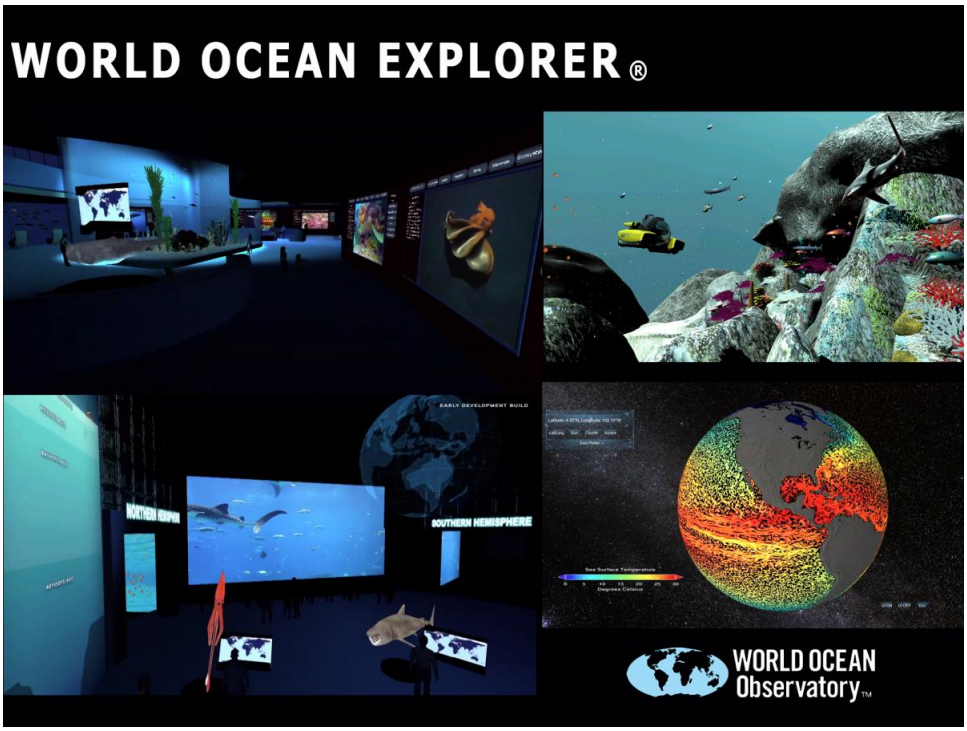
WORLD OCEAN EXPLORER

AN EDUCATIONAL GAME OF OCEAN EXPLORATION AND DISCOVERY DESIGNED FOR STUDENTS AGES 10 AND UP



WORLD OCEAN EXPLORER is a cutting edge virtual aquarium gaming concept designed to increase ocean literacy and interest in ocean fields of study. Through this online experience, users can tour through a virtual aquarium, learn about species and habitat rarely seen; connect to the Ocean Literacy curriculum and content related to the Next Generation Science Standards; explore deep sea ocean locales aboard a manned submersible; collect data and images and bring them back to the classroom for discussion and further learning; and explore the Earth Ocean Analyzer to interact with maps and visualizations to learn about climate, weather, plastic pollution, and more.

EXPLORER will use the Internet to bring together an ocean literacy community of users not limited to formal classroom structures, budgets, proximity to ocean aquariums and other limitations.

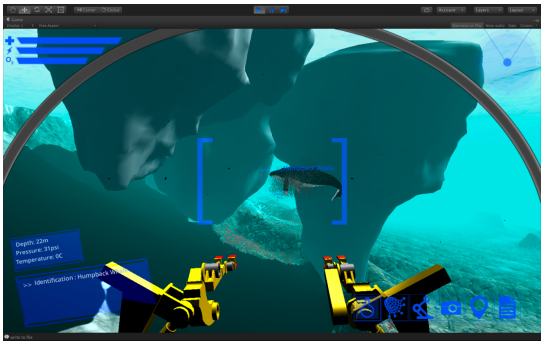
WORLD OCEAN EXPLORER has the capacity to expand ocean communications and increase ocean literacy worldwide. We believe that educated and informed citizens worldwide can change human behavior on land and sea. Our strategy is simple: consolidate and expand existing communications initiatives and public engagement innovations to reach a broader global audience. World Ocean Explorer will help us to do just that. With a game capable of reaching a global audience, we can expand interest in ocean issues and habitats, and excite students about the infinite possibilities associated with ocean exploration.

EXPLORER is a free educational gaming experience, available at no cost for use in the classroom and in home school enviornments by ocean enthusiasts ages 10 and up. Inspired by the Next Gen Science Standards and the Ocean Literacy Curriculum, WORLD OCEAN EXPLORER is an immersive gaming experience designed to excite students about scientific ocean exploration and to promote ocean literacy worldwide.

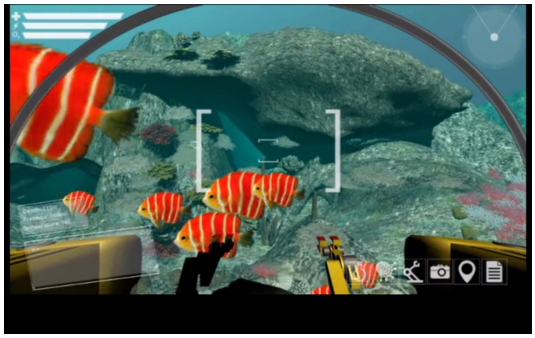
WORLD OCEAN EXPLORER is designed to increase ocean literacy and interest in ocean fields of study. Visitors will be able to engage with the marine environment through interactive displays, learning about species and habitat not otherwise available for display in an aquarium setting. The platform is comprised of three major elements:

1. A MANNED SUBMERSIBLE. LOCALES INCLUDE:

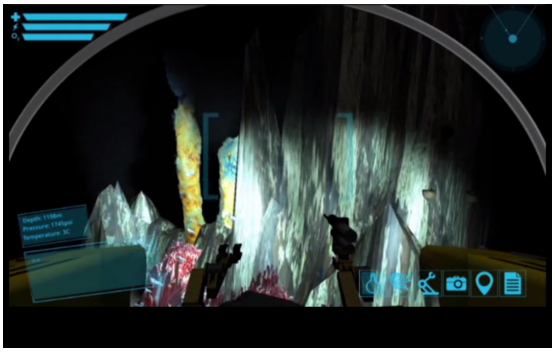
A POLAR SEA



A TROPICAL CORAL REEF



A HYDROTHERMAL VENT



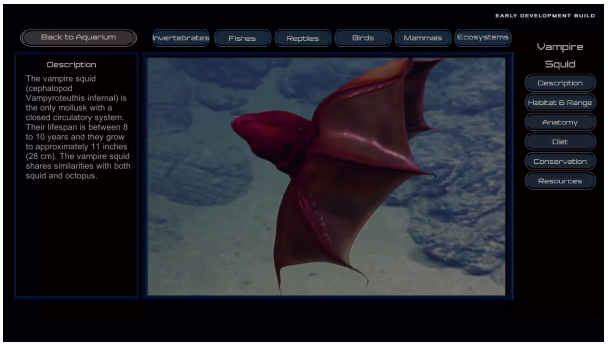
A CONTAMINATION EVENT WITH ASSESSMENT OF ECOSYSTEM HEALTH

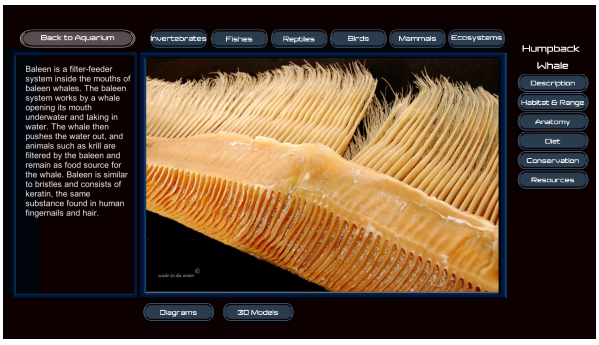
A SEARCHABLE SHIPWRECK AT THE EDGE OF A DROP OFF

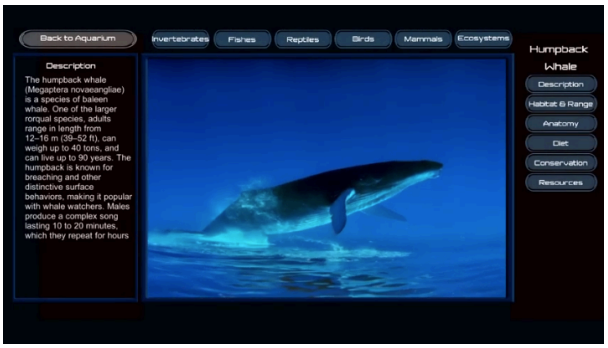
2. SEARCHABLE EDUCATIONAL SPECIES TANKS

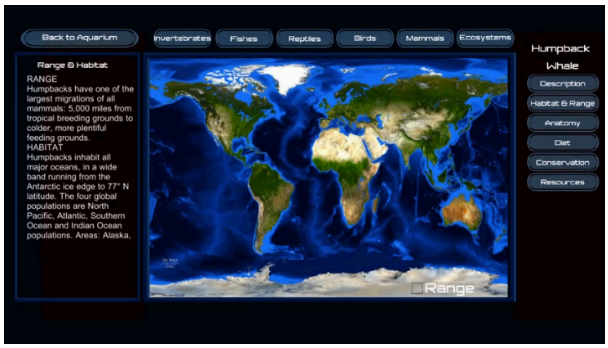
Data and images collected during submersible game play will be stored and can be exported via .txt or .png files for qualitative and quantitative use in the classroom. Ecosystem modules will encourage goal oriented activities and open discussion toward solving ocean problems and developing a better understanding of ocean systems and health.

Inside the aquarium, users will interact with species tanks to learn about invertebrates, marine mammals, reptiles, sea birds, and more. The searchable database will be filled with 3d models, information, maps and diagrams related to anatomy, habitat, migration, diet, threats, conservation efforts, and much more.



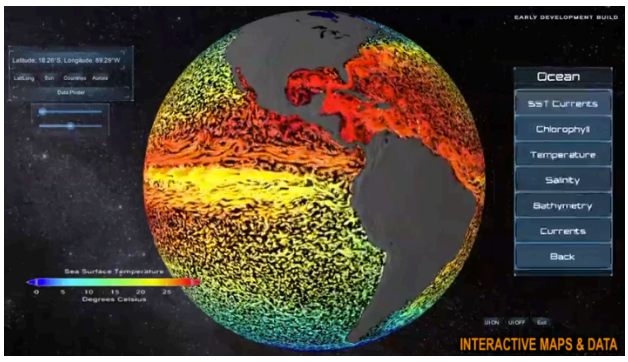






3. THE EARTH OCEAN ANALYZER

Analyzer will emphasize the global impact of earth-climate systems. Analyzer is an interactive mapping tool that will provide introductory data visualizations suitable for a broad range of audiences. Users can access geospatial data sets, view animations and simulations, create map overlays, and plot data as a means to visualize the dynamic natural world and to view the historical and future impacts of sea level rise, changing global temperature and ocean currents, flood frequency in coastal areas, migration of plastics, and much more.



The goal of WORLD OCEAN EXPLORER is free global distribution in both traditional classrooms and home school environments (via Mac or PC) with future expansion to include additional educational modules, virtual reality, and scaled-up public presentation. EXPLORER is designed for ease of use, download, and cost efficiency. The platform utilizes Steam digital distribution, as well as via direct downloads through our website to deliver EXPLORER to classrooms everywhere. Available absolutely free of charge to any educator who wishes to increase ocean literacy and foster interest in ocean systems and health in their classroom, EXPLORER is being developed using Unity, a cross-platform game engine. For use on Windows or Mac platforms.

WORLD OCEAN EXPLORER is designed to excite students about the infinite possibilities associated with ocean exploration. The program is 100% entirely underwritten by foundation and individual support.

BUDGET AVAILABLE UPON REQUEST

CONTACT

Peter Neill, Director
World Ocean Observatory
P.O. Box 1
Sedgwick, Maine 04676
207-610-0054
director@thew2o.net

WORLD OCEAN Observatory™