

## Topic 10

1. **Title: *Geospatial Game Creation - Satellite Image Guessing Challenge***
2. **Description:** The challenge is to design and develop an interactive geospatial game where participants guess the real-world location based on satellite images of the area. Similar to popular games like Geoguessr, this competition aims to promote geospatial awareness and problem-solving skills while making learning about the world's geography fun and engaging.
3. **Objectives:**
  - a. Create an engaging geospatial game platform.
  - b. Incorporate high-quality satellite images and map data.
  - c. Foster geographical knowledge and critical thinking among players.
  - d. Encourage players to explore and learn about different places in the country.
4. **Expected Outcomes:**
  - a. A fully functional geospatial game for players to guess locations.
  - b. Increased awareness and knowledge of global geography.
  - c. Enhanced problem-solving and geographical thinking skills.
  - d. Fun and engaging learning experience for players.
5. **Relevant data and steps to get the data from Bhuvan/ other sources:**
  - a. Access satellite imagery data of India from sources like Bhoonidhi, Bhuvan and other open-source satellite data providers. (High and Low-resolution satellite data).
  - b. Use geographical data sources to obtain place names and coordinates or any geolocation service.
  - c. Curate a diverse dataset of satellite images from across the country.
6. **Steps to be followed for achieving the objectives:**
  - a. Collect high-quality satellite images and geographical data.
  - b. Integrate these data sources into the game platform.
  - c. Design and develop the geospatial game interface and mechanics.
  - d. Implement algorithms to assess player guesses/actions.
  - e. Ensure a user-friendly and enjoyable experience for players.
  - f. Include educational elements to encourage learning about different places.
7. **Evaluation**
  - a. Evaluate the engagement and entertainment value of the game.
  - b. Assess the level of geographical knowledge and awareness promoted by the game.
  - c. Measure the improvement in players' problem-solving and critical thinking skills.
  - d. Determine the effectiveness of the game in promoting learning about geography.
  - e. Consider the uniqueness and innovation of the geospatial game created.