Digito Ergo Sum

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UNIVERSITÀ DEGLI STUDI DI MILANO

DIPARTIMENTO DI SCIENZE DELL'INFORMAZIONE DIPARTIMENTO DI INFORMATICA E COMUNICAZIONE



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Outline

1 The initial idea

- 2 The project
- 3 Designing the programme
- Thinking about contents







- It all started during a bike ride through Ireland...
- Two computer scientists actively working in the popularization of their field (ALADDIN was moving its first steps)
- A free-lance journalist specialized in scientific disclosure





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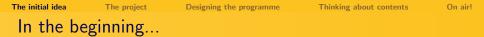


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The idea



- Why not thinking of the radio as a medium for scientific disclosure specialized in CS?
 - relatively accessible (especially at local level)
 - does not involve the use of specific resources
 - has a vast audience containing potentially interested people



The initial idea

The project: how things should be done

- Gather a group (not too small, not too big) of interested people
- Design the programme
- Prepare a presentation
- Set up a tentative schedule
- Find potentially interested radio stations





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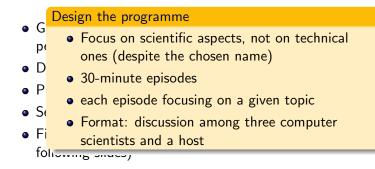
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- Find potentially interested radio stations (luck us, see following slides)

The project: what we managed to do









- Broadcasting at national level, gathering several local radio stations
- Meeting after an informal contact (around one month)
- We tried ourselves with a *difficult* pilot: recursion!
- Agreed on ten 30-minute pre-recorded episodes broadcast on each Monday at 12:00, between May 23rd and Aug 1st.



Topics and format

We:

- agreed on a set of topics
- selected
 - three speakers (computer scientistis)
 - a coordinator (having the role of an executive producer)
 - a host (a journalist specialized in scientific disclosure)
- decided to divide each episode in three parts:
 - description of a topic from a relatively abstract point of view
 - 3 min. audiodrama breaking the discussion (fictional short story involving a (she-)computer scientist, a *simpleton* and a *hairsplitting*)
 - deeper discussion of selected sub-topics



Our first season...

Episode	Audiodorama
What is CS?	Which computer science?
Artificial intelligence	A liar in Facebook
Algorithms	In the maze of algorithms
Web	The small world
Information representation	Camera
Graphs	Dinner for unpleasants
Distributed systems	Muddy children
Soft computing	The great Alessalo Svevoni
Cryptography	Keys, padlocks and bikes
Social impact of CS	Are you free for dinner?
Recursion	Cards



- find potential contents
- organize contents
- describe contents
- select contents and define outline
- last-minute group meeting
- on air!



- find potential contents (group)
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- find potential contents (group)
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- last-minute group meeting (coordinator + host + speakers)
- on air! (coordinator + host + speakers)

For a fixed topic:

- find
 - brainstorming (around 6 people, consider varying their composition)
 - don't (over)discuss the proposed topics
 - try to find links among contents
 - aim at a good mix from different fields (movies, books, real-life, ...)
- organize
 - coordinator summarizes the brainstorming results
 - use a good software tool enabling collaboration (e.g., wiki)





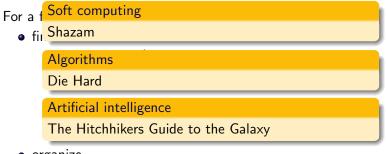
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Describe contents

- Set up a common format for contents description (e.g., a couple of paragraphs followed by itemization of important concepts) and prepare a card for each topic
- Each participant pick its favorite topics (FCFS policy), writes the corresponding descriptions and uploads them
- Beware of procrastination (key role of coordinator)



The initial idea

Select contents and define outline

- Coordinator sketches the episode
- Discussion between coordinator and host:
 - a key step
 - host should have clear ideas about what is to be discussed
 - the outline is an outcome of this phase



last-minute meeting + on air!

- Meeting among coordinator, host and speakers
- Right before recording
- Coordinator explains outline
- Host explains how he will introduce topics, gives suggestions to speakers
- Episode recording (using outline and cards, under the supervision of coordinator)



On air!





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The ALADDIN people

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Postprocessing – local

- Right after each episode
- Speak about impressions and feelings about what happened



The design/implementation gap

- We designed and recorded two episodes at a time.
- Everything went smooth, except for
 - we needed some time in order to understand how to proficiently communicate with the broadcast staff
 - some initial tuning of the presentation required (an episode was recorded twice)
- We tried and abandoned other strategies:
 - brainstorming just before recording
 - involving host in brainstorming



Postprocessing – global

- Publicity (web, personal contacts, institutional channels)
- Web site http://digitoergosum.unimi.it, containing
 - podcasts
 - description of each episode and comments on them
 - featured stories

Around 400 contacts on the first week, around 150 regular visitors afterwards.



The project

On air!





The ALADDIN people

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- podcasts at http://digitoergosum.unimi.it
- CDs joined to INFOCULT program
- Only in italian



What next?

- Planning rerun on the Rome station
- Rerun on the Milan station during Xmas
- Second season in 2012?
- Book?

