

## **Contents**

| Explained in 60 Seconds: Virtual Observatory                                                       | 4  |
|----------------------------------------------------------------------------------------------------|----|
| IAU100 Celebrations Launched at the IAU General<br>Assembly in Vienna                              | 5  |
| Costellazione Manga: Explaining Astronomy using<br>Japanese Comics and Animation                   | 7  |
| Walking Through an Exploded Star: Rendering Supernova<br>Remnant Cassiopeia A into Virtual Reality | 17 |
| Engaging the Public with Supernova and Supernova<br>Remnant Research Using Virtual Reality         | 25 |
| Videos for Astronomy Education and Outreach                                                        | 32 |
| Your Night out under the Stars: Reaching beyond Native Audiences                                   | 40 |
| The World at a Glance                                                                              | 50 |

## **Editorial**

Since publication of the last issue of CAPjournal, there have been two significant conferences of relevance to our community. The first was the Communicating Astronomy with the Public conference (CAP2018) which was held in Fukuoka, Japan, in March with more than 400 participants in attendance. More recently, the IAU 30th General Assembly (GA) was held in Vienna, Austria, in August.

As part of the IAU GA the new IAU Strategic Plan for the 2020–2030 period was launched. The plan lists actions on how the IAU will engage the public in astronomy including the establishment of a new IAU office — the Office of Astronomy for Education (OAE). The full plan is available on the IAU website, if you have any ideas on implementing these actions, please feel free to contact us.

As we know, astronomy research can drive technological advancement and, at the same time, technologies create new ways for us to communicate research. In this issue, you will find articles exploring these uses of technology, including the use of virtual observatories, virtual reality technologies, video and animations.

With the IAU 100th anniversary celebrations in full swing now is an excellent time to conduct outreach activities, don't miss it and don't forget to tell us what you are doing to contribute. I would also like to ask once more for your help in providing feedback on CAPjournal by filling in a survey (see page 24). Your opinions and inputs are much appreciated. In the meantime, happy reading.

Clear skies,

fif

Sze-leung Cheung Editor-in-Chief of CAPjournal

| Submit articles for<br>one of the following<br>journal sections: | News                    |
|------------------------------------------------------------------|-------------------------|
|                                                                  | Announcement            |
|                                                                  | Interview               |
|                                                                  | Opinion                 |
|                                                                  | Resources               |
|                                                                  | Best Practice           |
|                                                                  | Review                  |
|                                                                  | Research & Applications |
|                                                                  | Correspondence          |
|                                                                  | Column                  |

**Cover:** A virtual reality experience using 3D data of Cassiopeia A allows the user to walk inside the debris from a massive stellar explosion. More on page 17. Credit: NASA/CXC/SAO/ E. Jiang.