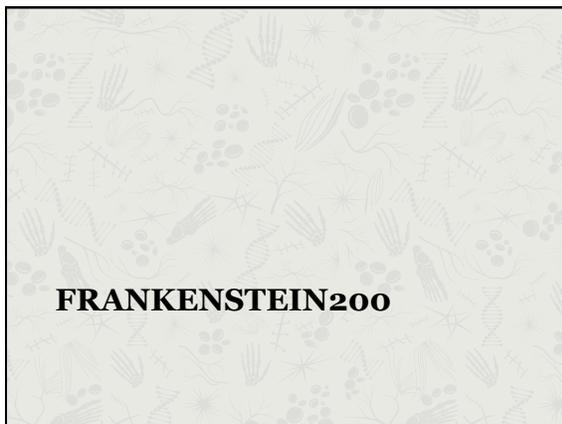


- ### Overview
- Frankenstein200 project
 - Our event
 - Activity kit
 - Leading the activities
 - Alternate reality game
 - Questions



- ### 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



- ### 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



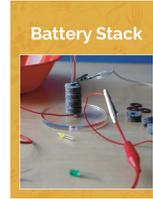
Frankentoy



Monster Mask

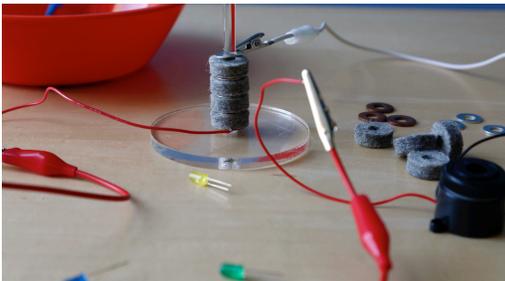


Scientific exploration and responsible innovation

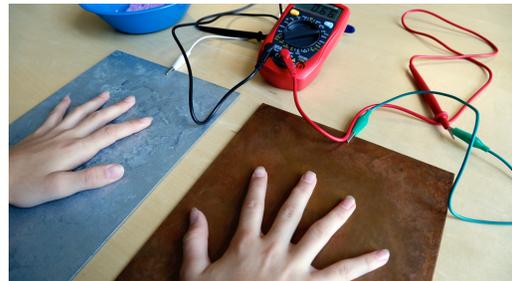


Science of Mary Shelley's time

Battery Stack



Spark of Life

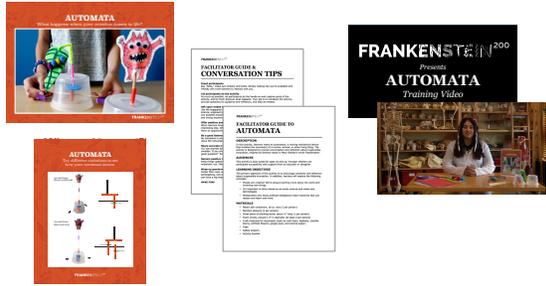


LEADING THE ACTIVITIES

Activity materials



Activity materials



Activity booklets



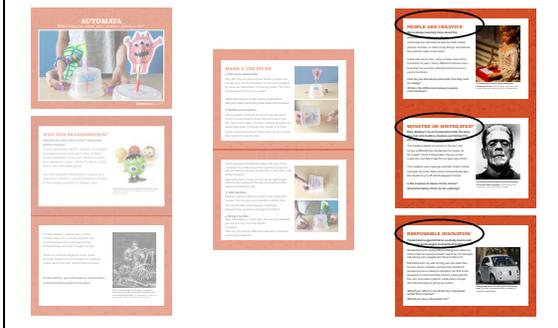
Activity booklets



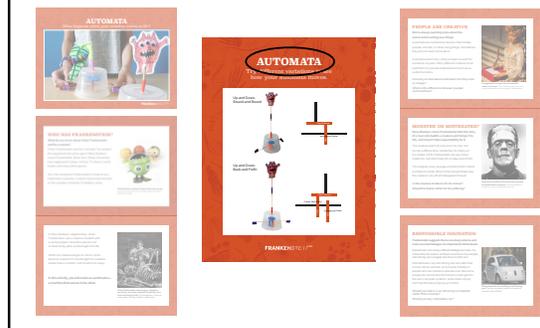
Activity booklets



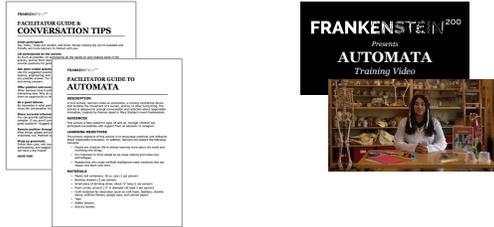
Activity booklets



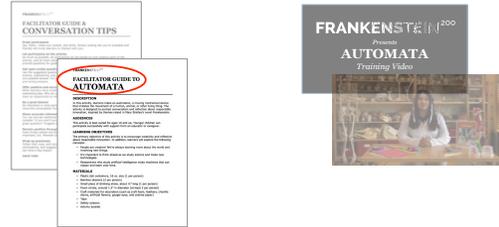
Activity booklets



Facilitator guides and training videos



Facilitator guides and training videos



Facilitator guides and training videos



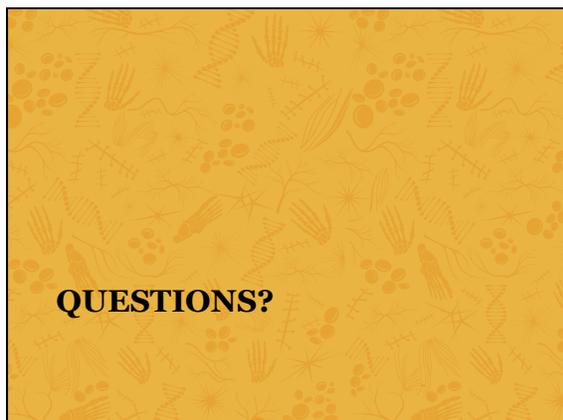
Facilitator guides and training videos



ALTERNATE REALITY GAME

Frankenstein200 L.I.F.E. game





Thank you

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