HUMAN AFTER ALL PRIZE - CONCEPT / MIXED MEDIA

Live interactive game

Diamond In The Sky

An interactive space-learning game built from curiosity, play, and discovery

PROJECT IDEA

A space-learning game where students explore astronomy as an adventure instead of memorizing science from a page.

NASA-ORIGIN PROJECT | INTERACTIVE LEARNING | SPACE + STEM

Explore

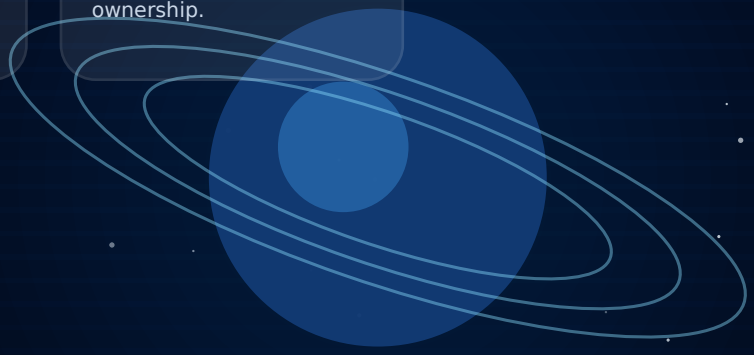
Students enter a visual space world and discover astronomy through guided interaction.

Play

Learning becomes a journey of choices, prompts, clues, and curiosity-driven moments.

Remember

The goal is emotional memory: students feel wonder, confidence, and ownership.



WHY IT MATTERS

Diamond In The Sky turns space science into a learner-centered experience. The project invites young students to see astronomy not as a distant subject, but as a world they can enter, question, and imagine themselves inside. Its creative value is in transforming STEM learning into wonder: a small digital universe where discovery feels personal.

Live game: https://diamondinthesky.lovable.app

PLAY THE LIVE GAME