Amazon Adventure 3D tells the compelling story of the discovery of biological mimicry by Englishman Henry Walter Bates in the Amazon rainforest more than 150 years ago.

## **Project Goals:**

For audiences: to increase understanding of camouflage and mimicry and the role they play in natural selection and in turn evolution; appreciation for the power of scientific observation; excitement about scientific inquiry and interest in science; and identity as science learners.

For professional audiences: to advance the field of informal science education by moving the giant screen industry forward through research and testing of the validity of giant screen films. The development of an innovative tablet assessment tool. Providing educational resources for ISE educators that support the content of the film.

### **Research Ouestions Addressed:**

How the giant screen format affects learning and retention. Are there unique attributes in learning among the giant screen formats? Does format play a role in science interest and science identity?

External evaluation of the project will be disseminated widely to the community of practice.

### **Project Co-Pls:**

Diane Carlson, VP Guest Services and Theater Programs Pacific Science Center, Seattle, WA

Mina C. Johnson, PhD **Behavioral Science Institute** University of Nijmegen (Stichting Katholieke Universiteit)

Mary L. Nucci, MS, PhD Research Assistant Professor of Human Ecology Rutgers, The State University of New Jersey

# **SK Films**



You might think this is the head of a viper snake, but it's actually the head of a small moth caterpillar!







The bark of a tree offers this turnip-tailed gecko the perfect spot to blend in and hunt for food







To avoid predators during the day, this potoo bird blends in with a tree trunk while it sleeps

This margay cat mimics the call of a tamarin monkey to attract it as prey



Target date for release of film: April 2017







NSF Award Number: 1423655