



GeomarCD project; an educational CD-Rom about marine geophysics

J. Diaz, E. Rubio, M. Gómez, and J. Gallart

Institute of Earth Sciences, Barcelona, Spain (jdiaz@ija.csic.es, 0034-93-41)

This project aims to introduce the main aspects of marine geophysics experiments to the high school students. We have chosen to present the information in the form an interactive game in which, taking care of the scientific objectives and the technological and logistic resources, the player must found the best strategy to make one of the 3 research projects proposed. Along the game, the player is introduced to the main aspects of the plate tectonics theory and the crustal structure as well as to the main methodologies available (seismics, potencial fields, cores). Rather than being based in theoretical aspects, largely covered by other outreach projects, this work focuses in how a realistic problem can be solved through a field experiment. The game takes place in the researcher's desk and in an oceanographic vessel as the BIO Hesperides and includes the choice of the research project, the design and development of the field work and the interpretation of the results. At the end, the player must complete a questionnaire to elaborate the final report. The correct choice of the appropriate methodologies and its interpretation is necessary to succeed. CD copies in Spanish are freely available upon request.