

Overview

- Frankenstein200 project
- Our event
- Activity kit
- Leading the activities
- Alternate reality game
- Questions



Frankenstein200 project

- Celebrating the 200th anniversary of Mary Shelley's *Frankenstein*!
- Over 50 museums, libraries, and other organizations across the United States are participating.

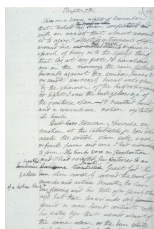
ASU Arizona State University

NISE NETWORK

Mary Shelley's *Frankenstein*



Mary Shelley



Draft of *Frankenstein*



Boris Karloff as Frankenstein's creature

Opportunities for learning

- Practice 21st century skills such as creativity and collaboration
- Reflect on responsible innovation
- Explore emerging technologies such as artificial intelligence, robotics, synthetic biology, and human enhancement

Key questions

- What is life?
- Why do we create?
- What are our responsibilities as creators, scientists, and engineers?

Transmedia learning



OUR EVENT

Event overview

- Background
- Who's here
- Orientation
- Safety
- Policies
- Schedule
- Future events

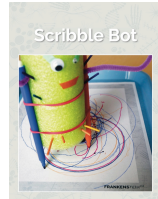
ACTIVITY KIT

Frankenstein200 kits

Hands-on activities

- Automata
- Battery Stack
- Dough Creature
- Frankentoy
- Monster Mask
- Scribble Bot
- Spark of Life

Creativity and responsible innovation



Artificial intelligence and robotics

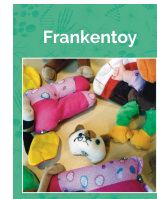
Automata



Scribble Bot



Creativity and responsible innovation



Genetic engineering and synthetic biology

Dough Creature



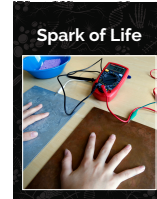
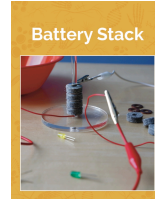
Frankentoy



Monster Mask

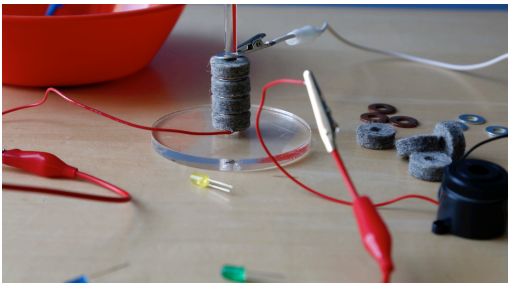


Scientific exploration and responsible innovation

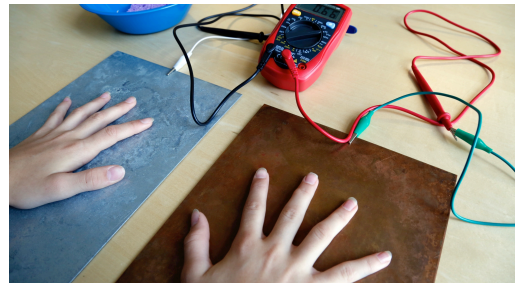


Science of Mary Shelley's time

Battery Stack



Spark of Life



LEADING THE ACTIVITIES

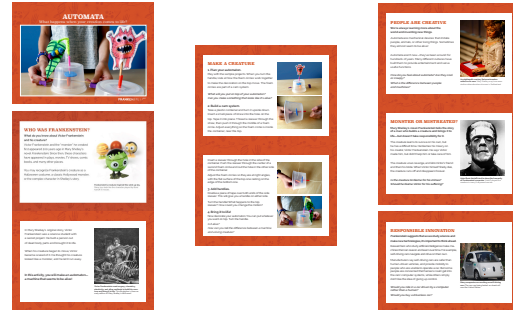
Activity materials



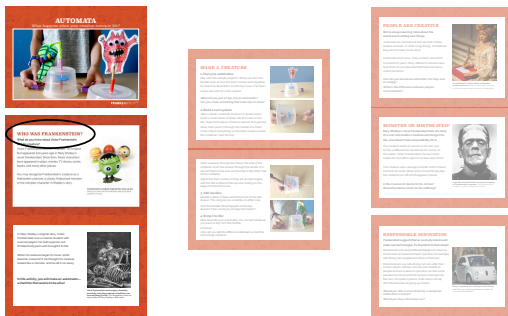
Activity materials



Activity booklets



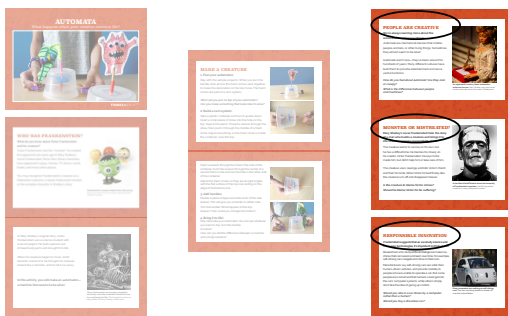
Activity booklets



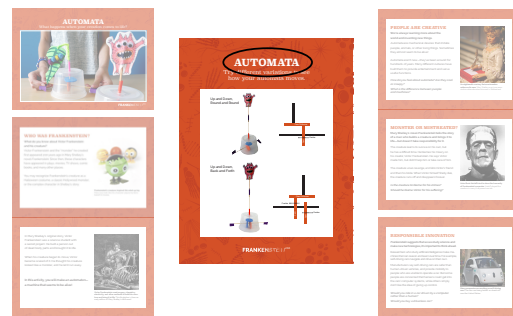
Activity booklets



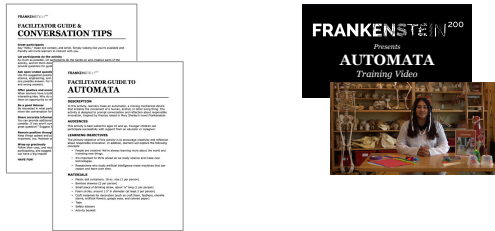
Activity booklets



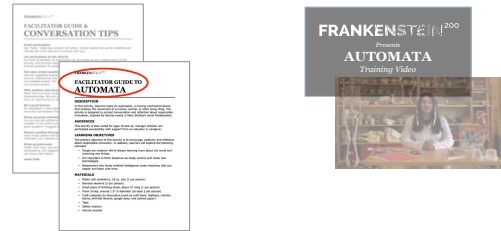
Activity booklets



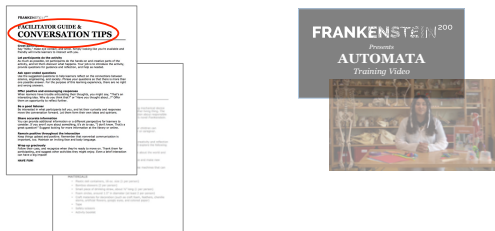
Facilitator guides and training videos



Facilitator guides and training videos



Facilitator guides and training videos



Facilitator guides and training videos



ALTERNATE REALITY GAME

Frankenstein200 L.I.F.E. game





Thank you

ASU Copyright 2017, Arizona State University. Published under a Creative Commons Attribution-Noncommercial-ShareAlike license: <http://creativecommons.org/licenses/by-nc-sa/3.0/us/>

NISE Distributed in collaboration with the National Informal STEM Education Network: nisenet.org

NSF This project was supported by the National Science Foundation under Grant Number 1516684. Any opinions, findings, conclusions, or recommendations expressed in this program are those of the authors and do not necessarily reflect the views of the Foundation.

Image Credits

Activity instruction and promotion photos by the Science Museum of Minnesota for Frankenstein200. ARG promotion graphic by No Mimes Media for Frankenstein200.

Portrait of Mary Shelley from Wikimedia Commons. Retrieved from: [https://commons.wikimedia.org/wiki/File:Ruthwell_Mary_Shelley_\(Enanced_Crop\).jpg](https://commons.wikimedia.org/wiki/File:Ruthwell_Mary_Shelley_(Enanced_Crop).jpg)

Manuscript page from Frankenstein by Mary Shelley from Wikimedia Commons. Retrieved from: <https://en.wikipedia.org/wiki/File:FrankensteinDraft.jpg>

Photograph of Boris Karloff as Frankenstein's monster from Wikimedia Commons. Retrieved from: [https://commons.wikimedia.org/wiki/File:Frankenstein%27s_monster_\(Boris_Karloff\).jpg](https://commons.wikimedia.org/wiki/File:Frankenstein%27s_monster_(Boris_Karloff).jpg)

