Prior to the creative act of designing the Frankenstein creature, the young Victor Frankenstein had been engrossed in the study of science and the natural world, cultivating a deep curiosity and passion for understanding the mysteries that surrounded him. His intent was to unlock the secrets of life, to explore the very essence of what it means to be human, and to infuse a spark of being into the lifeless thing that lay at his feet. This endeavor, fraught with promise and peril, was driven by a singular vision: to create life itself, to wield the power of creation for the betterment of all. The journey of Frankenstein, a tale of ambition, hubris, and the consequences of playing God, resonates with themes of curiosity, innovation, and responsibility that are as relevant today as they were in the early 19th century. 

In order to manage these transformative changes, people not only need to understand science and technology, but also to actively participate in shaping a world where our ability to control the building blocks of life and cognition is vastly expanded. The Transmedia Museum will use the interactive, engaging nature of digital narrative and hands-on activities to invite deeper conversations about questions of scientific innovation and responsibility. The project builds on themes of human creativity, societal responsibility and scientific ethics as first presented in Mary Shelley’s classic novel Frankenstein.