





Art & Science App Development Spring / Summer 2015 Paid Internship

Work with Openlab Research Group, Alliance Data & Epsilon to create an interactive app system for the Oceanic Scales art and science puzzle system. We are looking for talented programmers, app developers, and designers to assist with the creation of a new education based app for elementary and middle school students. Experience with Augmented Reality systems, gaming or Ipad / touch screen app dev is a plus. Please contact us at the email below with details about your experience, interests and availability. Please include a copy of your resume / CV and any links to past work.

Deadline for submissions: May 4th, 2015 Internship contact: info@oceanicscales.com





















EPSILON"

Mobile App System for Oceanic Scales Initial Architecture Map



Augmented Reality
Info system for
Oceanic Scales Art &
Science Puzzle

Clues will be left at Info points marked by various laser cut phytoplankton forms such as the one seen above Using the onboard camera, users can make the invisible visible seeing through their mobile device and revealing a layered world of knowledge related to phytoplankton and various clues explaining Oceanic scales





Educational Curriculum & Lessons for Elementary & Middle School Students & Teachers



S T E



Using Core Curriculum / Next Generation
Science Standards we've developed a series
of lesson plans & "Planktoids" for elementary
& middle school students about their role in
maintaining a balanced ocean ecosystem.

Downloadable as PDF's

Tomagotchi Style "Phytogotchi" Game



Builds: empathy knowledge connections systems thinking Based on original
Tomagotchi principles /
simple cause & effect
scenarios:
Users control Food
Temperature
Air / Water quality, etc.
& phytoplankton thrive
accordingly. Growing
from single cell to
blooms w/ badge
system for various
levels achieved

www.oceanicscales.com