

This simulation program was developed as a children's attraction for a municipal science museum. The scale of the venue did not permit a 60-fps projection system or computer-controlled moving seats. The system uses a network of personal computers to create a simulated experience that involves children in imaginative team play in an exciting space adventure.

Participants choose one of two roles. They either join a team of astronauts on an interstellar voyage or stay in Mission Control here in our Solar System, where they help the spaceship crew look for the secrets of the universe.



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