

SOULAVINES

the Challenges of Space in the RealWorld and InWorld

ENGINEERS AND SCIENTISTS . . .



Want to mentor the next generation of scientists, engineers, and mathematicians? Then join the RealWorld-InWorld NASA Engineering Design Challenge. It encourages students in grades 9-12 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.

Engineers and scientists are needed to share their talents and expertise for Phase 2, the **InWorld** (virtual reality) component. This phase begins January 15, 2011, and runs through April 14, 2011.

PHASE 1—REALWORLD

Teachers/coaches and high-school-aged students will collaborate to explore and design solutions to one of two real-world problems related to the James Webb Space Telescope. Final RealWorld project solutions submitted by **January 15, 2011**, are eligible to move into the InWorld phase to compete for scholarships and technology awards.

PHASE 2—INWORLD

Under the supervision of the National Institute of Aerospace, one engineer or scientist will be assigned to mentor each InWorld team. These teams, led by college engineering students, will work in a 3D virtual environment using 21st Century tools to refine designs and create 3D models of the Webb telescope.

Online tutorials and resources will guide you through the process. No special skills or equipment are needed.

Participation in Phase 2 is limited to U.S. citizens.

Ready for the challenge?

To learn more about the challenge and register for this **free** project, visit www.nasarealworldinworld.org. Complete **Basic Registration** to explore Challenge resources. Complete **Advanced Registration** by **January 15, 2011**, to commit to mentoring a team.



NATIONAL
INSTITUTE OF
AEROSPACE

