

FRANKENSTEIN²⁰⁰

WELCOME!

Thank you for joining Arizona State University (ASU), the National Informal STEM Education Network (NISE Net), and our project partners across the country to celebrate the 200th anniversary of Mary Shelley's *Frankenstein*!

Frankenstein is a modern myth: a 200-year-old story that explores themes of human creativity, societal responsibility, and scientific ethics. These themes continue to resonate today. As citizens with access to incredible tools for creation and transformation, we need to understand the fundamentals of science and technology and develop the skills to actively participate in civic and policy discussions.

Frankenstein200 takes on the challenge of supporting learning related to responsible innovation. The project uses themes from *Frankenstein* to examine emerging technologies like artificial intelligence and genetic engineering, while promoting the development of 21st century skills related to creative collaboration and critical thinking. Frankenstein200 explores three important questions:

What is life?

Why do we create?

What are our responsibilities as creators, scientists, and engineers?

PROJECT & KIT

Frankenstein200 is a transmedia project, studying the learning that occurs when people participate in a combination of hands-on activities and immersive digital experiences. The Frankenstein200 kit includes seven hands-on activities that encourage creativity and reflection about responsible innovation. On the back side of this letter, you'll find a list of the materials contained in your Frankenstein200 kit. Electronic copies of all the materials are available online at nisenet.org and Frankenstein200.org.

We have also developed an online alternate reality game that immerses players in the modern-day Laboratory for Innovation and Fantastic Explorations (or L.I.F.E.). This interactive fictional story imagines what might happen if a character named Dr. Tori Frankenstein picked up where her ancestor Victor left off. The L.I.F.E. game can be accessed at Frankenstein200.org. To help you and your visitors come to L.I.F.E., you'll also receive an iPad, stand, and promotional materials for the alternate reality game, shipped separately from your Frankenstein200 kit.

REPORTING & EVALUATION

Each organization that receives a physical Frankenstein200 kit is *required* to fill out a simple report and participate in a brief interview about their use of the materials. We will contact you with more details about these requirements in early 2018. Additionally, ASU researchers may contact you to request *optional* participation in on-site data collection at your institution. We greatly appreciate your help and feedback.

Thank you again for joining us!

The Frankenstein200 project team

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KIT CONTENTS

PLANNING & PROMOTIONAL MATERIALS

Frankenstein200 planning and promotion guide
Large promotional banner
Sample press release
Photo release form
Sign stands
Table cloths
Temporary tattoos
L.I.F.E. adventure guide
L.I.F.E. lab coats (adult and child)

TRAINING MATERIALS

Frankenstein200 overview slides and notes printout
Activity booklets
Facilitator guides
Tips for conversations + Project overview
Activity training videos

HANDS-ON ACTIVITIES

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

POSTERS

Life
Creativity
Responsibility

DIGITAL KIT

Frankenstein200 kit contents on USB thumb drive