



# Lessons Learned from GSCA's 2008 Symposium: Recapping the Breakout Sessions

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## Breakout session 1 question

One of the main outcomes of the 1999 symposium, *Giant Screen Films and Lifelong Learning*, was a set of guideline steps for the development of films with audience learning goals.

For films that aim to connect society with science, and with your experience and perspective as well as the content of the morning session in mind, what would be enhancements to the format and content of these film development guidelines?

And in what ways could producer-distributor-exhibitor communications be improved?



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- Seek ways to maintain collaboration without losing artistic integrity and ability of auteur to create.
- Film as a multiple platform medium.
- Film as starting point for integrated experience.



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- Evaluation
- Connection
- Collaboration
- Greater audience involvement/interactivity
- New markets
- New research



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## Breakout session 2 question

Building on your pre-symposium views on science subject areas of most interest, the contents of the morning and lunchtime sessions, and mindful of the greater scope of opportunity for giant screen experiences, which 5 science subject areas do you think would result in the most valuable contributions of our industry to the Earth and human affairs over the next decade?

For each of these subject areas, what would be the 2 main goals for audience learning and would they need to tackle any controversial matters?



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## Science topics by interest

Nature/Environment/Ecosystems	28%
Global Warming/Climate Change	17%
Space	17%
Archaeology/Human History	14%
Evolution	7%
Oceans	7%
Nanotechnology	4%
Genetic Engineering/Cloning	4%
Engineering	1%
Medicine	1%



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# Civic science: the “big” picture

- Coexistence/connectedness/  
interdependencies
- Human impact
- Ethics
- Risks and benefits/trade-offs
- Scientific process/human innovation to solve  
problems
- New technologies
- Scale

# Big topics

- Nanotechnology
- Genetics
- Climate change
- Energy
- Natural resources
- Sustainability
- Neuroscience
- Astrobiology
- Evolution

# Controversy

- Evolution
- Ethics of science
  - Genetics
  - Medicine
  - New technologies
- Why are we here?
- Overpopulation
- Natural resources/sustainability

- Trade-offs
- Calls to action
- Use of the medium to engage/inspire
- Better understanding of social and ethical issues

*Causes → Consequences → Solutions*

*What are they?*

*Why are they important?*

*How can they solve human challenges?*

*...to lead to...*

*Awareness of controversy*

*Understanding of trade-offs/risks and benefits*