

3DVC_WorkingGroup_Education

Scribe: Emily Bass

NEW BULLETS:

1. WOW factor:
 - Connecting professional communicators to the scientists and the scientific content in ways that can be used as the “public face” → museum exhibits, multimedia/game developers, artists
 - “Year of the Cell” or some other official designation to tie 3DVC to public perception could be useful *or* may not be plausible (problem is that there is no specific “end date” like having a man on the moon by the end of the decade)

2. Training the next generation of interdisciplinary scientists

3. Making biological images, videos, and published models accessible via a centralized repository (similar to Getty Collection)
 - Available as a resource for teachers, scientists, and students
 - Consistent terminology for easier searching

4. Dynamic data and models in journals available online → accessible via a virtual machine rather than via individual PCs requiring specific software

5. Physical models can exist in all scales (e.g., human to molecular) → in vitro cellular models can be used by students in multiple educational settings and at a variety of grade levels

6. For initial list’s final bullet re: “simple depictions” → instead consider as “simple examples” that are easily accessible

GROUP:

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