



# Learn More About the Frankenstein200 Project and Free Digital Kit

Online Workshop Summary of Resources  
December 5, 2017

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## Online Workshop Presenters

- Rae Ostman, Arizona State University
- Jeannie Colton, Arizona State University
- Justin Spencer, The Bakken Museum
- Anika Taylor, The Bakken Museum
- Emily Cotman, Sciencenter
- Victoria Fiordalis, Sciencenter

## Recording of the Online Workshop on Vimeo

- <https://vimeo.com/246290208>

## Relevant Online Workshop Resources

- NISE Net Frankenstein200 project page  
<http://www.nisenet.org/frankensteinkit>
- Frankenstein200 digital kit  
<http://www.nisenet.org/catalog/frankenstein200-complete-digital-kit>
- Frankenstein200 activity training videos  
<https://vimeopro.com/nisenet/frankenstein200-activity-training-videos>
- Frankenstein200 Event Planning and Promotion Guide  
[http://www.nisenet.org/sites/default/files/frankenstein200\\_event\\_planning\\_guide\\_0.pdf](http://www.nisenet.org/sites/default/files/frankenstein200_event_planning_guide_0.pdf)
- Frankenstein200 project page, including the alternate reality game (available in January, 2018)  
<http://frankenstein200.org/>

## More Information

**Book recommendations** to accompany Frankenstein200 activities and programming are available in the Frankenstein200 Event Planning and Promotion Guide. The list includes the original *Frankenstein* novel by Mary Shelly, retellings of Shelley's story, and other related books for adults, older children, and young children (see pages 13-16).

**Ways to use Frankenstein200 activities** throughout 2018:

- January: Celebrate the 200<sup>th</sup> anniversary of Mary Shelley's publication of *Frankenstein* during winter break programming.
- Summer: Offer a Tinkering Camp or Inventor's Camp.
- October: Incorporate this famous researcher and his creature into Halloween programming.
- Outreach: Bring the creature to a storytime or reading program at a local library.
- Year-round: Incorporate into regular ongoing programming or combine with other NISE Net resources, such as [Building with Biology activities](#) that explore synthetic biology and the ways it is interconnected with society.
- Find more ideas in the Frankenstein200 Event Planning and Promotion Guide (see page 9).

**Frankenstein200 Alternate Reality Game (ARG)** complements the hands-on kit activities. *Join the action in an immersive, interactive game where Mary Shelley's classic tale collides with modern science. Perform experiments, explore hidden areas of research, and assist a pair of young scientists as they unravel a mystery!*

- Best for ages 12+. Younger children can participate alongside a caregiver.
- Organized into ten episodes, which include online and offline activities.
- The game could be incorporated into longer programs such as camps, or museum guests can be encouraged to play the game at home, extending the Frankenstein200 experience.

NISE Net's Upcoming Online Workshops: <http://nisenet.org/event-type/online-workshop>

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