

Problem: Vision is Action

1



We have many historic problems in the 21st century (global warming, etc.). To solve them we need people, resources, and grand action.

For people to stay in action they must see themselves succeeding with a vision.

Our vision is now weak but we can rebuild our strategic vision through mass action exploiting our new technologies.

The Big Moon Dig

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Solution:

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The solution of great problems requires great vision. Let us reinvigorate our positive vision of the future.

Return to the Moon with us now to prepare the ground for a real lunar settlement through study, simulations, team building, and exploration.

Through a renewed vision of human space exploration we will build a base of millions of people who can see themselves solving all the great problems of the 21st century.

Business Model:



3

The Big Moon Dig is designed as a progressively more advanced series of e-games and e-courses.

Each level teaches the knowledge and skills needed to advance the over all progression.

The next step is a serious e-game on robotic lunar exploration and lunar settlement design set at the middle-school level.

If today you want to find the next person to walk on the Moon, look in the eight grade.

Underlying Magic:

4

Buy-In is a key module in the human brain.

Evoking buy-in has defined steps:

Envision success

Get in action

Stay in action

Serious science based e-games can turn science learning into games



Marketing & Sales:

5



First Product:

- Serous E-Game for middle school STEM students

 - Exploration of lunar settlement sites

 - Remote tele-robotic operations

 - Science of lunar settlement

Internet and Social Media

Target educators and STEM students

Competition:

6



Serious Science Based E-Games:

Serious e-games

FoldIt

EteRNA

“Moon Base Alpha”

Team:

Founding members:

Tom Riley

Kent Mccullough

Considerable volunteer support to date

7

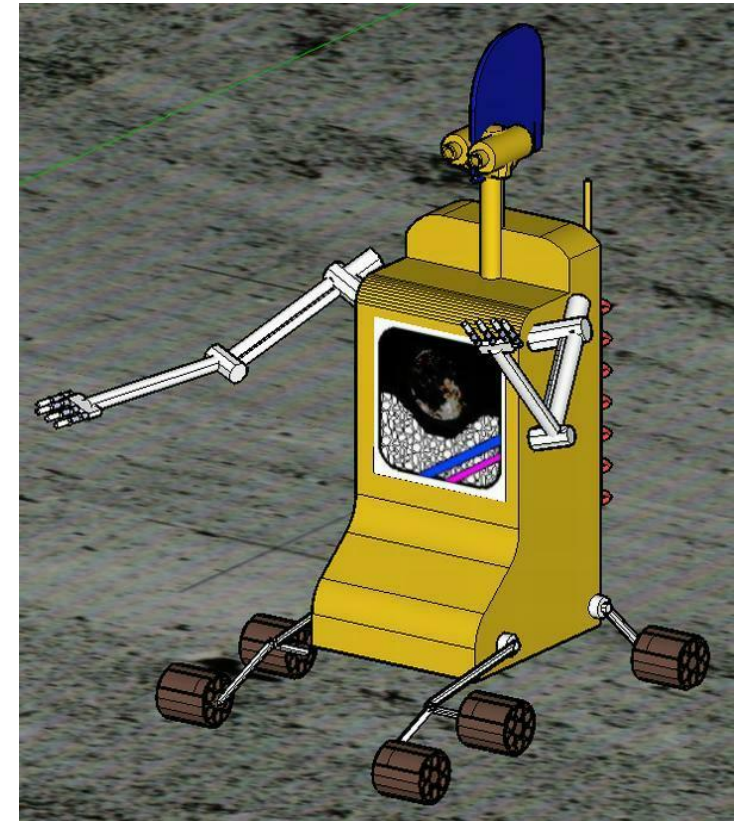


Projections:

First Major Game – Winter of 2015

Supported by additional short stories

8



Status:

9

Proof of Concept Achieved:

Lunar surfaces from scientific data to e-game and 3D printing

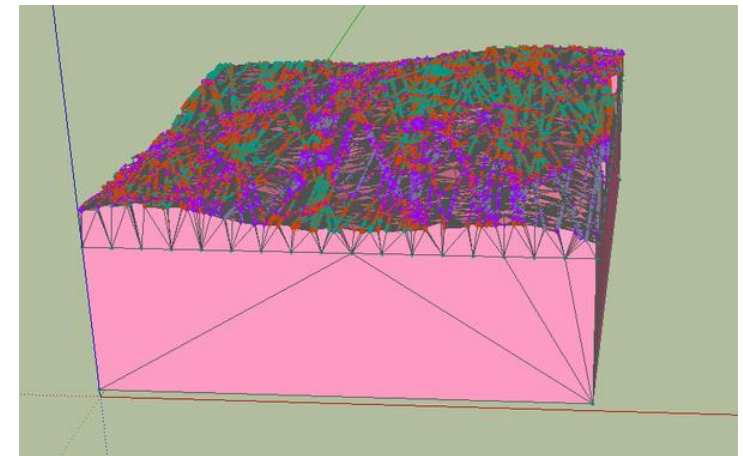
First footsteps:

Web Site & Blog Up (Goggle “Big Moon Dig”)

Three site surfaces reduced and formatted

Two hard science fiction short stories complete

Four quiz style e-games up



Summary:

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We can address the problems of the 21st century.

We need strong positive vision.

Human space exploration has been a source of just such vision.

We can use e-games and stories to rebuild that vision.

Can Do!