

# REALWORLD

## the Challenges of Space in the **RealWorld** and **InWorld**

The RealWorld-InWorld NASA Engineering Design Challenge encourages students in grades 7-12 to explore and to build skills essential for successful careers in science, technology, engineering, and math (STEM) through two phases of project-based learning and team competition.

### PHASE 1—REALWORLD

#### Who:

Middle- and high-school-aged students work with their teachers/coaches/parents.

#### What:

Work collaboratively as engineers and scientists to explore and design solutions related to the James Webb Space Telescope and Robonaut 2.

**RealWorld Phase begins:** September 1, 2011.

**RealWorld Phase ends:** **January 27, 2012.** To be considered to move to the InWorld phase, all RealWorld work must be submitted by this deadline.

**Recognition:** Submitted final project solutions will be featured on the RealWorld-InWorld website and teams will receive recognition for their work once they complete the RealWorld challenge and InWorld registration.

### PHASE 2—INWORLD

#### Who:

Participating college students select teams of 2-4 middle- and high-school-aged students to build their InWorld teams. Participation is limited to U.S. citizens and requires selection by college team leaders.

#### What:

Work in a 3D virtual online environment using 21st Century tools to refine designs and to create 3D models of their design solutions. NASA scientists and engineers visit and “chat” virtually throughout both phases of the Challenge.

**InWorld Phase begins:** January 28, 2012.

**InWorld Phase ends:** **April 20, 2012.**

**Recognition:** InWorld teams will compete for cash awards (\$1,000 per member for each winning team). Contest rules apply.

#### Ready for the challenge?

To learn more about the challenge and to register for online resources for this **free** and **flexible** project, visit [www.nasarealworldinworld.org](http://www.nasarealworldinworld.org).



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