Games in space

For astronauts on long missions into space, (1)…………… (**BORE**) can be a real problem. In order to help the astronauts, (2) …………… (**SCIENCE**) and doctors need to find out what this feels like. As part of the (3)…………… (**SEARCH**) programme, six volunteers will be locked away for 520 days to see what effect this has on their mind and body. During their time in (4)…………… (**ISOLATE**), the volunteers will be able to communicate with their controllers, but only in a way that replicates the astronauts' experience. For example, the further away from 'Earth' they get, the longer the delay in the signal, so they will be (5)…………… (**ABLE**) to have a conversation in real time.

As part of the experiment, the volunteers will be allowed to play computer games. There will be a (6)…………… (**MIX**) of solo games and competitive games available. Afterwards, they will be asked to give (7)…………… (**FEED**) on how hard they found the games to play and what their (8)…………… (**EMOTION**) state was at the time. As a result of the (9)…………… (**INFORM**) gathered, it may be possible to create special software for crews on future missions.