CREATIVE SCIENTIFIC COMMUNICATION

ZOO 6927 sect 24F7 • BOT 6935 sect 24GA
Carr Hall, Carr 521 • Wed 1:55-3:50pm

INSTRUCTORS

Chris A. Johns
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COURSE DESCRIPTION AND OBJECTIVES

Do you want to develop communication skills that highlight your research project and help you engage a broad audience? In CREATIVE SCIENTIFIC COMMUNICATION, you will attend small-group workshops led by professional writers, artists, and designers. You will tap your creative potential while building a strong foundation in media technology that illuminates scientific concepts.

The course meets once per week and is generally divided into two modules: Workshops and Media Labs. In the Workshops, professional communicators share advice for creating informative and engaging scientific content. Faculty and visiting lecturers explain the principles of effective storytelling, visual composition, and design fundamentals. During in-class activities, you will begin generating material suitable for papers, posters, and presentations based on your own research projects. In the Media Lab, you will develop science-specific media technology skills that directly complement concepts from the Workshop. The Media Lab introduces the tools available to today’s creative scientists. Learn web design, advanced presentation techniques, and other digital multimedia through hands-on tutorials that incorporate graphic design, photography, video, and audio.
Over the course of the semester, you will design and produce an original multimedia project for use in your scientific research program. Examples of projects include:

- A multimedia presentation for a scientific conference
- A short video for a grant proposal (5 minutes max)
- An art installation
- An essay for publication in a mainstream journal or magazine
- A pilot episode for a podcast
- A graphical interface and wireframe for a mobile app
- An electronic field guide for one’s study organism
- A website/blog drawing attention to your research questions and future professional goals

COURSE GOALS AND OBJECTIVES

- Describe strategies for creating engaging scientific content for broad audiences
- Demonstrate principles of good content generation across various disciplines including storytelling, visual composition, and graphic design.
- Identify multimedia platforms for effective scientific communication
- Synthesize clear understanding of scientific research principles with meaningful content generation
- Develop technical skills in a variety of multimedia platforms

REQUIRED READING MATERIALS

Olson, R. (2015). Houston, We have a Narrative. Chicago, IL: University of Chicago Press.

REQUIRED MEDIA MATERIALS

Access to a computer with:

- at least 4GB of RAM
- Adobe Creative Cloud [Photoshop, Illustrator, InDesign, Premiere Pro]
- Microsoft Office PowerPoint AND/OR Apple Keynote

ASSIGNMENTS AND EVALUATION OF GRADES

An A will be assigned in the event that the participant is active in the class and completes the assigned work with marked effort. Lack of participation, low effort, or missed assignments will reduce the grade. Consistent and/or unexcused absences will also reduce the grade further.
1. FINAL PROJECT SYNOPSIS: Provide a detailed synopsis of your final project. The synopsis should include the project’s description, intended audience, contents, and an example media workflow to achieve content and production. Instructors will review the synopsis to determine rigor and feasibility, and will return creative input to the participant.

2. FINAL PROJECT: The final project is a multimedia project designed for use in your personal research program. It should incorporate multiple forms of media and principles covered during the course. See above for appropriate project examples.

3. FINAL IN-CLASS PRESENTATION: You will present your final project to the class. Presentations should last 5-7 minutes and should incorporate multiple forms of media and include principles covered during the course.

4. PARTICIPATION: The participation grade is on four Canvas Discussions. Each discussion is worth five points. Write a discussion post or series of posts (at least 300 words) that do one of the following...
   - Comment on an lecture or reading from class
   - Ask a question of class members and instructors
   - Workshop a project/presentation. Use Discussion board to upload media/ ask for feedback
   - Comment on a fellow student’s project
   - Respond to a fellow student’s comments

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**Assessment (%)**

Discussions/Participation (20%)
CSC Final Project (40%)
  - Project synopsis
  - Final project
CSC Presentations (40%)
  - Mid-term project presentation
  - Final in-class presentation

**Grade Scale**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
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<tbody>
<tr>
<td>A</td>
<td>≥ 90.00</td>
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<tr>
<td>A−</td>
<td>≥ 86.66</td>
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<tr>
<td>B+</td>
<td>≥ 83.33</td>
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<tr>
<td>B</td>
<td>≥ 80.00</td>
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<tr>
<td>B−</td>
<td>≥ 76.66</td>
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<tr>
<td>C+</td>
<td>≥ 73.33</td>
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<tr>
<td>C</td>
<td>≥ 70</td>
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<tr>
<td>C−</td>
<td>≥ 66.66</td>
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<tr>
<td>D+</td>
<td>≥ 63.33</td>
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<tr>
<td>D</td>
<td>≥ 60</td>
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<td>D−</td>
<td>≥ 56.66</td>
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<tr>
<td>E</td>
<td>&lt; 56.66</td>
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**Late Assignment Submission Policy**

Major assignments will be accepted no later than six days after the due date. Points will be reduced from late assignments at a rate of 5% per day. This policy does not apply to Discussion Board. Late work will not be accepted on the Discussion Board without communication prior to the due date. Instructors will not accept work submitted later than six days following the deadline except in extenuating circumstances and with prior approval by the instructor.
ATTENDANCE
Requirements for class attendance and make-up exams, assignments, and other work in this course is consistent with university policies that can be found at: catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

MATERIALS AND SUPPLIES FEES
An Adobe Creative Cloud subscription is required for the duration of this course. A discounted UF student subscription is available from UF Student Licensing Services (helpdesk.ufl.edu/software-services/adobe).

CLASSROOM CONDUCT
Use encouragement instead of criticism. In Creative Scientific Communication, process is more important than finished products. While you will be required to submit creative work based on your research, we also ask you to experiment widely with new processes and media platforms. Therefore, it is important to maintain a supportive classroom environment where students feel safe to share their creativity. During in-class workshops and media labs please avoid harsh criticism, especially when commenting on a fellow student’s creative work. Instead of criticism, say what you like or what you find engaging or memorable about another student’s work.

COURSE WEBSITE (E-LEARNING)
Class material including the syllabus, assignment results, some lecture notes, slides, and other information related to the course will be posted on the course e-Learning website (http://elearning.ufl.edu). You will also turn in all assignments through the course’s Canvas site. You are responsible for all announcements made in lecture and/or posted on the course website for this class. For help with e-Learning, call the UF Computing Help Desk at 352-392-4357, or on their website (helpdesk.ufl.edu).

STUDENTS REQUIRING ACCOMMODATIONS
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.
ACADEMIC HONESTY

All students registered at the University of Florida have agreed to comply with the following statement:

"I understand that the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University."

In addition, on all work submitted for credit the following pledge is either required or implied:

"On my honor I have neither given nor received unauthorized aid in doing this assignment."

If you witness any instances of academic dishonesty in this class, please notify the instructor or contact the Student Honor Court (392-1631) or Cheating Hotline (392-6999). For additional information on Academic Honesty, please refer to the University of Florida Academic Honesty Guidelines at: catalog.ufl.edu/ugrad/current/advising/info/student-honor-code.aspx#honesty

UNIVERSITY SUPPORT SERVICES

Resources are available on campus to help students meet academic goals and solve personal problems, which interfere with their academic performance. Resources include:

- University Counseling Center, 301 Peabody Hall, 392-1575, www.counseling.ufl.edu/cwc/
- Student Mental Health, Student Health Care Center, 392-1171, shcc.ufl.edu/
- Career Resource Center, Reitz Union, 392-1601, www.crc.ufl.edu/

COURSE EVALUATION

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.
## COURSE SCHEDULE

<table>
<thead>
<tr>
<th>WEEK</th>
<th>Date</th>
<th>Topic</th>
<th>Details</th>
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<tbody>
<tr>
<td>WEEK 1</td>
<td>8/23:</td>
<td>• Introductions/goals , field trips</td>
<td>• Descriptions of individual research projects</td>
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<td></td>
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<td>• Getting up and running with Adobe Creative Cloud and other course software</td>
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<td></td>
<td>8/30:</td>
<td>Guest: Benji Haselhurst – <em>Graphic Design Fundamentals</em></td>
<td>• Basic design philosophy and concepts (type, colors, composition)</td>
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<td>• Resources for inspiration and content</td>
<td>• Legal/fair-use/free content</td>
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<td>WEEK 2</td>
<td>9/6:</td>
<td>Guest: Annie Neimand – 5 Imperatives for Science Communicators</td>
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<td><strong>CSC PROJECT SYNOPSIS DUE</strong></td>
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<td>WEEK 3</td>
<td>9/13:</td>
<td>Guest: Randy Singer – Video tutorial-workflow: from gathering footage to finished product</td>
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<td>WEEK 4</td>
<td>9/20:</td>
<td>Guest: Andrea Lucky, PhD – <em>Crowd Sourcing for Communication and Research</em></td>
<td>DISCUSSION 1 DUE</td>
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<tr>
<td>WEEK 5</td>
<td>9/27:</td>
<td>Guest: Jonathan Spoelhof – Basic audio techniques for podcasting</td>
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<td>WEEK 6</td>
<td>10/4:</td>
<td>Guest: Charlotte Kesl, Photographer – <em>A Compassionate Eye: Photographing in the Majority World</em></td>
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<td>WEEK 7</td>
<td>10/11:</td>
<td><strong>MEET AT THE HARN MUSEUM</strong></td>
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<td>WEEK 8</td>
<td>10/18:</td>
<td><strong>CSC MIDTERM IN-CLASS PRESENTATIONS</strong></td>
<td>Mid-semester in-class check-in about projects.</td>
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<td></td>
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<td>• How are you progressing?</td>
<td>• Do you need feedback about content?</td>
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<td>• Do you need help with media?</td>
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<tr>
<td>WEEK 9</td>
<td>10/25:</td>
<td>Design Thinking: an introduction to solution-focused workflows</td>
<td>DISCUSSION 2 DUE</td>
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<td>WEEK 11</td>
<td>11/1: TBD</td>
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<td>WEEK 12</td>
<td>11/8: Guest: Mike Gil, PhD – <em>Mass science communication: My journey into the Vlogosphere</em></td>
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<td>WEEK 13</td>
<td>11/15: TBD</td>
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<tr>
<td>WEEK 14</td>
<td>11/22: <strong>NO CLASS (HOLIDAY)</strong></td>
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<tr>
<td>WEEK 15</td>
<td>11/29: <strong>CSC FINAL IN-CLASS PRESENTATIONS</strong></td>
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| WEEK 16 | 12/6: **CSC FINAL IN-CLASS PRESENTATIONS**  
**DISCUSSION 3 DUE** |