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.

Opportunities for learning

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

Mary Shelley’s *Frankenstein*
Key questions

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

Transmedia learning

Event overview

• Background
• Who’s here
• Orientation
• Safety
• Policies
• Schedule
• Future events

OUR EVENT

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

Activity materials

LEADING THE ACTIVITIES
Plan your automaton. Play with the sample projects. When you turn the handle, look at how the foam circles work to see how your automaton moves.

MAKE A CREATURE
What will you put on top of your automaton? Can you make something that looks like it's alive?

AUTOMATA
Up and Down, Round and Round
Up and Down, Back and Forth
Cam Follower
Cam Follower
Center
Center
Center

In Mary Shelley's original story, Victor Frankenstein was a science student with a secret project. He built a person out of parts and brought it to life. This illustration is from an early edition of Mary Shelley's 1818 novel.

Try different variations to see how your automaton moves.

Activity materials
Activity booklets
Activity booklets
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Frankenstein suggests that as we study science and make new technologies, it's important to think ahead. Researchers who are working on self-driving cars. The cars are being tested on streets all over the United States. 

What happens when your creation comes to life?

We're always learning more about the world and inventing new things. Automata are mechanical devices that imitate people, animals, or other living things. Sometimes people who are unable to operate a car. But some companies are working on self-driving cars. The cars are being tested on streets all over the United States. Would you buy a driverless car?

Should he blame Victor for his suffering?

An eighteenth-century Swiss automaton similar to Frankenstein's monster. This illustration is from an early edition of Mary Shelley's 1818 novel. 

People are creative and bring it to life. This illustration is from an early edition of Mary Shelley's 1818 novel. 

Would you ride in a car driven by a computer instead of a human?

What is the difference between people and machines?
Facilitator guides and training videos

Frankenstein200 L.I.F.E. game
Thank you

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