

Our work is based on the article about the Scientific Revolution in the Junior Secondary History e-Reading Award Scheme 2024. It is a board game titled "Journey to Heliocentrism", and is inspired by the life of the Polish astronomer Nicholas Copernicus in the article. In this game, players can act as the imaginary disciples of Copernicus and compete against each other to help Copernicus prove his heliocentric theory.

This board game intertwines learning and playing in the design. The eccentric board design encompasses a smiling sun that acts as the finishing point and there are illustrations of stars and planets. The spiraling design mirrors the layout of Copernicus' most well-known achievement - the heliocentric model. Players can truly experience history and progress along with the development of science while playing the game. The sun in the middle signifies positive energy, just like how Copernicus devoted his life to prove the sun-centric theory of the universe and make contribution to the understanding of the universe.

In addition, we also create a collection of "Event cards" and "Discovery cards". These cards can help deepen the players' understanding of the virtues demonstrated by Copernicus such as diligence, empathy and resilience. Moreover, the importance of teamwork in the scientific realm is shown in the game as brilliant scientists like Copernicus had to develop his heliocentric theory on the foundation of many discoveries and findings by other scientists, mathematicians and astronomers.