## **Data Management Plan:**

## **Purpose of Project**

The purpose of this project is to engage high school students via hands-on and web-based experiences in attractable project death to a broad audience. The AL@GL project goal is to establish a robust model of education and outreach for remote science research that is scalable, accessible, and capable of engaging students, teachers, and content experts throughout the world. Over the course of the proposed three-week summer program experience, students will conduct scientific inquiry associated with *place* that then supports a more focused science content exploration demic year activities will include an Arctic Research Design competition for high school students to propose a project for implementation in Greenland during the following summer campaign. It is approximated that 80 students per year will participate in the hybrid learning environments as part of this project at multiple locations in Greenland, Denmark and the US. Anticipated products are: a web environment for students, teachers, parents/guardians and content experts to collaborate and interact; a model for education and outreach for remote scientific research; educational

expedition), trail report documents, and field notes of observations of students during the expedition. The field notes will be enhanced in a reflexive journal kept by PIs onsite. All qualitative data will be analyzed using constant comparative methods (Glaser and Strauss, 1967) to determine trends related to the evaluation questions. The Institutional Review Board approval process for Human Subjects has been completed for the scope of work outlined above.

## **Data Dissemination**

Results from data collection and analysis for this project will be published by the fall