

The Chemistry in the Video Game No Man's Sky

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Abstract : No Man's Sky (NMS) is a sci-fi video game about survival and exploration where players fly spaceships, search for elements, and use them to survive. NMS isn't a serious game, and not all the science in the game is presented with scientific evidence. To find how players felt about the scientific content in the game and how they perceive the chemistry in it, a survey was sent to NMS's players, from which were collected answers from 124 respondents from 23 countries. Chemophobia is still a phenomenon when chemistry or chemicals are a subject of discussion, but 68,9% of our respondents showed a positive attitude towards the presence of chemistry in NMS, with 57% stating that playing the video game motivated them to know more about science. 8% of the players stated that NMS often prompted conversations about the science in the video game between them and teachers, parents, or friends. These results give us ideas on how an entertainment game can potentially help scientists, educators, and science communicators reach a growing, evolving, vibrant, diverse, and demanding audience.

Keywords : digital games, science communication, chemistry, informal learning, No Man's Sky

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