



WORLD

REALWORLD-INWORLD

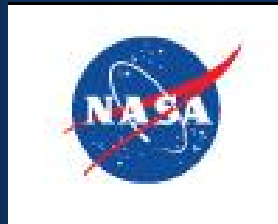
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NASA Engineering Design Challenge

www.nasa.realworldinworld.org

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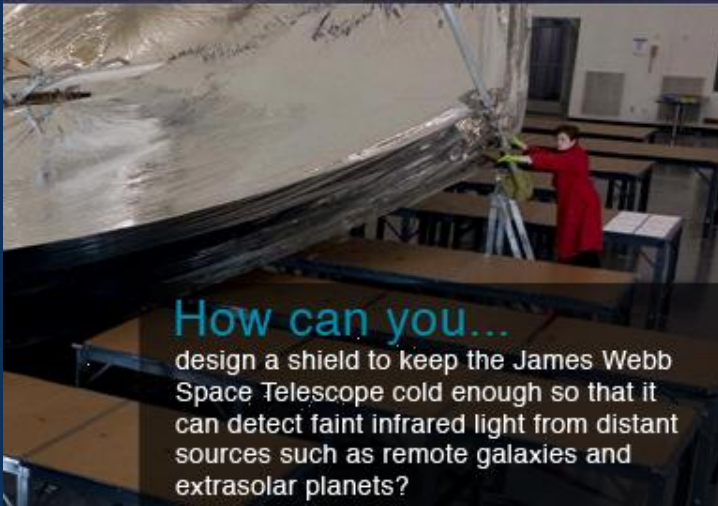
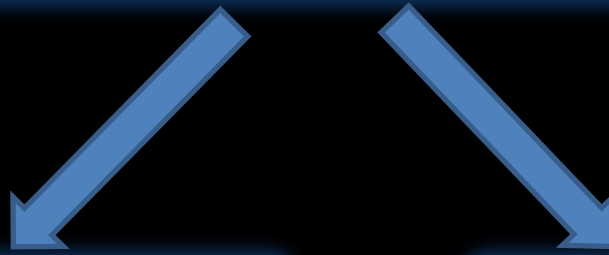
NASA Engineering Design Challenge



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NASA Engineering Design Challenge

Join the *RealWorld-InWorld* (RWIW) NASA Engineering Design Challenge to solve one of two NASA-related problems.



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NASA Engineering Design Challenge

RealWorld

The challenge begins in the RealWorld where students in grades 7-12 use the engineering design process to solve a problem related to either the *James Webb Space Telescope* or *Robonaut 2 (R2)*.

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NASA Engineering Design Challenge



TIMELINE

08/01/2011
CHALLENGE OPENS

↑
TEAMS
SOLVE
ENGINEERING
PROBLEM
↓

01/27/2012
CHALLENGE CLOSES

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InWorld

Selected RealWorld teams are mentored InWorld by college engineering students in a virtual world setting.

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- 01/28/2012
TEAM WORLDS OPEN
- 02/10/2012
CHALLENGE BEGINS
- 04/06/2012
TOP 6 TEAMS CHOSEN
- 04/16/2012 & 04/17/2012
TEAM PRESENTATIONS
- 04/20/2012
WINNERS ANNOUNCED

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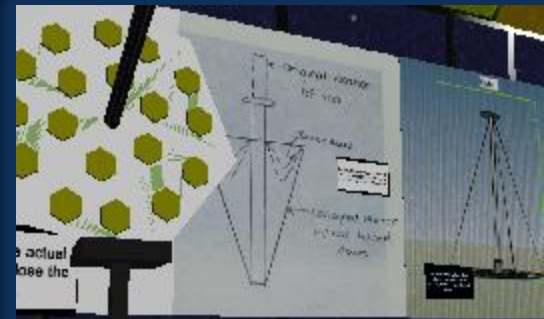
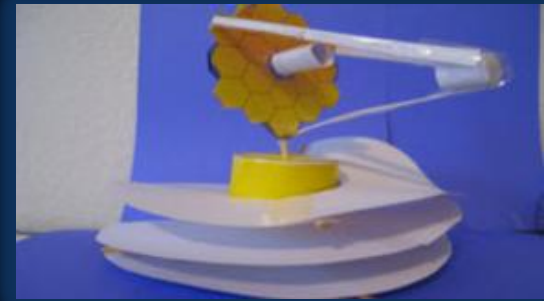
Meet and Chat With Experts!

Throughout both the RealWorld and InWorld phases, Webb Telescope and R2 researchers will meet students in the *RWW STEM Public Space* for scheduled Q&A sessions.



Not already registered?

*Register now to join us and learn more
about this unique opportunity!*



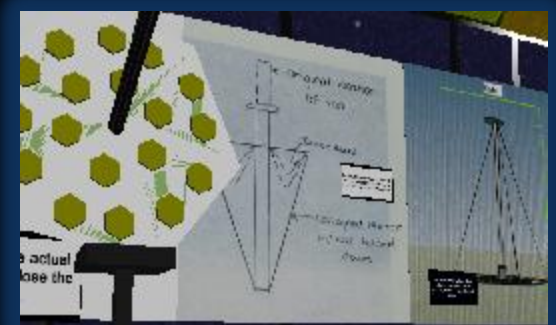
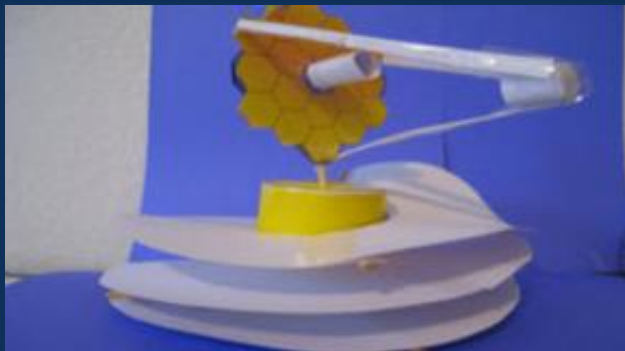
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NASA Engineering Design Challenge

NIA Universe is built within Activeworlds, a 3-D multi-user PC-based system. You may visit NIA Universe as a tourist by copying and pasting the url below into the address window on any browser.

host.activeworlds.com/downloads/NIA/NIA1121.exe

Tourists have limited rights building and chatting InWorld. Student teams selected to participate in the InWorld phase of RWIW will be given a TeamWorld and Citizen IDs.



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NASA Engineering Design Challenge

RealWorld

Students: Student members of each team that completes and uploads the RealWorld design solutions through the InWorld Registration will earn a certificate of completion.

Teachers/Parents/Coaches: For every student team registered from September through January, teacher/parent/coach names will be entered into monthly drawings for \$100 gift certificates. After helping student teams upload the RealWorld design solutions through the InWorld Registration, teachers/parents/coaches will receive a certificate and letter of commendation.

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NASA Engineering Design Challenge

InWorld

Students: Students on each team selected as a finalist (top 3 teams for each challenge) will earn a certificate of completion and letter of commendation. Each member of the winning team (one team per challenge) will earn \$1,000.

College Team Leaders: *Teachers/parents/coaches pass the team's leadership to college Team Leaders once InWorld work begins.* College Team Leaders on each team selected as a finalist (top 3 teams for each challenge) will earn a certificate of completion and letter of commendation. The college Team Leader of the winning team (one team per challenge) will earn \$1,000.



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