

Citation

Matuk, C., Cottingham, I., Farrell, K., Angeletti, A., & Diamond, J. (March, 2011). The World of Viruses interactive comic viewer. Hands-on demonstration presented at the [Cyberlearning Tools for STEM Education Conference](#). Berkeley, CA.

Abstract

Recent flu outbreaks have raised public concern over how viruses cause illness, and how we can prevent infection. But throughout history, viruses have been both a threat and a sustenance to life on earth. Misunderstandings about the complexity of our relationship with viruses can lead to misinformed decisions in matters concerning personal health and environmental policy.

The World of Viruses (WoV) project seeks to increase public awareness of viruses and virology research by harnessing the potential of multimedia to make cutting edge science research widely accessible to teenagers and public radio listeners. In a partnership among learning scientists, virologists, and media professionals, WoV is developing a package of media-rich educational materials, freely available through web, print, radio, and mobile devices. Central to these materials is a series of graphic stories, which weave science and history into a fictional narrative in order to illuminate current scientific knowledge of viruses, of their relationship to humans, and of their roles in the ecosystem. Readers can access a number of integrated multimedia features from the WoV iPad Comic Viewer, including related radio documentaries, original science essays, interactive scientific illustrations, and educational games and activities, each designed to incite interest in current virology research, and to engage the public in matters that impact their own and the planet's health.

Session participants will discover resources to enrich informal learning experiences, and to supplement formal K-12 science curricula. There will also be opportunities to exchange ideas over the possibilities of these interactive technologies in formal and informal science education.