

“Nano Around the World” card game makes gains in popularity, audiences

Developed originally as an innovative conference presentation, the card game known as “Nano Around the World” is an interactive way to reflect on and discuss the ways in which emerging technologies can and can’t benefit people around the globe.

Each player gets a *character* card and two *technology* cards and then has to negotiate with others in the room to find technologies that they deem beneficial for their character. Some characters are rich, some are poor, but all of them have needs and wants that are influenced by their personal situations and global context.

After the players have traded their technologies, the resulting discussions explore basic needs, values, goals and aspirations – and how nanotechnologies may have helped or harmed their chances of achieving those things.

Nano Around the World has now been adapted for use with all ages and has been played successfully in many venues from Science Cafés to elementary schools.

Nano Around the World has been played dozens of times in varying locations. It has been used as a training tool for museum staff in the US and abroad, and also used with graduate students at the first annual CNS-ASU Winter School. There is also a spin-off version developed specifically for young children called “You Decide.” With each iteration, players and facilitators seem to discover new possibilities and issues to explore.



Dr. Jameson Wetmore works on understanding how people design technological systems and how those systems reinforce specific values. Along with **Dr. Susan Cozzens** at Georgia Tech, he co-leads Thematic Research Cluster (TRC 1) at CNS-ASU focused on equity and equality of nanotechnologies.

Nanoparticle sunblock



Sunblocks with nanoparticles provide invisible sun protection.

Sunblocks are one of the most common products containing nanotechnology. Many sunblocks contain nano-sized particles of zinc oxide or titanium dioxide to protect skin from the sun's rays. While older products left a visible white film, formulations with nanoparticles are transparent.

Much of the game’s development has come from collaboration with the Nanoscale Informal Science Education Network (NISE Net). A printable set of game cards are available from <http://nisenet.org/>.

