

### COSEE-TEK Mission

*To innovate and adapt approaches to improve the quality, availability, and impact of ocean science education by linking science, technology, and engineering to catalyze learning and communication of STEM topics for teachers, students, scientists, and the public.*

**Check it Out!**



**Sounds of Science**



**Under the Microscope**



**Glide with the Tide**



**Exploring Innerspace**



**Jr. ROV Pilots in Training**

**...and More!**



## Ocean Science and Technology Day

- Follow the scavenger hunt through the Mystic Aquarium on the OS&T Day Exhibit Map to interact with scientists and learn more about exciting ocean research and technologies.
- Make sure to get your frog stamp at each exhibit as you explore!
- Please stop by our evaluation table outside the gift shop to provide feedback on the OS&T Day and collect door prizes on your way out.
- Thank you for joining COSEE-TEK at the Mystic Aquarium! To learn more about the participating programs, and helpful resources follow the links below.

1. Centers for Ocean Science Education Excellence—Technology and Engineering for Knowledge [COSEE-TEK] ([www.coseetek.net](http://www.coseetek.net))
2. Long Island Sound Resource Center: A central clearinghouse for information and data related to the Sound ([www.lisrc.uconn.edu](http://www.lisrc.uconn.edu))
3. MySound: Real-time weather, water quality and wave data from Long Island Sound ([www.mysound.uconn.edu](http://www.mysound.uconn.edu))

Partners include



*Welcome to*

## Ocean Science and Technology Day

August 21, 2013 (11:00AM to 2:00PM)

at the



*Sponsored by*

Centers for Ocean Sciences Education Excellence -  
Technology & Engineering for Knowledge

[www.coseetek.net](http://www.coseetek.net)



Visit exciting and informative exhibits of innovative ocean technologies including real-time data buoys, passive water quality sensors, ocean gliders, remotely operated vehicles (ROVs), acoustic seafloor mapping, and an endoscope to explore the inside of an oyster!

**1) COSEE-TEK Information Booth**

**2) The Sound of Science: Marine mammal vocalizations (Kevin Joy)**

Hear the sounds of the Belugas and other marine mammals captured using a hydrophone, visualize these sounds as waveform patterns, and learn how to build your own low-cost hydrophone.

**3) Underwater Exploration of Long Island Sound (Lauren Stefaniak & Kevin O'Brien)**

Exhibit will feature the latest underwater maps of the Sound, a chance to "fly" over them using Google Earth, underwater video highlights from Long Island Sound and a free DVD while supplies last.

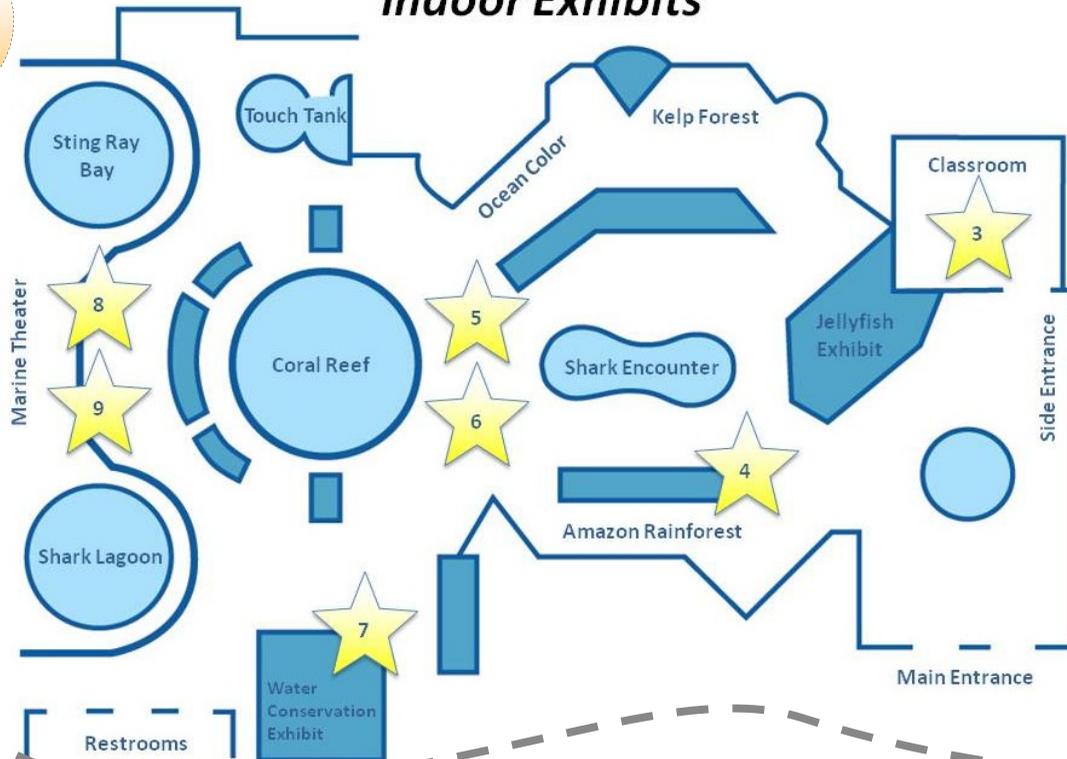
**4) Mother Nature's Filters (Evan Ward & Maria Rosa)**

Come learn about marine bivalves and what makes these organisms such great filters. In this activity, scientists will demonstrate the technologies being used to better understand the physiology and feeding behaviors of some of the coastal ocean's most important species.

**5) What's Up with this Weather? (Jim Edson)**

The Ocean's Role in Weather and Climate Change

**Indoor Exhibits**



**Outdoor Exhibits**



**6 & 7) The Courtship of EVA & BOB: Monitoring the contaminants and biology of Long Island Sound (John Hamilton & Penny Vlahos)**

Discover how teachers are building their own "Basic Observation Buoys" and using new sensors to measure pollution and invasive species in the Sound.

**8) Glide with the Tide (Jim O'Donnell)**

Come check out an ocean gilder, a sophisticated & automated technology used to profile the oceans as well as coastal waterways such as Long Island Sound.

**9) MYSound: Real-time weather, water quality and wave data from Long Island Sound (Kay Howard-Strobel)**

This station will have a live feed from UConn's offshore buoy network that provides real time information about the Sound.

**10) Aqua-Bots Afloat: Remotely operated vehicles (ROVs) for ocean research and exploration (Brae Rafferty)**

Try "piloting" a small ROV in the Ocean Exploration Center pool.

**11) Science and Technology Day Evaluation**

Tell us what you think and pick up some door prizes!