

3D technologies to promote education and outreach on plankton

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Plankton is invisible to the naked eye, yet it plays key roles in aquatic ecosystems and in global biogeochemical cycles. It produces 1/2 of the oxygen in the atmosphere, it is at the basis of aquatic food chains and it comprises an amazing diversity of life forms.

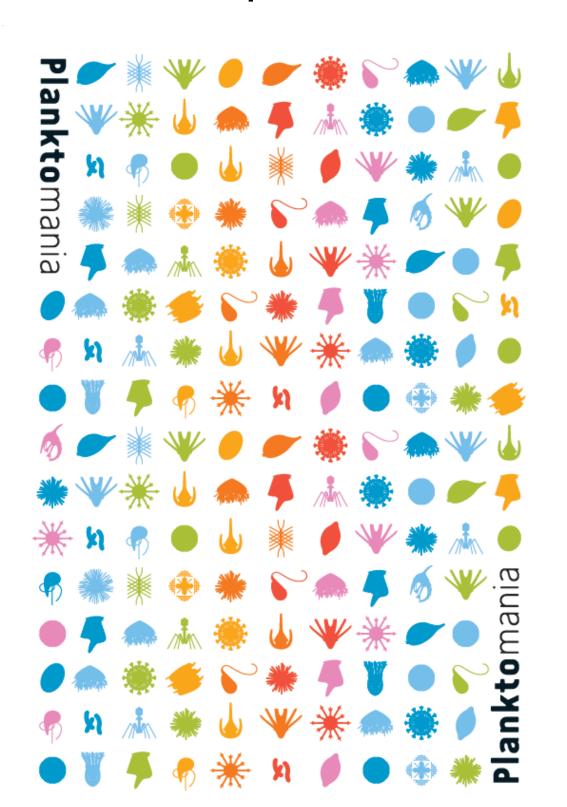
Planktomania carries general public and kids into the fascinating world of plankton in 3D thanks to unique tools created specifically to facilitate the discovery of the amazing shapes and life histories in this microscopic world. Virtual and augmented reality are promising educational tools enhancing attention and effective learning.

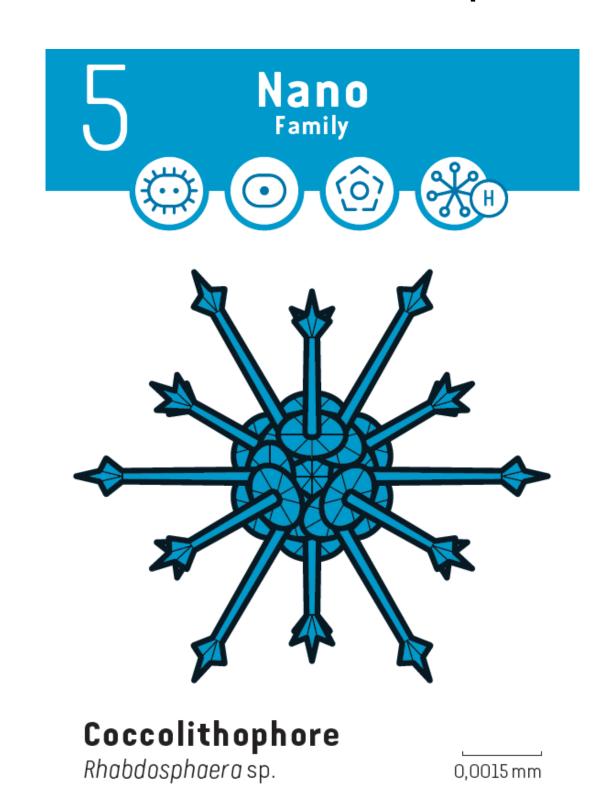


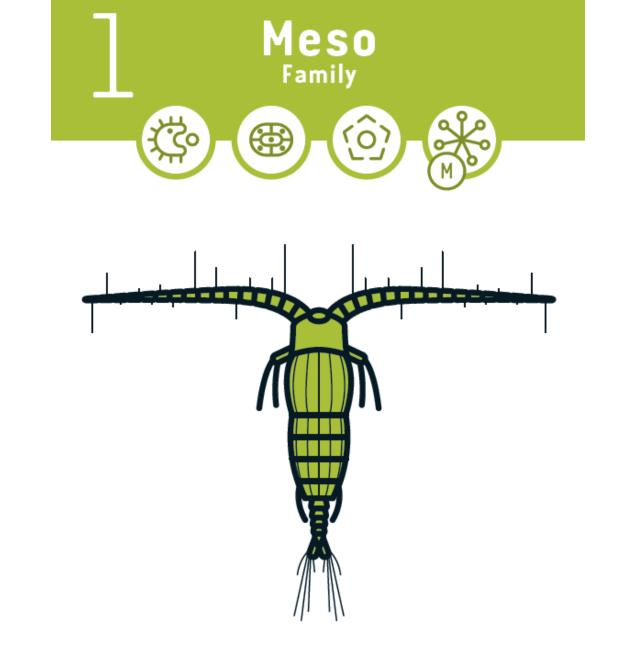
Augmented Reality



With Planktomania Happy Families you can play the traditional Happy Families card game, while at the same time learning about the plankton via augmented reality. Using a smartphone or tablet you can use each card to launch interactive educational content (quizzes, videos, 3D illustrations of plankton, etc.).

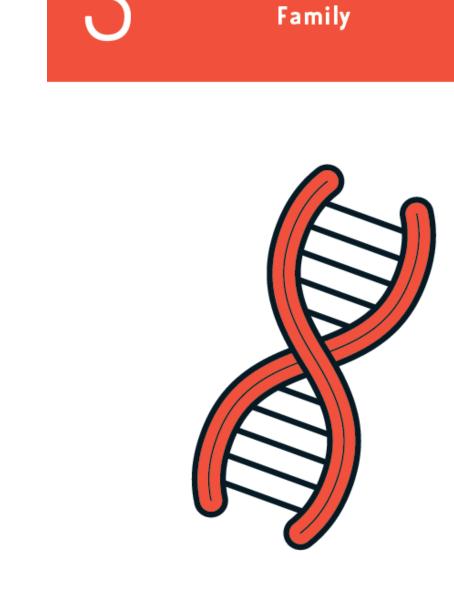






Crustacean

Copepoda

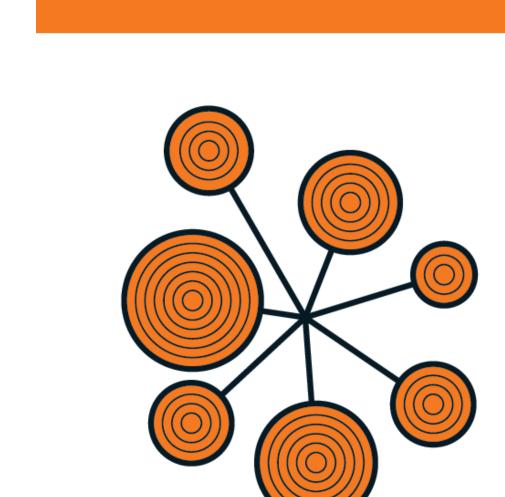


Identify

0,3 mm

DNA signature

Waduneed



Whatsit

Family

Plankton diversity

The Planktobox

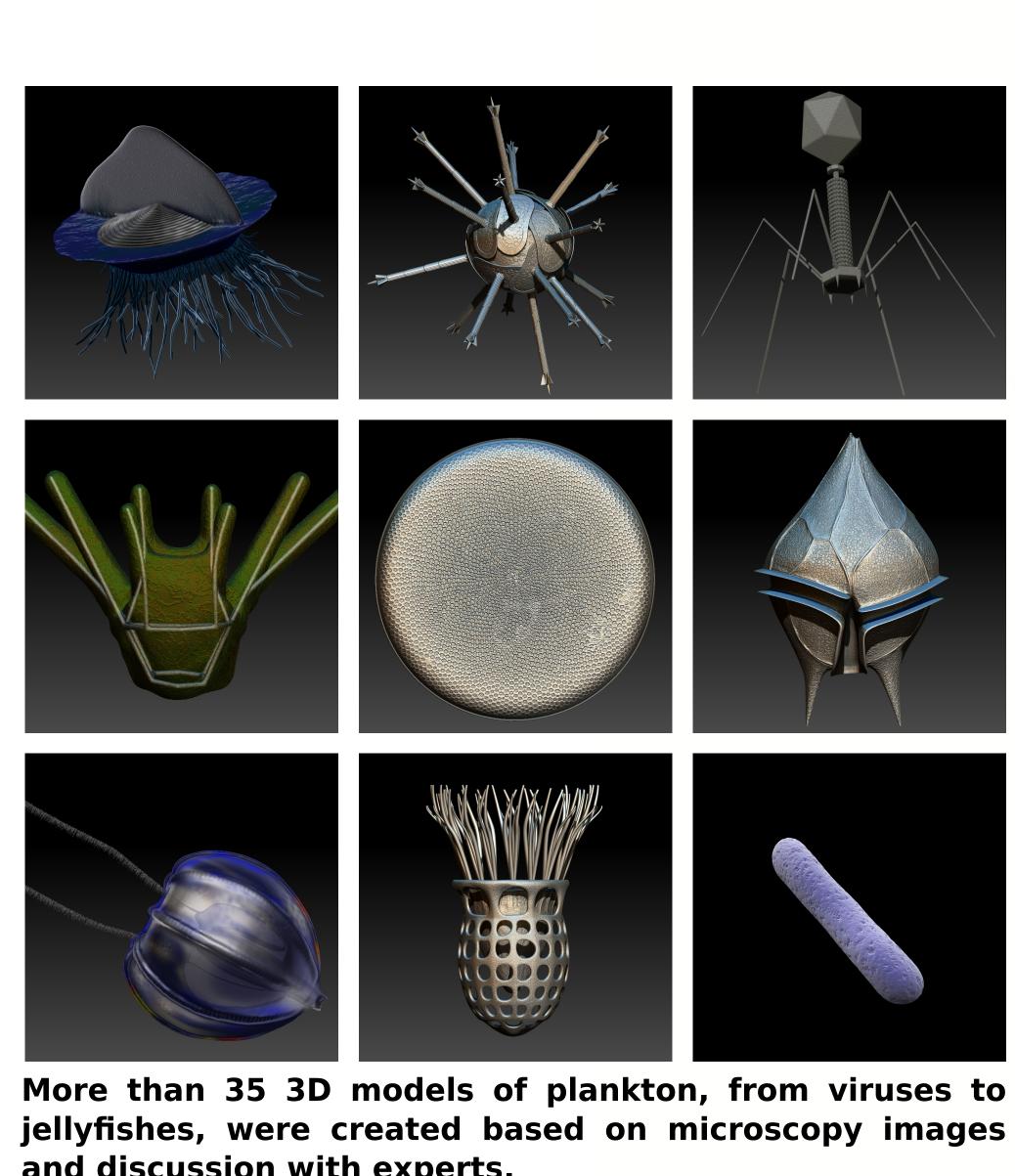
The planktobox is composed of tools and educational content specifically designed for a broad public. The kit facilitates discovery of plankton, notably through the use of new technologies such as virtual reality, augmented reality, and 3D printing.



Virtual Reality

Dive into the world of plankton, from jellyfishes to viruses, through an immersive 360° animated film.

The plankton as you've never seen it before !!



and discussion with experts.

Planktomania was launched in July 2016 at the Brest International Maritime Festival (France) where it attracted more than 15 000 people over a week. The next steps include working on additional educational content (films, 3D models, etc...) to match school curricula. Initially developed in French, English and Breton, we also intend to make it available in other languages.



















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