

## SciSciCom-I (2012, published 2013)

- ◆ Decision sciences, to identify what people need to know
- ◆ Behavioral sciences, to understand how people process information
- ◆ Social sciences, to understand social context



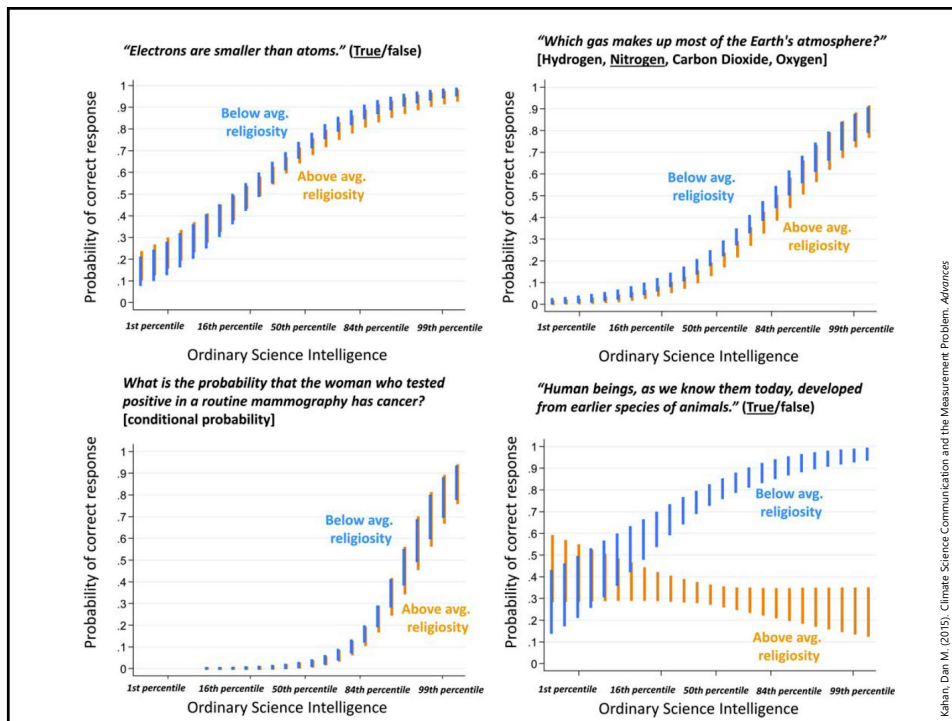
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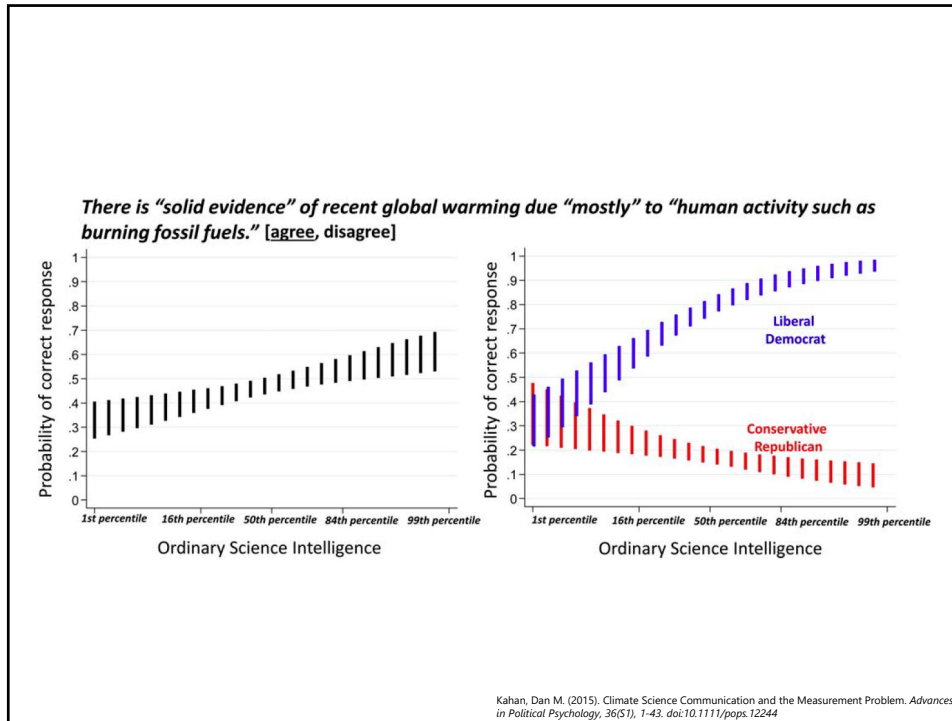
## Selected findings

- ◆ Emotion matters: use materials that speak directly to emotional triggers
- ◆ Source credibility matters: emphasize shared interests and relative expertise (not just one)
- ◆ Frames matter
- ◆ Previous beliefs matter: people interpret new information in light of pre-existing beliefs



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## Cultural cognition

- ◆ People interpret information in cultural context (they don't want to resist their own culture)
- ◆ Emotional and cognitive dynamics systematically shift risk perceptions away from rational analysis



## SciSciCom-II (2013, published 2014)

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- ◆ Science controversies
- ◆ Trust
- ◆ Narrative
- ◆ Message design



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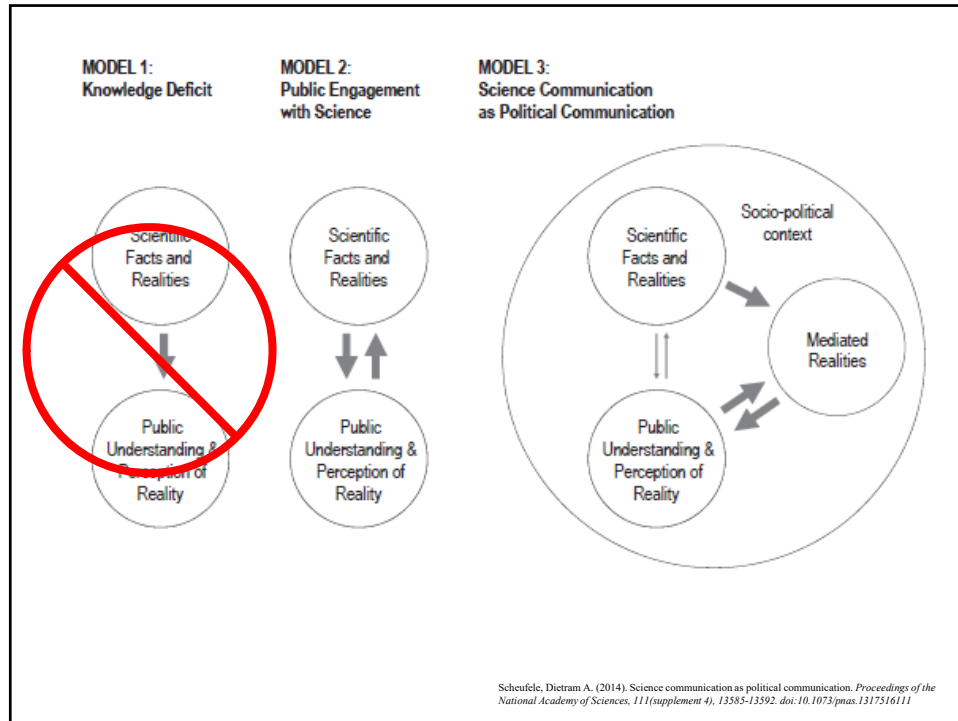
## Science controversies

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- ◆ Science necessarily engages social issues. Thus it serves some political, economic, social interests more than others. That generates controversy.
- ◆ Dealing with controversy requires trust



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## Trust, 1

- ◆ Always making judgments in absence of full information.
- ◆ Trust comes from openness, warmth (personal characteristics)
- ◆ Keep non-partisan focus, including presenting honestly alternative policy choices
  - Policy relevant but not policy prescriptive



## Trust, 2: Social influence

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- ◆ Reciprocity (return a favor)
- ◆ Commitment and consistency (stick with decision)
- ◆ Social proof (do what others are doing)
- ◆ Authority (obey authority figures)
- ◆ Liking (eases persuasion)
- ◆ Scarcity (generates demand)



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## Narrative

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- ◆ Fundamental role of story-telling in human condition
- ◆ Cognitive AND emotional responses
- ◆ Role of intuitive cognitive epistemologies in shaping response to stories



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## Message design: specific

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- ◆ Importance of direct, actionable messages
- ◆ Use of social networks (not just electronic ones)
- ◆ Graphic design: key principles
- ◆ Identify needs, design, deliver, assess; repeat



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## Message design: concepts

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- ◆ Presenting uncertainty: for persuasion and for nonpersuasion settings
- ◆ Virality: stories about science have greater staying power when they are interesting, surprising, useful, personal, and emotional



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## Can we apply these principles?

- ◆ What is the news?
- ◆ How handle controversy?
- ◆ Can you tell a story?



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**You tell me!**



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## What about your own work?

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- ◆ Scientists: Write a tweet (140 characters) about your work
- ◆ Journalists: Write a tweet about your favorite recent science story
  
- ◆ Again, what is relevant from SoSC?



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## Tell a story

- ◆ Beginning, middle, and end
- ◆ Focus on the human (could be a person affected by the science, could be the researcher)
- ◆ “...and..., but..., therefore....”



## One approach: ABT

The collage illustrates Randy Olson's work and the ABT (Antithesis-Basis-Thesis) approach. It includes:

- A portrait of Randy Olson.
- Book covers: "DON'T BE SUCH A SCIENTIST" by Randy Olson, "FLOPPY DODDOS" by Randy Olson, and "SIZZLE: A Global Warming Comedy" by Randy Olson.
- A screenshot of the website "The Benshi: Essays from Scientist-turned-filmmaker Randy Olson". The website features a navigation menu (Home, Table of Contents, Concept, Knowledge, Twitter, Facebook, RSS, Subscribe) and a "Table of Contents" section with the following structure:
  - I Introduction: Why Science Needs Story
  - II Thesis
    - 1 Science is stuck in a narrative world . . .
    - 2 AND the humanities ought to help . . .
    - 3 BUT the humanities are useless for this . . .
    - 4 THEREFORE Hollywood to the rescue
  - III Antithesis
    - 5 Methods: Narrative Tools—The WSP Model
    - 6 Methods: Word—The Dobuzhansky Template
    - 7 Methods: Sentence—The ABT Template
    - 8 Methods: Paragraph—The Hero's Journey
    - 9 Results: The Narrative Spectrum
    - 10 Results: Four Case Studies
  - IV Synthesis
    - 11 Science needs story . . .
    - 12 AND Hollywood can help . . .
    - 13 BUT narrative training requires a different mindset . . .
    - 14 THEREFORE I recommend Story Circles.
  - Appendix 1 The Narrative Tools
  - Appendix 2 Narrative Vocabulary
  - Appendix 3 Twitter "Stories" Notes



## Conclusion

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- ◆ There *is* a science of science communication
- ◆ It highlights issues of trust and democracy
- ◆ But how do we merge it with thinking about models?

