



# ARIN-561

AN EDUCATIONAL GAME TO  
LEARN ARTIFICIAL INTELLIGENCE



Finalist of the  
**2022 I/ITSEC Serious Games  
Showcase & Challenge Awards**



Learn more at  
[www.arin561.com](http://www.arin561.com)



ARIN-561 is a 3D role-playing game built on Unity. The game is designed to teach learners, such as those in high school or with high school education, Artificial Intelligence (AI) concepts, and develop AI problem-solving skills.

In the game, learners play as a space-faring scientist who crash landed on an alien planet, named ARIN-561. In order to safely return home, the scientist begin exploring the planet to gather resources needed to repair the broken ship while uncovering the mystery of the planet. Activities in the game aim to achieve three learning goals: build understandings of how AI algorithms are used to solve problems in the real world; learn the strengths and weaknesses of different AI algorithms in order to apply them for problem-solving; develop basic knowledge of how AI algorithms work. ARIN-561 has been piloted in the classrooms of over a thousand students.



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