



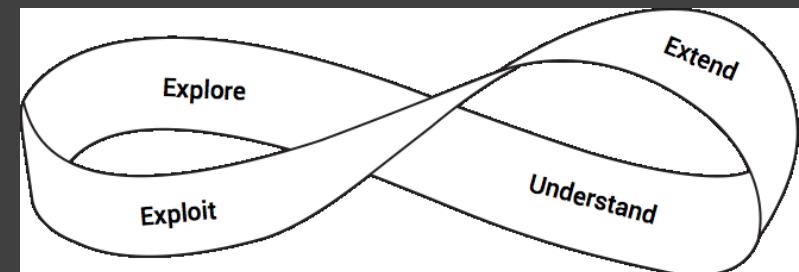
# ScienceAtHome: forskningsskabende (ud)dannelse og demokratiseret digitalisering

Jacob Sherson

6/4,

Uddannelses- og forskningsmødet,

Kolding



- Statens naturhistoriske museum
- NaturTjek
- Astra's masseeksperiment
- ...

- Zooniverse (fx Steno Museum, æggesamling)
- DRs brugere tagger stemmer i lydarkiv
- ...

- Indkapsle komplekse forskningsudfordringer i spil



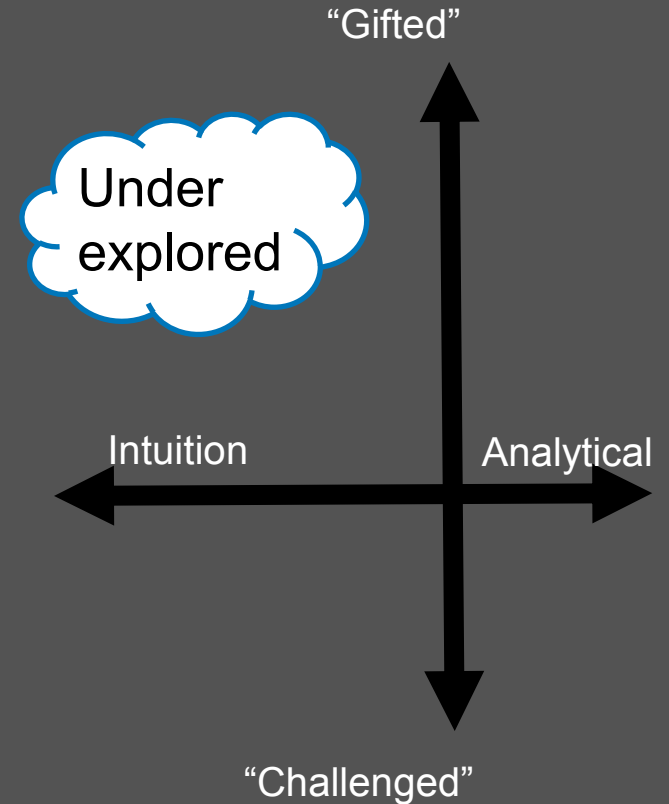
Citizen science V2.0

7 billion research  
leaders

[illegible]

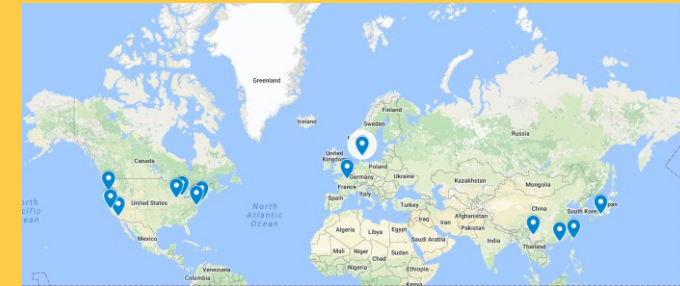
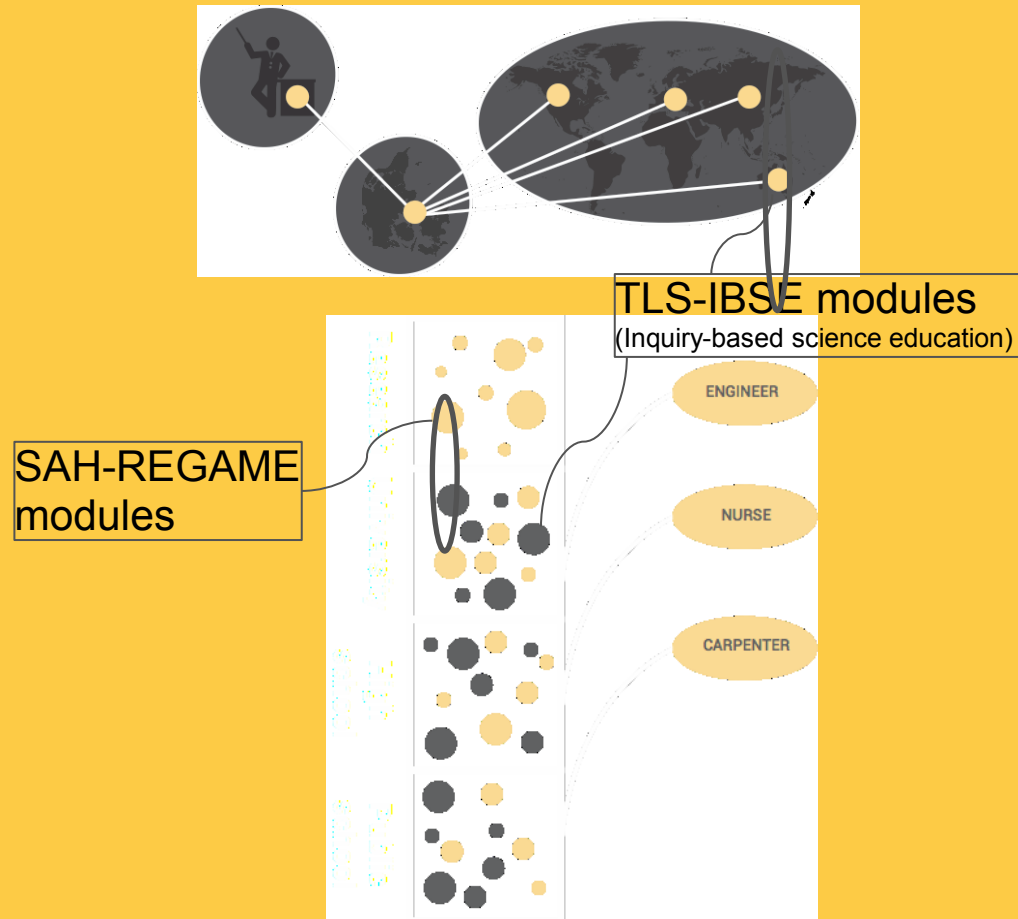
# Why Research-Enabling Game-Based Education (REGAME)

- REGAME increases student motivation
  - By providing epic meaning through a direct link between the core curriculum and front-line R&D challenges (i.e. global sustainability goals)
  - By demonstrating to the students that knowledge is not static but can be expanded/explored even without a graduate research education (open ended exploration)
  - By turning normal teaching upside down: first explore the engaging/epic perspectives of the subject matter using a powerful yet intuitive interface and then "open the hood of the Ferrari" to understand the underlying formalism.



# Think Like a Scientist (TLS), global educational initiative started this summer

**Mission:** Think Like a Scientist (TLS) seeks to create a movement that recognizes, connects, and expands the efforts of individuals and organizations seeking to stimulate all students to think like scientists living in an emergent universe.



## Current Partners (27):

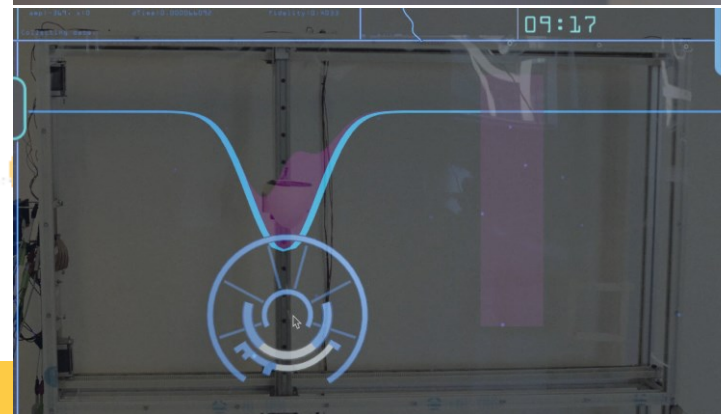
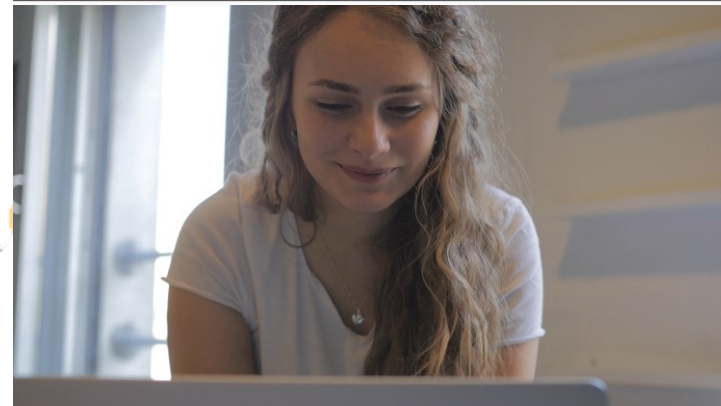
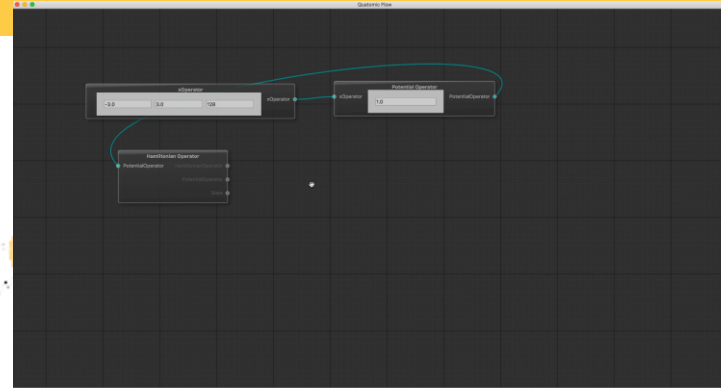
TLS/USA includes 7 major Unis, AIP, APS, AAAS, Exploratorium +...

Advisory committee including 3 Nobel Laureates, President AAAS + NAS

## Leadership team

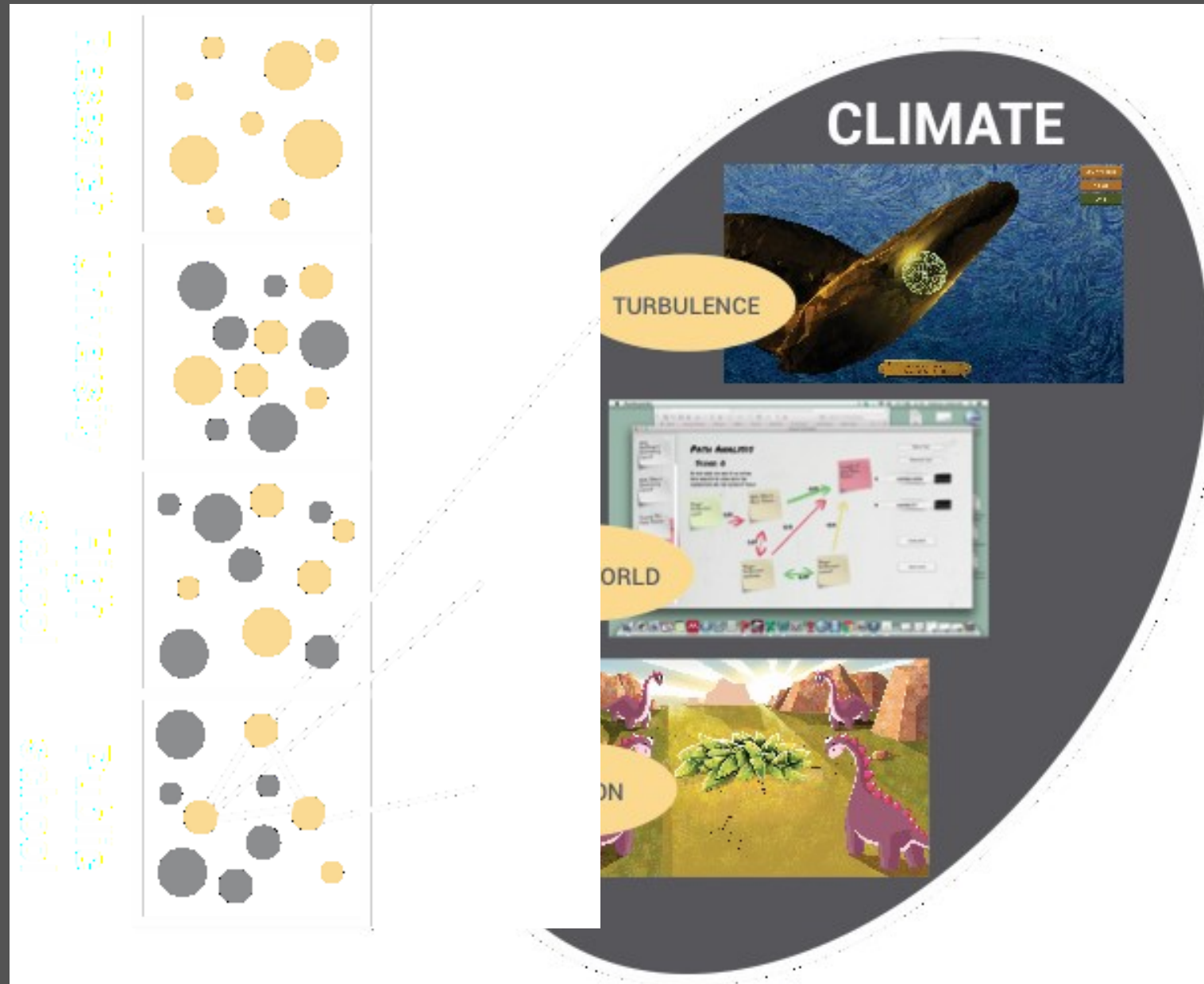


# REGAME som ikke-formalistisk progression





# REGAME som tværfagligt emne



# ReGAME CUP'18

*spil, udforsk og bidrag*

I september 2018 vil ScienceAtHome afholde en national forskerkonkurrence for elever fra gymnasiet og udskoling. Konkurrencen er klassevis og alle deltagere bidrager til forskning i forskellige emner heriblandt kvantefysik og turbulens.

Konkurrencen vil blive struktureret efter undervisningskonceptet, Research-Enabling Game-Based Education (ReGAME), hvori eleverne gennemgår læringsmoduler, der præsenterer sammenhængen mellem kerne pensum fra egen undervisning og forskellige moderne forskningsudfordringer. Moduler kan virke som en aktiv og intuitionsbaseret motivation for det konkrete pensum.

## FOR HVEM:

Deltagerne i Danmarks Forskerklasse er elever fra folkeskolens 8.+9.klassetrin samt 1g.-3g. i gymnasiet. For at deltage skal minimum 5 elever/studerende fra klassen danne et hold.

## TILMELDING:

Tilmelding til Danmarks Forskerklasse starter i foråret 2018 på [scienceathome.org](http://scienceathome.org)

## PRÆMIER:

Der findes både en samlet vinder, men også vindere på hvert klassetrin.

Find ud af mere på [scienceathome.org/regame](http://scienceathome.org/regame)

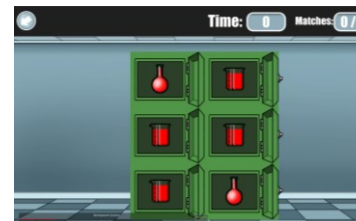
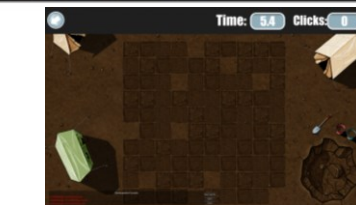
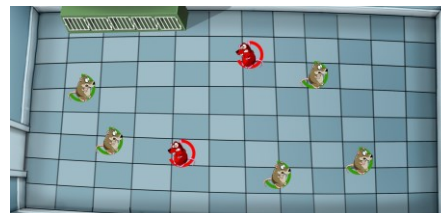




DR

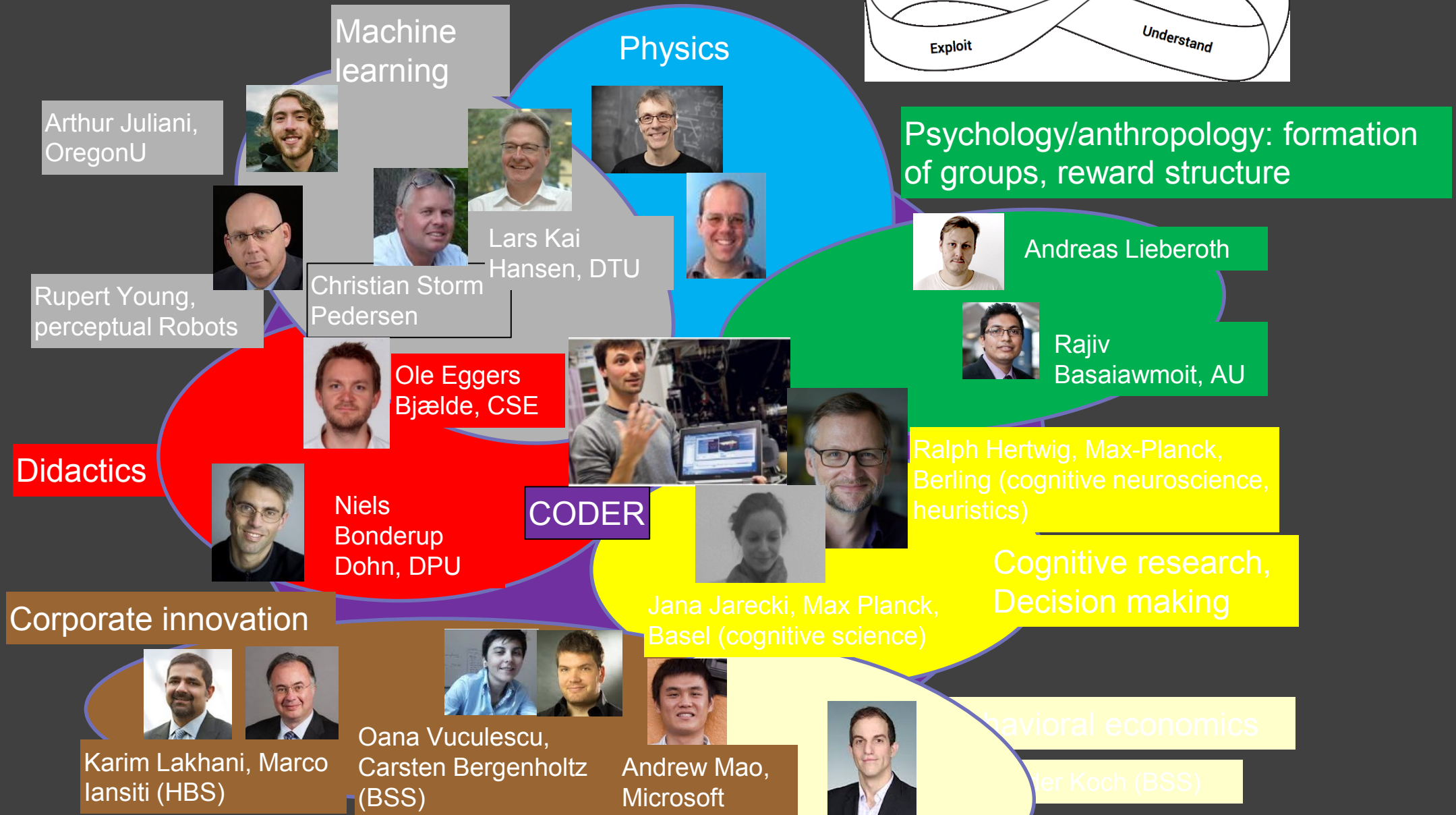
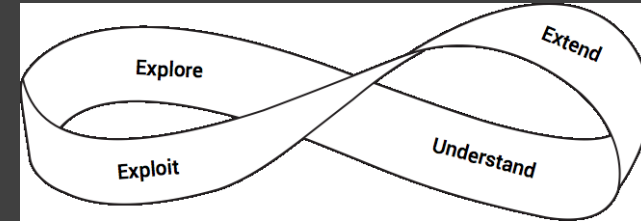


Welcome to skill lab!





# SAH partnere



# THE HARD WORKING TEAM



Follow us:



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/scienceathome.org

There is lots of potential for collaborations and short/long research stays, so please contact me [sherson@phys.au.dk](mailto:sherson@phys.au.dk)



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