EduMedia Team

18.4.2023

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www.edumedia-ethz.ch
Ways of working

1. Co-Design - edumedia projects
2. Media competencies – teachings, coachings
3. Flagship projects – media explorations, cutting-edge edutech, speculative design
«This graphic explains everything in the blink of an eye [...] has a magical effect on our brain, (letting) us recognize connections before we have even actively thought about them»


Media formats

the subtle pain of choosing the right media for your purpose

- Videos (concept videos, Expert Interviews, Documentary, Observations, Tutorial, Introduction Videos, tiktok, etc)
- Animations (2D, 3D, Stop-Motion, Pixilation, Animated Documentaries, Character Portraits etc.)
- Illustrations, Scientific Illustrations
- Comics, Graphic Novel
- Board or Card Games
- Interactive Poster Design
- Icons, Symbols
- Graphic Design
- Diagrams
- Gifs, memes, animated graphics
- Drawings, Paintings
- Photography Series
- Interactive Media
- UI/UX Design
- Photography Series
- Mixed media (VR, AR, 360-Videos)
- Hybrid media
- Transmedial storytelling formats
- Audio Podcasts
- Soundscapes, Sonifications
Food Chemistry
codeign with D-HEST

- 7 case study video portraits
- Interactive illustration
Micro Skills in Peace Mediation

co-design with D-GUESS

- Game cards & game design
- Animation video
- Enacted documentary
This one might be a little bit too distant from eDNA work.
- What could work is having 2-3 DNA strands (each different colour) that enter a scan-machine type device (much like a luggage scan in the airport) where a segment of only one strand is seen as a barcode or lights up differently (maybe with a reference to a species balloon). Then, only this strand comes out of the machine again along with several of its same-coloured copies. The other strands don’t come out.
Radionucleoids

Co-design with D-PHYS, D-ERDW, D-USYS

- Six case study videos with interviews, on-location filming and animations
- One fully animated science concept video
- Graphics, concept visualizations
For a stalagmite to form, generally three things are needed: soil, a limestone bedrock and rainwater.

Oh, and a cave beneath the limestone bedrock and typically also vegetation growing on the soil. So, if those five conditions are provided, a stalagmite can form.

This is how it works: Rain falls on the surface above a cave, and the rainwater penetrates the soil.

This part will be in Color. It is only for the storyboard that it is in black and white, for efficiency reasons. :)

This rainwater is in chemical equilibrium with the carbonate.
Accessibility

Co-design Anton 😊

- Character animation videos with expert statements
- A4 Comics
- Tiktok-style animated student portraits
For example, most of us know how to zoom in and out of our browser...