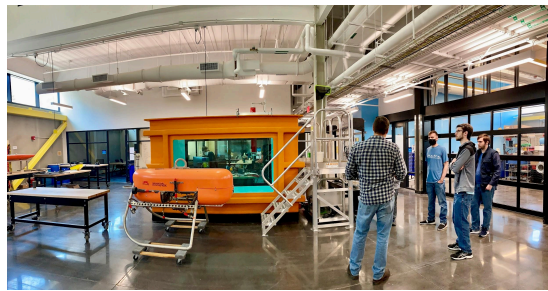
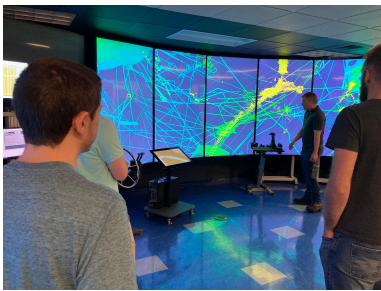


Dive into the **Bridge to Ocean Exploration (B2OE) Program** with the Ocean Exploration Cooperative Institute (OEI) at the **University of Rhode Island's (URI) Graduate School of Oceanography (GSO)**! Dip your toes into the multidisciplinary world that is ocean science with opportunities in video/data engineering, media asset management, technology asset management, applied coral science, and multimedia production.



The OEI (<https://web.uri.edu/oeci/>) is a unique consortium of top oceanographic institutions: URI, Woods Hole Oceanographic Institution (WHOI), University of New Hampshire (UNH), the University of Southern Mississippi, and the non-profit, Ocean Exploration Trust. They work together to push the boundaries of ocean exploration with research and innovation in remotely-operated and autonomous vehicle operations, virtual engineering connectivity, and ocean science communication and engagement.

A core mission of the OEI is to inspire future generations of ocean scientists and engineers, and support the Blue Economy. The B2OE Program, based out of URI/GSO's Ocean Science Exploration Center, is an experiential program key to advancing this mission. Currently, the OEI is recruiting **up to nine students** to participate in this **PAID, part-time, experiential learning program** within these potential, project pathways:

- Computer science/programming**
- Ocean exploration data science**
- Ocean technology maintenance**
- 3D modeling and animations**
- Multimedia production, storytelling, and/or video editing**

Project Pathway Breakdown- 3D Modeling and Animations

- Develop visually engaging animations and other graphical illustrations that highlight autonomous and remotely-operated vehicle technologies, mission-specific animations, and other deep sea models. These produced pieces may be added to the OECE website, social media, and/or live, interactive broadcasts, and utilized by other OECE affiliated institutions.
- *Useful coursework/experience requested for this project pathway:*
 - Seeking 2-3 students who have completed at least 1 year at CCRI
 - Suggested completed coursework:
 - Digital Graphic Design, Video/Media Editing
 - Motion Graphics, 4D Animation and Design, Interactive Media Development
 - Web Development
 - Experience/interest in working with programs such as Unreal Engine and Blueprint

Benefits to B2OE Program participation:

- Up to \$17/hour (paid via two stipends, one in January/February 2025, and the other in May 2025)
- Exposure to cutting-edge ocean science, engineering, and media production technologies and best practices within the OECE
- Collaboration with OECE personnel; field trips to tour URI, WHOI, and other facilities, as well as local industry (if/when possible)
- Opportunity to remotely participate in NOAA Okeanos Explorer and EV Nautilus expeditions
- Peer-to-peer interaction to build communication skills
- Information exchange and networking opportunities with industry professionals during a virtual Blue Economy Career Awareness Fair

In addition to the above mentioned part-time experience, additional program requirements and expectations include:

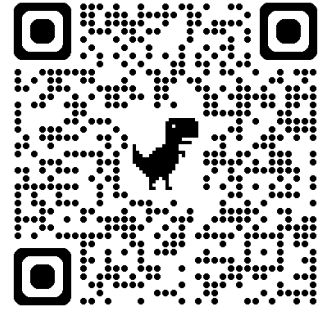
- Time commitment of up to 10h/week (November 2024- May 2025)
- Potential for onsite and/or tele-work
- Weekly tag-ups with mentors to gauge project progress and answer questions (mentors are also available via email for questions, etc. at any time)
- Participation in OECE student events, including a virtual Blue Economy Career Awareness Fair
- Final project summary report and presentation
- Participation in pre- and post-experience 360° evaluation

Eligibility:

- U.S. Citizenship (or F-1, J-1 visa status if applicable)
- Currently enrolled CCRI students (undergraduate/associate's degree, and/or workforce certificate)
- Degree, major, or intent to major in a field relevant to the OECE's mission; these can include, but are not limited to: STEM (science, technology, engineering and math), computer science, media production and graphic design, communications, education, and/or business operations/administration.
 - *Preferred (but not required) for this pathway: Computer Studies (all concentrations) and/or Film and Media*

Application Requirements:

- Interested students must complete the [OECE BOE online application](#) on or before 11:59 pmET, October 17, 2024.
- In addition to this application, interested individuals will also be required to submit their current resume or CV with 3 professional references listed (who can speak to the applicant's character and professional and/or academic background- this can be a professor, advisor, teacher, community member, work supervisor, mentor, etc.).



Applications will be reviewed and analyzed based on merit and relevant experience. Potential participants will be notified by **October 23, 2024**, for an in-person or virtual interview. Final selections will be made on or before **November 12, 2024**, and candidates will be notified of their program status. **The anticipated program start date, with an on-site orientation at URI's Graduate School of Oceanography campus in Narragansett, RI, will be on or before November 21, 2024.**

Questions? Please contact Holly Morin (holly_morin@uri.edu).