Bring romance and passion of science to every person

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Science game has to be a real game

- The product has to be fun even without science content.

- PBL (Points, Badges, Leaderboard) is not enough

- Mini games are interesting, but can hardly be sticky.

- Sticky games need characters and/or some kinds of storylines. The users are emotional people but not logical machines.

- Science is a unique and distinguished IP for the games.

- First have fun, then get education during the happy experience. NOT the opposite!

Characters and Storylines

- Science is a culture --- a process of *human* exploration

- Unique characters and storylines --- scientists and science histories

- The main storyline of sticky games that demonstrate the value of science can be the process of how scientists gradually explore and understand our nature.

First try --- Lighthouse Project

Following scientists and their discoveries to experience how we gradually understand pulsars: from Roentgen to Hewish to FAST

- **Scientists can use their discoveries for battle: X rays, electrons, black hole witchcraft ..., from which experience/learn particle interactions and astronomical process.**

- **During the process, synthesize particles from MS to Pulsar (lighthouse) to strengthen your scientists and towers.**

Collaboration with GrEAT outreach program

Possible collaboration with GrEAT Outreach:

- **Merge GrEAT mini games like SpaceTimeQuest into our main storyline.**

- **Win-win process: GrEAT games can be much more sticky and attract much broader users; Bayesian games can have much more science content and reach much more international users.**

- **If possible, the rest is just execution --- design, development and distribute.**

- **If not mind, profit we make can be shared with, or be used for donation to GrEAT.**

An idea of collaboration with SpaceTimeQuest

STQ: manipulate detector parameters to optimize the distance function

A popular game "Travelling Frog" with similar mechanics:

- **choose frog parameters, including food, clothes, etc., to optimize the travelling location.**

- **But, it has a reward not just a leaderboard: players bring back tourists 'photos. Stimulate people's collection desire.**

Combine STQ with Lighthouse Project:

Why not bring back some particles for battle and some space images for collection, after players choose their detector parameters?

Download Lighthouse Project

- **IOS: search "Lighthouse Project" in app store**

- **Android:**
  https://drive.google.com/open?id=1CAvt0spROUQjJdLPN61CSChcNh3E6TMW

- **Still in progress and testing in small market.**

- **800 registered users with more than 100 daily active**

- **Large marketing begin in Jan/Feb next year**

- **Still lots of bugs need to be fixed**