

**Space Manufacturing Pioneer, Made In Space, Announces:
First Game Made in Space for the International Space Station Crew**

(Mountain View, CA) Feb. 13, 2017 Made In Space, Inc. today, announced a watershed STEM (Science, Technology, Engineering, and Mathematics) program overseeing the development of a “space game” called GravityGames™, designed and developed by California Bay Area high-school students that was printed on the Made In Space, Inc. zero-gravity 3-D printer aboard the International Space Station (ISS), then ‘played’ by the ISS crew.

In late 2015, Made In Space deployed their additive manufacturing zero-gravity printer aboard the ISS as a first step towards the future of manufacturing off-Earth construction in space. The printer currently provides ISS astronauts the ability to produce replacement parts and tools in a zero-gravity environment.

GravityGames inspires students to hone STEM skills in a practical, motivating, and fun program to produce a hand-held game that can only be played in zero-gravity by astronauts. The pilot test and first design, called ‘StarCatcher’, was on the manifest delivered to the Station aboard the Orbital ATK Saturn V rocket launched from Cape Canaveral on March 22, 2016.

“Guiding a brilliant, creative group of high-school students to work with Made In Space to produce inventions to address camaraderie on long-duration space flight inspires STEM participation and exposes students to a critical dimension of future human space travel,” says GravityGames founder and principal investigator, MJ Marggraff.

Current data forecast a critical shortage of one million STEM college graduates students by 2022. GravityGames is a partnership between Made In Space and the International Space Station, combining unique, engaging challenges to STEM-interested students, and designed to enhance curiosity and increase STEM retention with practical and exciting applications. It also gives the astronauts a break from their busy work schedules on the ISS. This pilot is a template to engage future STEM students to invent new games for space.

“The brainstorming and effort that goes into developing a GravityGame is similar to the work that goes into creating more essential items,” says high-school senior, Ray Altenberg, co-captain of GravityGames, from Campolindo High School in Moraga, California. “Our goal is to come up with something that would remain interesting for astronauts on, say, a trip to Mars, which would take two to four years. The idea that we can design a game, send a file, and have the game printed in zero gravity...is pretty fantastic.”

GravityGames project leader, Colin Parsons, a freshman at Washington University in St. Louis, says “GravityGames has provided an opportunity for me to see the real-world impact of my work in STEM! From ideation to actually watching my teammates’ vision come to life in space, the process has been a fascinating experience...I hope that all students get the chance to feel the same sense of reward...”

Recently, NASA announced a joint effort with the European Space Agency for an historic 2021 manned Orion mission around the moon. This would be the first time humans have left low orbit since 1972 and the printing possibilities will be fundamental to the astronauts’ expeditions. It is imperative that young minds are engaged in this thought process of possibilities and have the opportunity to see the future become their realities.

MJ Marggraff, founder and principal investigator of GravityGames, led the first team of students to produce the world’s – or space’s – first zero-gravity Made In Space game. MJ is also a pilot, author, and graduate student working on a new countermeasure to address isolation on long-duration space missions. www.gravitygames.org

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