

NASA-Weltraumspiel

Das **NASA-Weltraumspiel** (Original: NASA-Game) ist ein bekanntes Planspiel, das Mitte der 70er-Jahre eine hohe Verbreitung hatte und große Popularität erlangte.

Die Autoren und die Herkunft des Spieles sind nicht bekannt. Die Spielanleitung und der Spielbogen wird in vielen Fachbüchern, Seminarunterlagen und im Internet frei verbreitet.

Das NASA-Weltraumspiel gilt mittlerweile als Klassiker unter den Rollen- und Planspielen und wird vor allem von Soziologen, Pädagogen und Psychologen aber auch von Persönlichkeits- und Führungskräfte-Trainern in entsprechenden Seminaren eingesetzt, um Rollenverhalten, Gruppenverhalten, gruppendynamische Prozesse und zwischenmenschliche Kommunikation und die damit verbundenen Themen wie Persönlichkeit und Rhetorik, Führungsstil und Führungsqualität, Teamwork, Motivation, Organisation, Integration und Entscheidungsprozesse zu veranschaulichen und mit den Teilnehmern anschließend zu reflektieren und zu diskutieren.

Das NASA-Weltraumspiel

Ausgangssituation

Ein Weltraumschiff hat auf dem Mond eine Bruchlandung gemacht. Eigentlich sollte es auf sein Mutterschiff treffen, das sich 200 Meilen entfernt auf der hellen (der Sonne zugewandten) Seite des Mondes befindet. Die Bruchlandung hat das Raumschiff völlig zerstört. Die Überlebenschance für die Mannschaft hängt davon ab, ob die Besatzung das Mutterschiff erreicht. Von der Ausrüstung sind nur 15 Gegenstände unbeschädigt geblieben.

Die Teilnehmer sollen die Ausrüstungsgegenstände auswählen, die für die Überwindung der 200 Meilen bis zum Standort ihres Mutterschiffes am wichtigsten sind. Ihre Überlebenschance hängt davon ab, ob sie in diesem Spiel die richtigen Ausrüstungsgegenstände für eine Mondexpedition auswählen können.

Aufgabe

Die Aufgabe der Spieler besteht darin, die aufgeführten Gegenstände in eine Rangordnung zu bringen, wobei der Gegenstand auf den 1. Rangplatz der Liste gesetzt werden soll, der für den Marsch zum Mutterschiff am wichtigsten gehalten wird, und der zweitwichtigste an die zweite Stelle und so weiter. Der unwichtigste Gegenstand erhält schließlich den Rangplatz 15.

Ziel ist es, sowohl in einer Einzellösung als auch in einer Teamlösung die richtige Rangfolge zu finden, die tatsächlich von einem Expertenteam der NASA entwickelt wurde und für dieses Spiel als verbindliche Lösung gilt.

Einzellösung und Teamlösung

Der Spielleiter bildet vorab Teams von vier bis sechs – manchmal auch zehn Personen.

Die Mitglieder dieses Teams sollen zunächst jeder für sich, also unbeeinflusst von den übrigen Team-Mitgliedern, ihre persönliche Rangskala der Ausrüstungsgegenstände aufstellen. Hierzu hat jeder Teilnehmer ca. 15 Minuten zur Verfügung.

Anschließend muss jedes Team eine gemeinsame Gruppen-Rangskala erstellen. Üblicherweise hat ein Team hierfür ca. 45 Minuten Zeit.

Dabei sollen diverse Spielregeln beachtet werden, wie beispielsweise ein freundlicher Umgang untereinander oder die Berücksichtigung der Meinung von allen Team-Mitgliedern bei der Entscheidung und dass die Entscheidung möglichst einstimmig erfolgen soll.

Gegenstände

Für folgende Ausrüstungsgegenstände – hier in der meistverbreiteten Reihenfolge auf dem Spielbogen – sollen die Teilnehmer zunächst eine eigene Rangfolge und danach noch einmal in der Gruppe eine gemeinsame Rangfolge festlegen:

- Streichhölzer
- Lebensmittelkonzentrat
- Fünfzig Fuß Nylonseil
- Fallschirmseide
- Tragbares Heizgerät
- Zwei .45 Kal. Pistolen
- Trockenmilch
- Zwei 100-Pfund-Tanks Sauerstoff
- Stellar-Atlas (Mondkonstellation)
- Sich selbst aufblasbares Lebensrettungsfloß
- Magnetkompass
- Fünf Gallonen Wasser
- Signalleuchtkugeln
- Erste-Hilfe-Koffer mit Injektionsnadeln
- Mit Sonnenenergie angetriebener UKW-Sender/Empfänger

Musterlösung

Die im folgenden dargestellte Musterlösung soll tatsächlich von mehreren Expertenteams der NASA in den 60er-Jahren entwickelt worden sein.

Ergänzend zu dem jeweiligen Rangplatz steht eine kurze Bemerkung der NASA-Experten zur Beurteilung und Einordnung des jeweiligen Gegenstandes.

Gegenstände	Rangplatz	Bemerkungen
Streichhölzer	15	Wenig bis kein Nutzen auf dem Mond.
Magnetkompass	14	Wahrscheinlich kein polarisiertes Magnetfeld auf dem Mond; daher nutzlos.
Tragbares Heizgerät/Kocher	13	Nur auf der dunklen Seite notwendig.
Trockenmilch	12	Nahrung, mit Wasser gemischt trinkbar.
Zwei 0,45 Kal. Pistolen	11	Mit ihnen könnten Antriebsversuche gemacht werden.
Signalleuchtkugeln	10	Notsignal, wenn man in Sichtweite ist.
Sich selbst aufblasbares Lebensrettungsfloß	9	CO ₂ -Flaschen (zum Aufblasen des Floßes) als Antrieb zum Überwinden von Klüften etc.
Fallschirmseide	8	Sonnenschutz
Erste-Hilfe-Koffer mit Injektionsnadeln	7	Wertvolle Tabletten oder Injektionen.
Fünfzig Fuß Nylonseil	6	Nützlich, um Verletzte zu leiten und zum Klettern.
Mit Sonnenenergie angetriebener UKW-Sender/Empfänger	5	Notsignal-Sender: vielleicht ist Kommunikation mit dem Mutterschiff möglich.
Lebensmittelkonzentrat	4	Täglicher Nahrungsbedarf.
Stellar-Atlas (Mondkonstellation)	3	Eines der wichtigsten Mittel, um Richtungen zu bestimmen.
Fünf Gallonen Wasser	2	Ersetzt Flüssigkeitsverlust, der durch Schwitzen entsteht.
Zwei 100-Pfund-Tanks Sauerstoff	1	Zum Atmen notwendig.

Bewertungssystem

Um die unterschiedlichen Ergebnisse besser vergleichen und bewerten zu können, wird für jeden Gegenstand die Differenz von dem vergebenen Rangplatz zu dem richtigen Rangplatz berechnet und als absolute Zahl notiert.

Beispiel: Ein Teilnehmer hat die Streichhölzer auf den 10. Rangplatz und den Stellar-Atlas auf den 6. Rangplatz gesetzt. Die richtige Lösung ist für die Streichhölzer der 15. Rangplatz und für den Stellar-Atlas der 3. Rangplatz. Die Differenz zwischen der Einschätzung und der richtigen Lösung beträgt also 5 bzw. 3 (Streichhölzer: $15 - 10 = 5$ und Stellar-Atlas: $6 - 3 = 3$).

Schließlich werden alle Differenzen addiert und je niedriger die Summe der 15 Differenzen ist, desto besser ist die Lösung zu bewerten.

Dieses Bewertungssystem wird in gleicher Weise zur Auswertung der Gruppenlösungen angewendet.

Manchmal wird in einer Spielvariante auch noch dieses Bewertungssystem für einen Vergleich zwischen der Einzellösung und der Teamlösung angewendet. In diesem Fall kann es vorkommen, dass einige Teilnehmer – durch das zusätzliche Bewertungssystem beeinflusst – neue, unerwünschte Ziele für den Spielverlauf definieren.

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