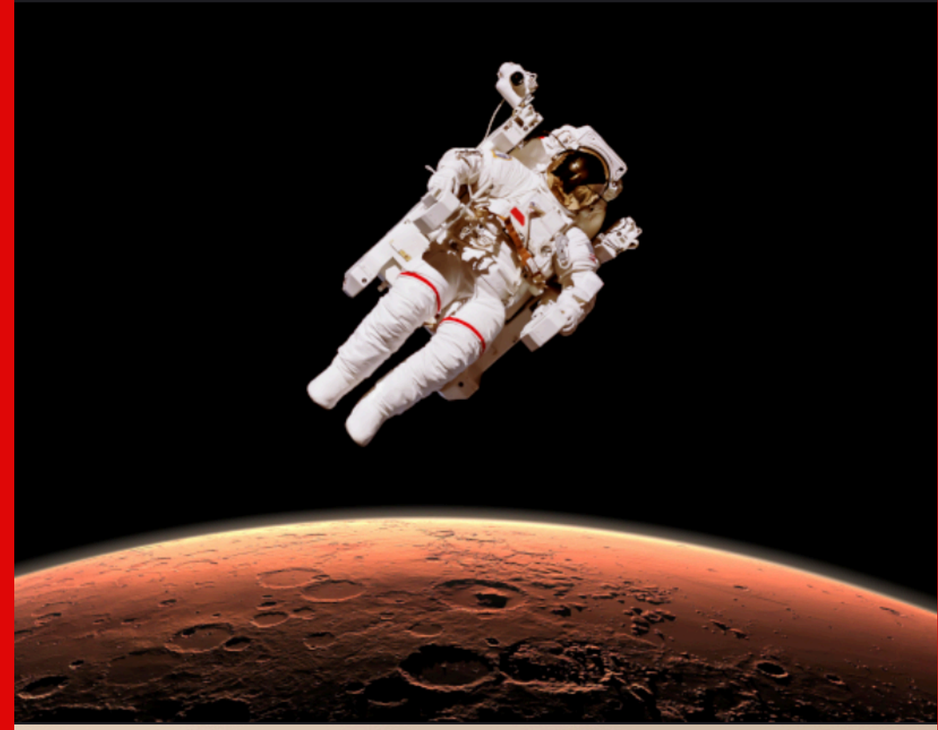
Players utilize boosters to traverse the Martian landscape, carefully timing their jumps to dodge obstacles and discover the terrain.



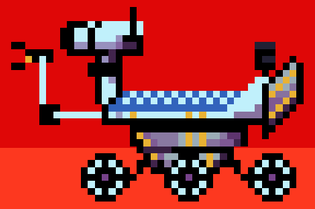
EDUCATIONAL GOAL

3-PS2 MOTION AND STABILITY: FORCES AND INTERACTIONS.

The force of gravity and how it influences motion.







MOXIE

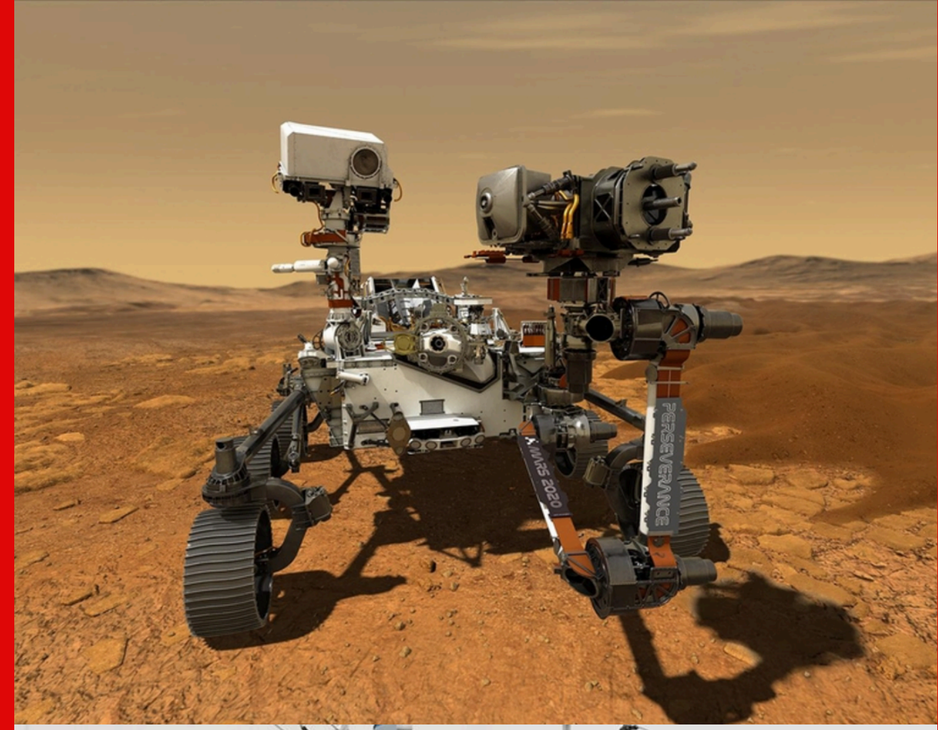
Inspired by NASA’s Mars Oxygen In-Situ Resource Utilization Experiment, players transform carbon dioxide into oxygen using heat charges—bringing real in-situ resource utilization science to life.

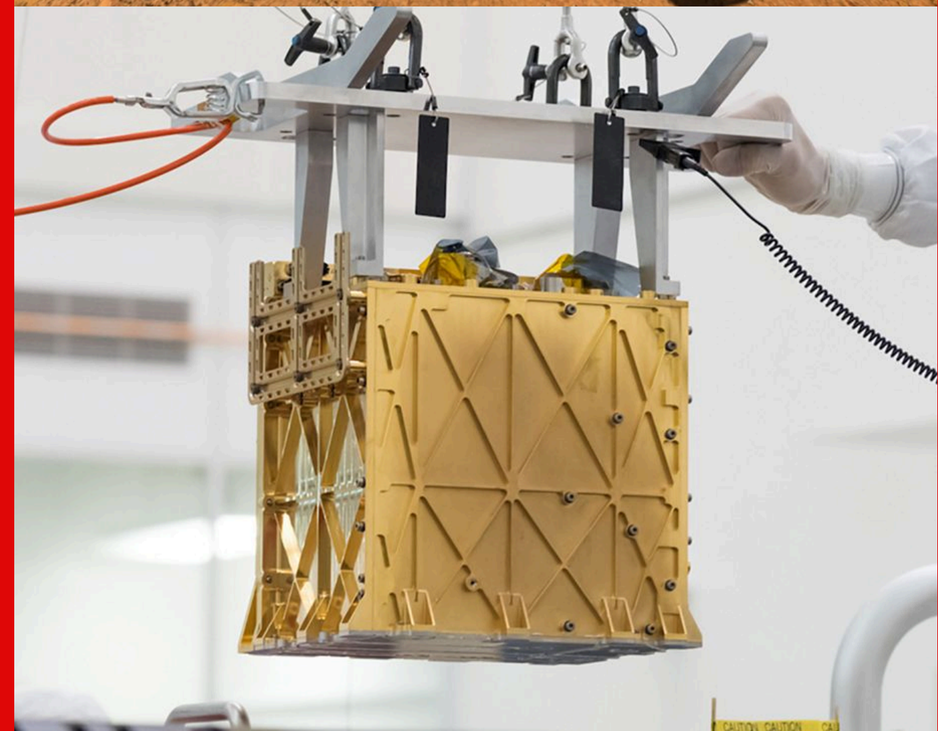


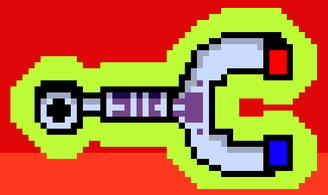
EDUCATIONAL GOAL

PS1.A: STRUCTURES AND PROPERTIES OF MATTER

Energy and how it affects matter.







MAGNET RETRIEVAL

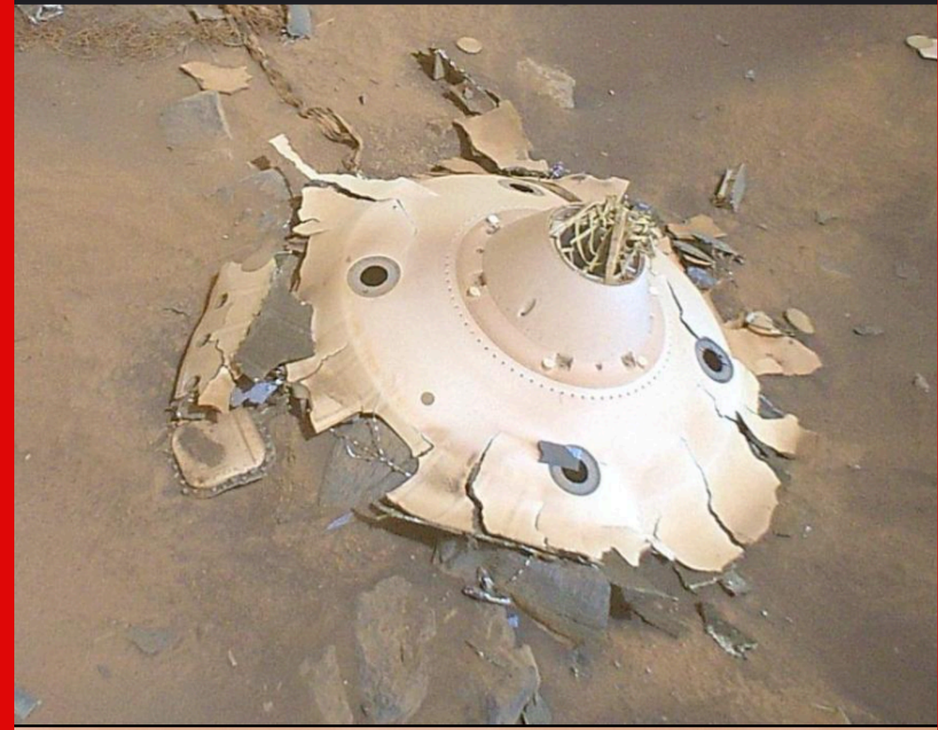
Players operate a rover equipped with magnetic tools to locate and collect magnetized samples for scientific research.

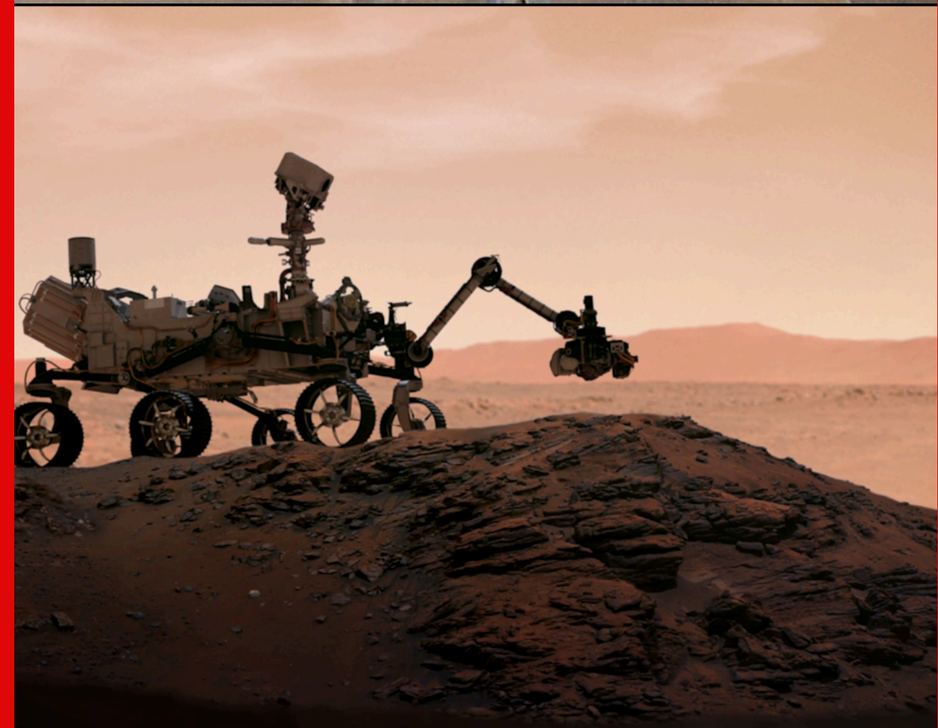


EDUCATIONAL GOAL

3-PS2-3 MOTION AND STABILITY: FORCES AND INTERACTIONS

Properties of attraction and repulsion of magnets.



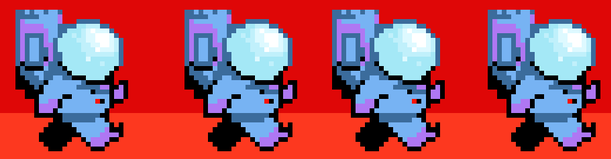


AVATAR CUSTOMIZATION





Players can customize their avatars by purchasing new parts using iron earned through minigames.



MULTIPLAYER

SOL becomes more engaging and collaborative. It encourages teamwork, rewards customization, and turns gameplay into a shared classroom experience.



COMPETITION



Explore Mars: A Mars Rover Game (c.2020): A browser-based puzzle game teaching kids basic knowledge about Mars by giving movement commands to a rover.



Mission: Mars by Roblox & Museum of Science (2022): A story-driven Mars adventure where players complete science tasks while exploring a fictional colony.



Surviving Mars (2018): A colony-building sim where players manage life-support systems and infrastructure on the Red Planet.

WHY SOL STANDS OUT IN REAL CLASSROOMS

BUILT TO TEACH. DESIGNED TO ENGAGE

- Built for Classrooms
- Grounded in Real Science
- Designed for How Kids Learn
- Collaborative by Nature
- Inspired by Real Play

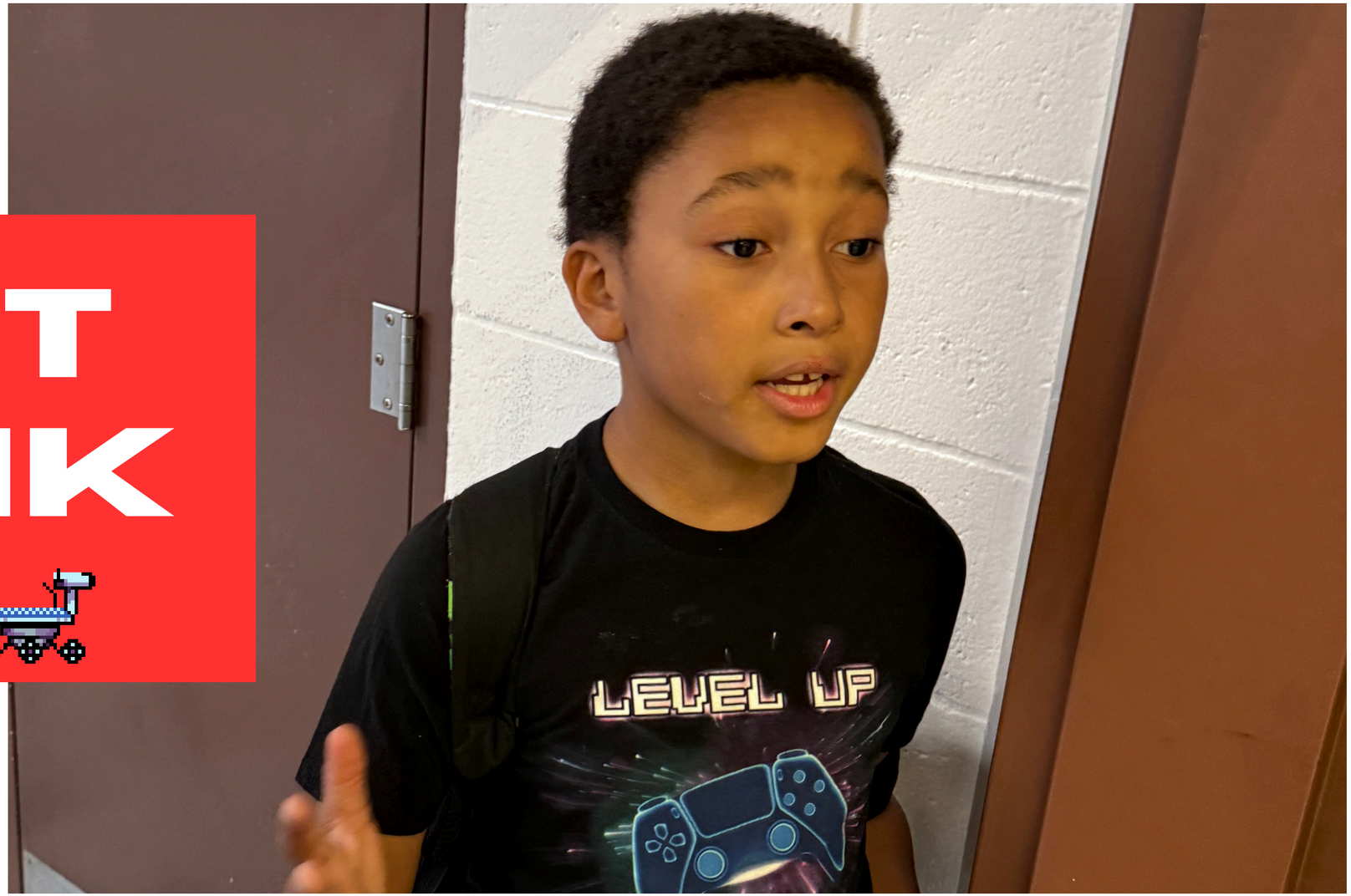


“SOL ISN’T SIMPLY ANOTHER MARS-THEMED GAME—IT’S AN INVITATION FOR EVERY CHILD TO BECOME A REAL EXPLORER, IGNITING CURIOSITY TODAY THAT INSPIRES TOMORROW’S SCIENTISTS.”

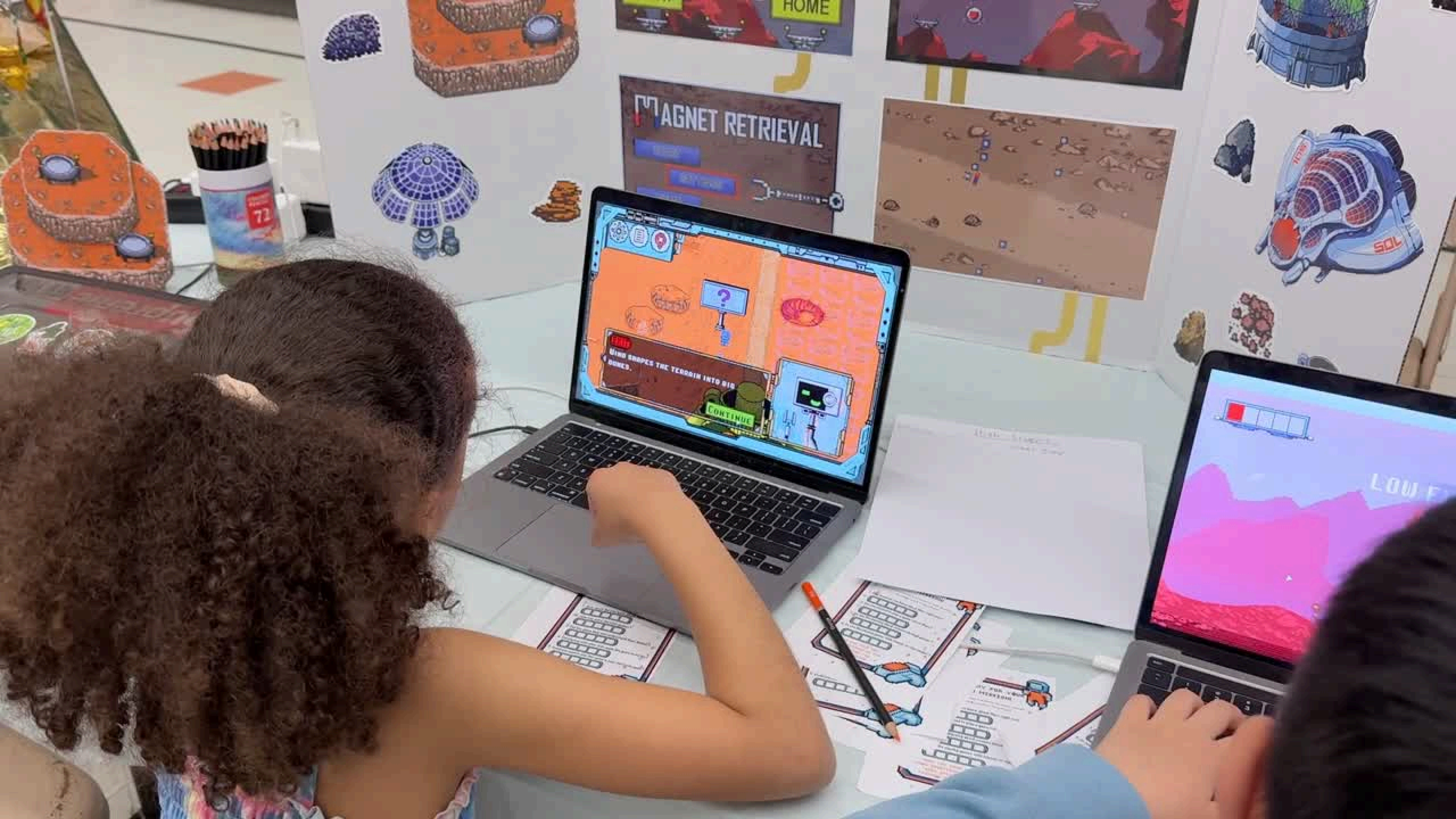

SOL
EXPLORE
PLAY
LEARN
MOXIE
START
SETTINGS
HOME
MARS JUMP!
START
SETTINGS
HOME
AGNET RETRIEVAL

CARNIVAL

MEET MALIK



"SOL WAS SO FUN, I REALLY WANT TO SEE WHAT SPACE IS LIKE IN REAL LIFE"


HOME
MAGNET RETRIEVAL
CONTINUE



FINDINGS

↑40.5%

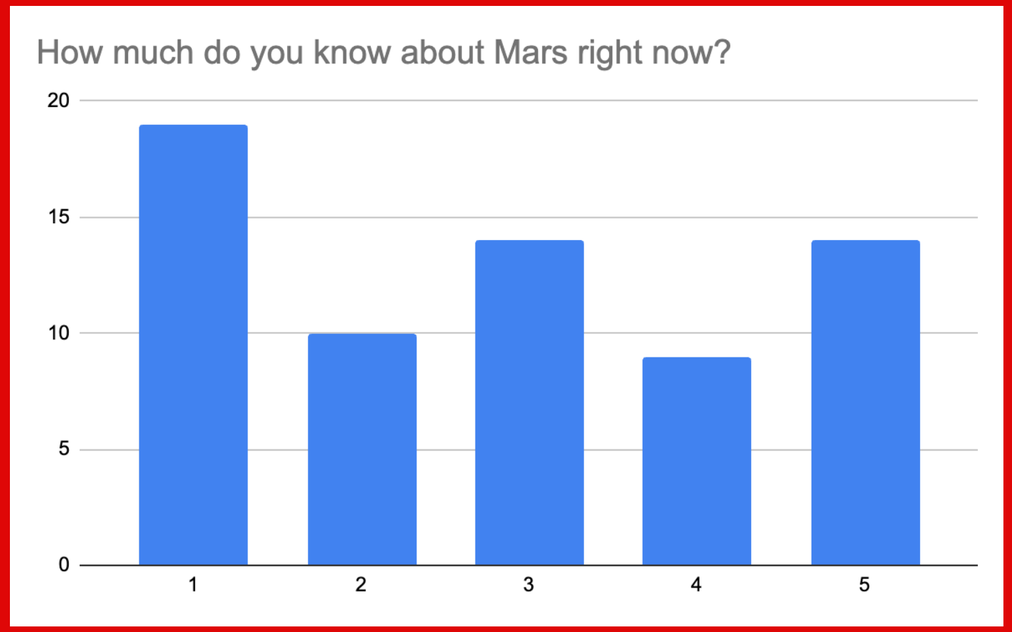
AVERAGE SELF-REPORTED UNDERSTANDING OF MARS

“The largest crater on Mars is twice the size of Alaska?!”

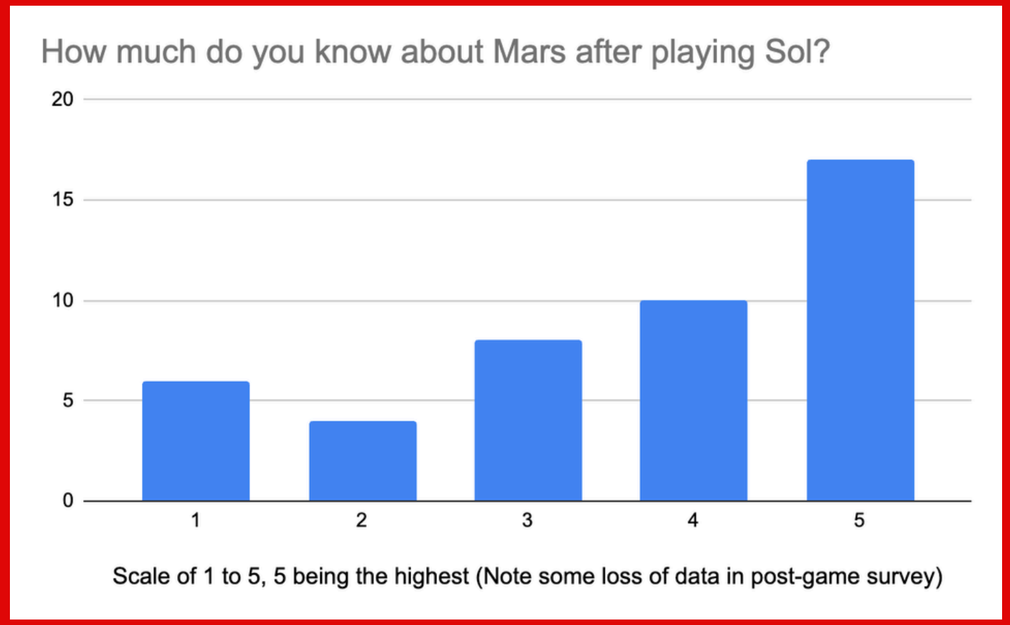
“There’s robots on Mars that use magnets?”

“I learned that Mars has a lot of rocky places!”

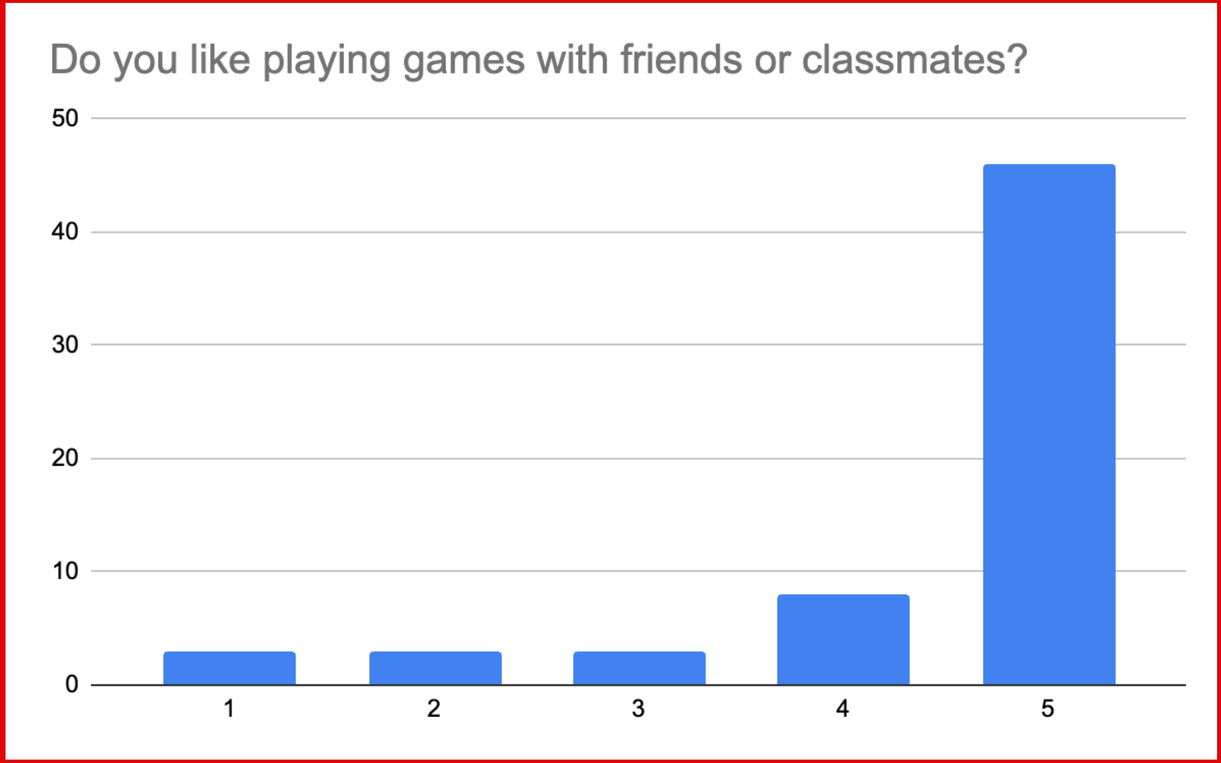
BEFORE

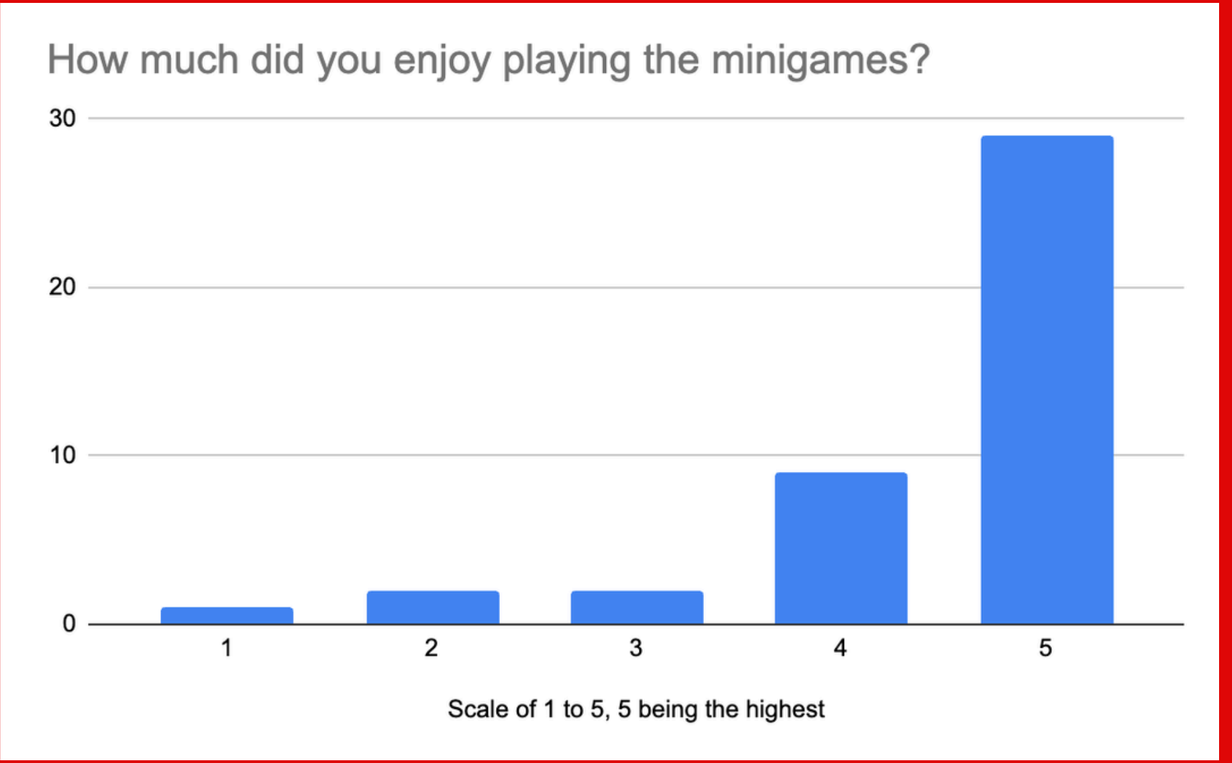


AFTER



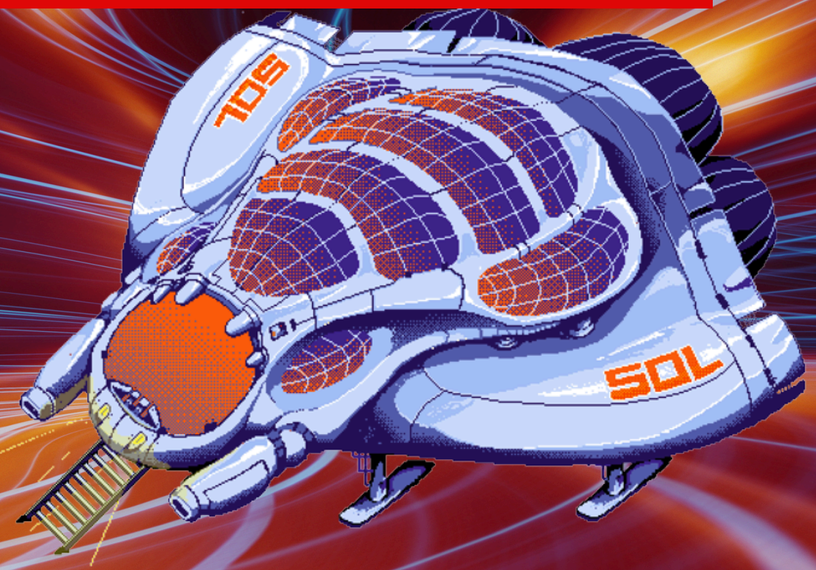
FURTHER FINDINGS







THE FUTURE OF SOL



PLAYABLE ON A WEBSITE

We'll make SOL fully playable in a browser—making it easier to access on any device and perfect for classroom use without installations.



MULTIPLAYER MINIGAMES

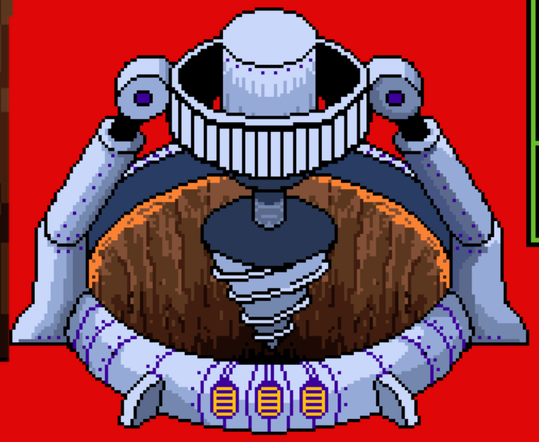
Next, we'll add both competitive and cooperative minigames to boost engagement, encourage teamwork, and bring more fun to every session.

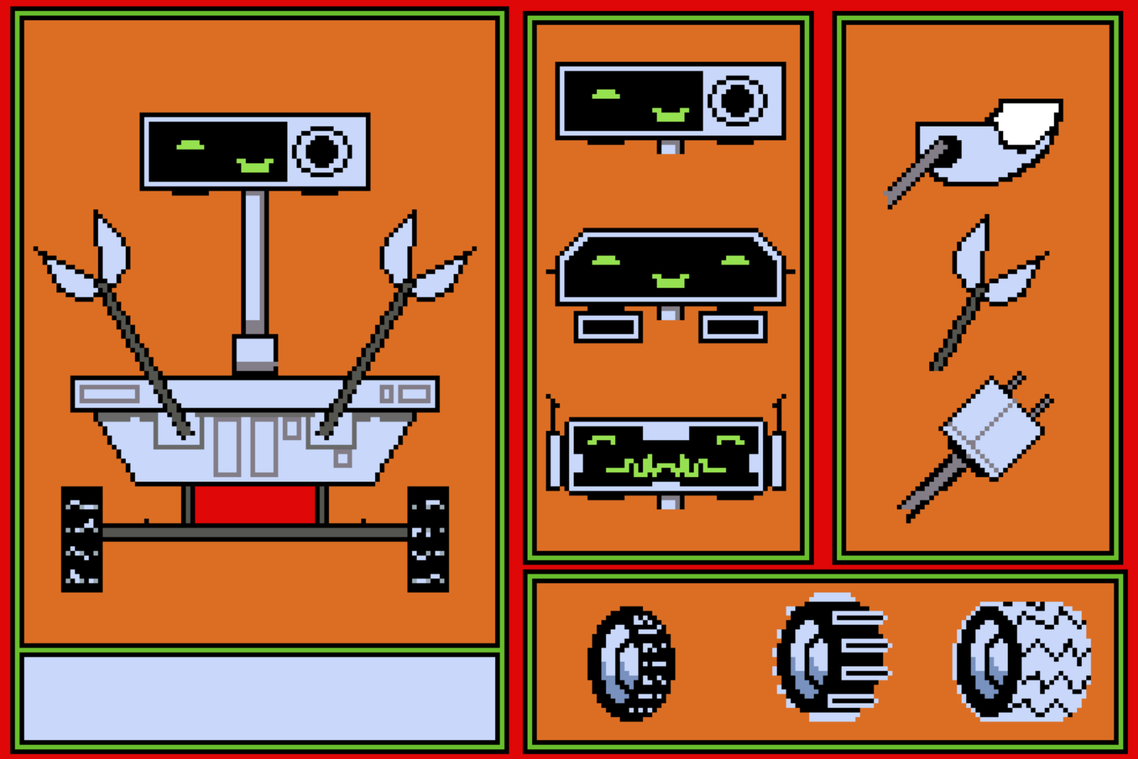


FUTURE CONCEPTS

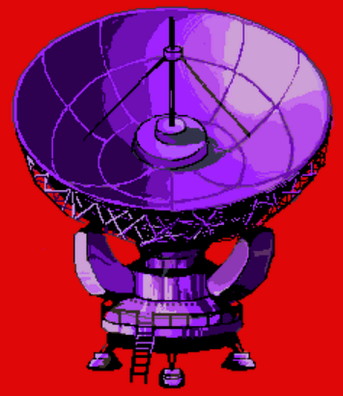


- **4-ESS1-1:**Identify evidence from patterns in rock formations.



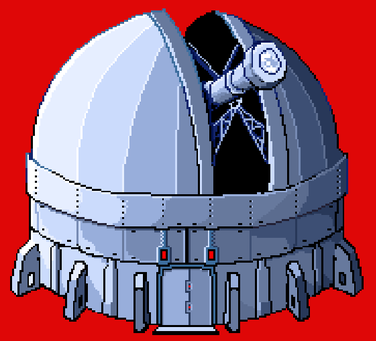


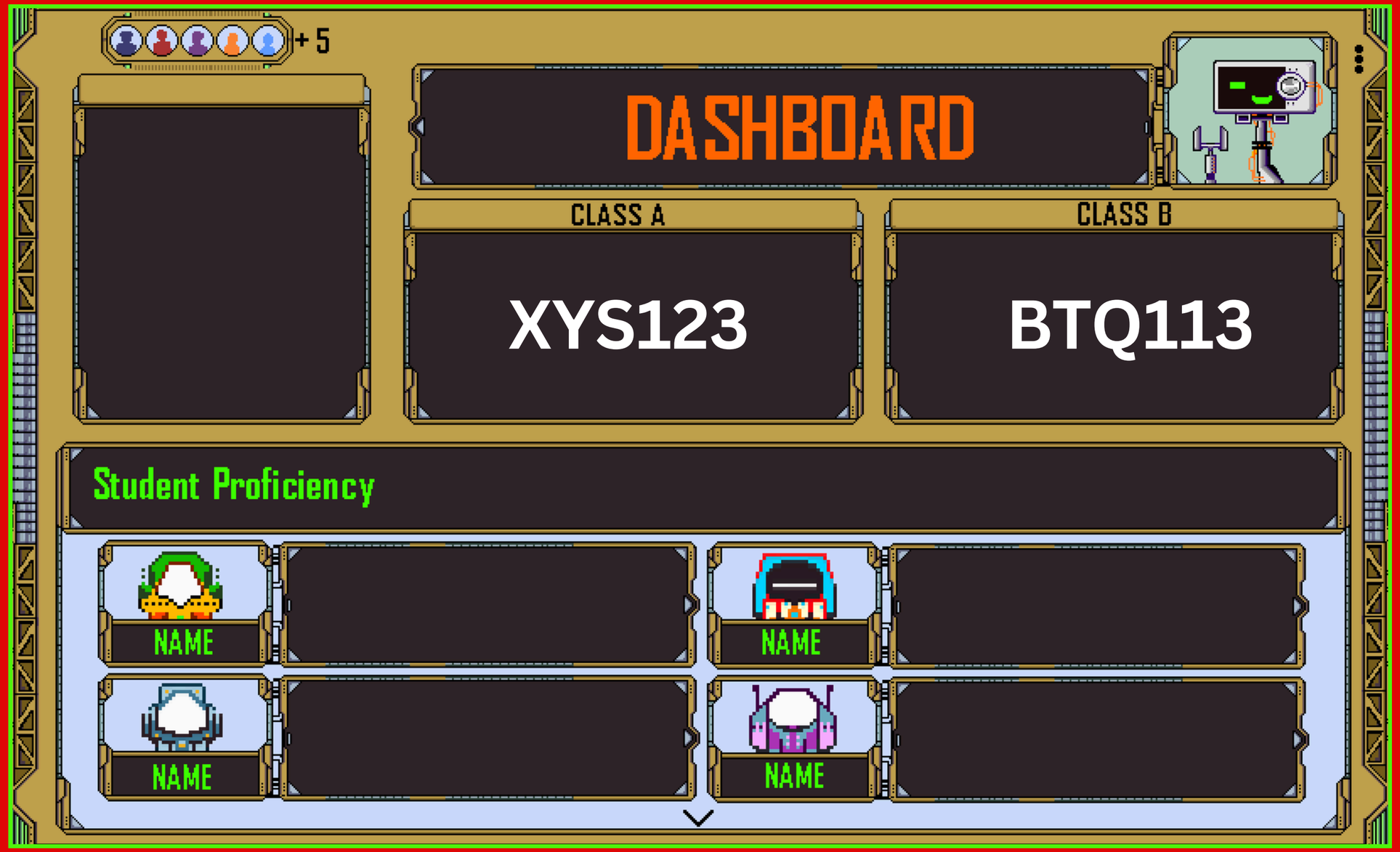
- **3-5-ETS1:** Engineering Design:
  - Optimizing the Design Solution.
  - Developing Possible Solutions.



INSTRUCTOR DASHBOARD

Teachers will host sessions using a unique code—just like Among Us—and access a custom dashboard to monitor progress and manage gameplay.



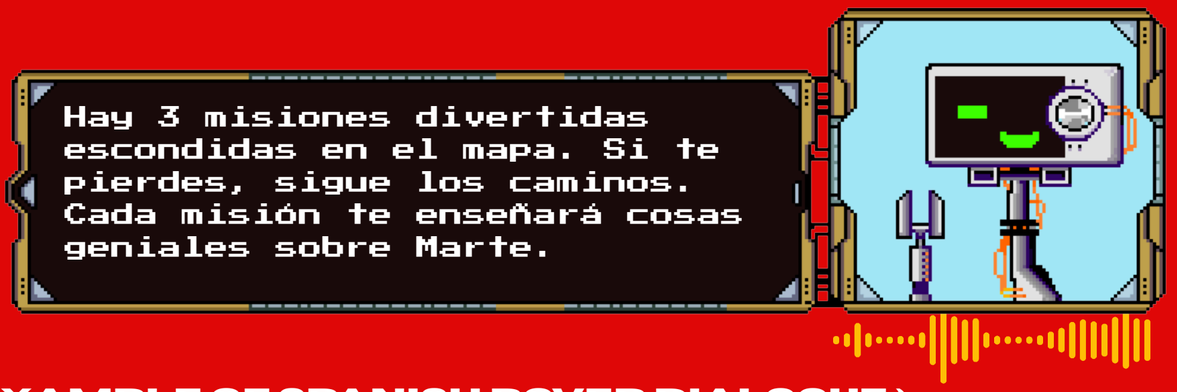


CONCEPT ART FOR INSTRUCTOR DASHBOARD BY JUAN

ACCESSIBILITY

Accessibility Features to Support All Learners:

- Full Spanish language support.
- Built-in dialogue reader for early and emerging readers.
- Colorblind-friendly palettes and adjustable UI scaling.
- Visual-first design to reduce reliance on reading and support diverse learning styles.



(EXAMPLE OF SPANISH ROVER DIALOGUE)



(DEUTAN COLOR BLINDNESS POTENTIAL PALETTE)

PRODUCTION TIMELINE

May 2025	Enhancements based on findings from carnival
June 2025	New minigames, WebGL implementation
July 2025	Dashboard view, WebGL implementation
August 2025	Beta testing and polishing, translation to Spanish
September 2025	Release to MacDonough School for initial test
December 2025	Make changes based on feedback
February 2026	Release to more elementary schools

Web-based Multiplayer

Marketing and outreach

MARKETING

75% of parents use Facebook

8**0%** use YouTube

Pew Research Center, 2023

- Trusted Channels
  - Short videos, teacher-led walkthroughs, printable school flyers
- Pilot & Conference Outreach
  - Early testing in private schools, live demos at STEM education events
- Direct to Classrooms
  - School partnerships with onboarding guides, curriculum support & feedback tools

ALREADY MARKETED



Aidan Lucey *(he/him)*
Director of Educational Technology
The Berkeley Carroll School
alucey@berkeleycarroll.org
718-534-6563

"I can reach out to the science department and see if there's an opportunity for this to make an appearance in a class before the end of the year."

MONETIZATION

INDIVIDUAL	SCHOOLS
Free (only singleplayer)	**$4.99** per class (~25) per year

OUR ASK

$15,000

To develop a classroom-ready version of SOL, and pilot it with elementary schools in the area.

COST BREAKDOWN

$100 for 5 years - Website domain name (solgame.org)

$264 for 1 year - Unity Dev Ops

$150 - Music outsourced

$500 - Marketing

In-house translation, no database storage costs.

~$2000 contingency.

~$3,000

Total work hours: 730 +100

Code: **530**, +80 hours

Art & Text: **150**, +20 hours

Marketing: **50** hours

~$12,000

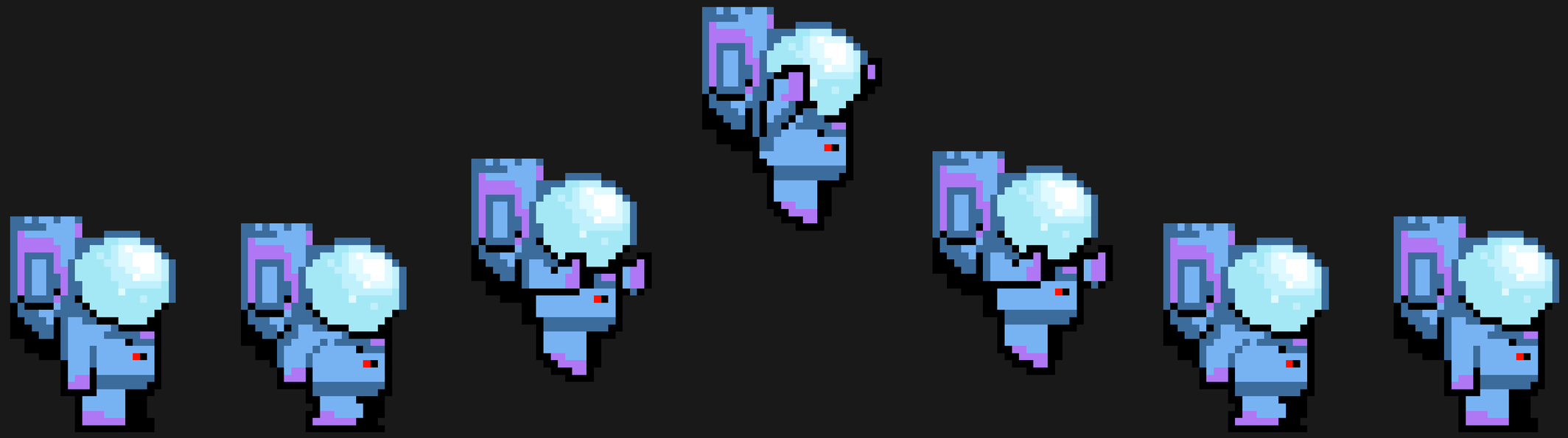
WHY US?

LET'S SEND MALIK TO MARS



“Exploration is in our nature. We began as wanderers, and we are wanderers still. We have lingered long enough on the shores of the cosmic ocean. We are ready at last to set sail for the stars.”

CARL SAGAN, COSMOS



THANK YOU