

with

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A dialogue between Cognitive Science and Society via scientific outreach

A workshop for "A researcher in 2019"





Disseminating knowledge to the public

Promote your research towards public institutions



Develop a collaboration with an industry

Equipping researchers in cognitive science with innovative tools to dialogue with society

Your turn!

For one hour, we put you in the shoes of researchers at DEC who decided to lunch and inter-lab and interdisciplinary scientific outreach project...



... Starting by refreshing your memory on what we had agreed upon a few weeks ago !

Phase 1 – Positioning the project

Who are the different teams? How do each one of them work?

What do they research on ? Do they have common projects ?

How is the institution related to the academic world? What is its research ecosystem?

Is your institution interacting with society? With who? How? How do you think your institution is perceived by society?

Who do we want to address with this project? How?



Phase 1 – Project brief

- Goal: to disseminate knowledge about cognition to the general public (+18), in order to help people cultivate metacognition on a daily basis
- Content: systematic cognitive processes that influence us in our daily life
- Format: an exhibition made of drawings and immersive experiences



You were THRILLED. But now, we had to start working on the content of the exhibition...







Positioning (1month)

Designing (2-6months)

Realizing

... So we took you into the designing process of the exhibition. And did a (very) small chunk of the work with you!

Phase 2 - Designing the exhibition

Mission of the day: to transform scientific knowledge into relevant content for people's daily life

Select and describe your cognitive process

Mapping the epistemolgical frame

Imagine your format

Before realizing the exhibition, we (CogInnov, Marianne and Bam), needed to collect your scientific knowledge and understand why and how it was relevant in people's daily life. We took you through a three steps process, in order to end up with a "knowledge brief" for us to use later on.

⇒ Knowledge brief ("cahier des charges")

Phase 2 (step 1) – Selecting and describing your cognitive process

Each "lab" had to select and describe one cognitive process to work on.

You had 3 criteria to select it:

- Specific
- Robust in scientific literature
- Can be experienced in daily life

Lab ° 1 picked: "Gain / loss asymmetry"

Lab° 2 picked: "Intentionality bias"

Lab° 3 picked: "Joint attention"

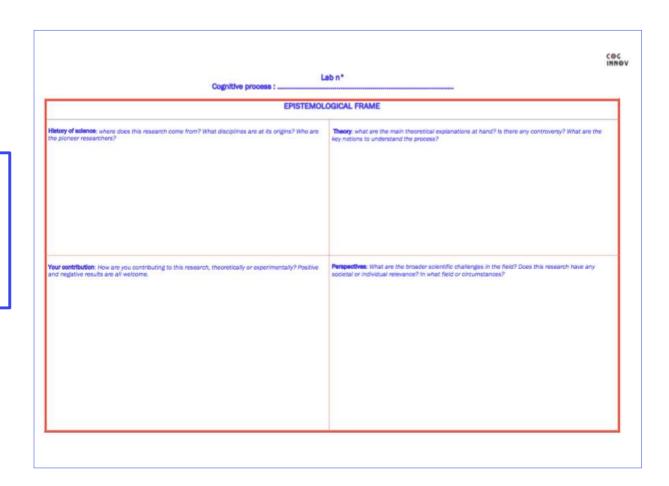
Lab° 4 picked: "Post-hoc rationalization"

	Lab n*
	Cognitive process :
٠	Describe the cognitive process you chose in simple terms. Here, you are looking for a common and consensual definition of that process. 100 words max.

Interestingly 3 groups out of 4 picked a cognitive bias: a lot of scientific mediation exists on "cognitive errors" and not as much on what actually works well!

Phase 2 (step 2) – Mapping your epistemological frame

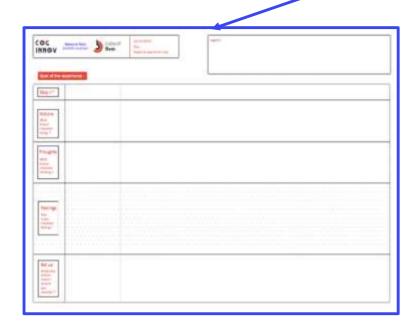
We did not properly do that step because it's a long and tedious process. But basically, we wanted to show you some of the questions that must be answered in order to understand where the knowledge you want to talk about is coming from scientifically. This step is very important to build pedagogical content that is not just arbitrary "data dropping".

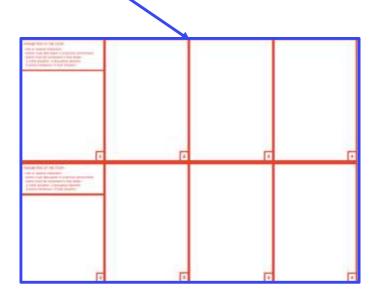


Phase 2 (step 3) – Imagine your format

And finally... We worked on the format. Two groups worked on an immersive experience with Morgane and Chloe, the designers. And two others worked on a daily situation, which Marianne helped you to draw.

You had 30 minutes to test one of these two tools and get a taste of how it feels to transform knowledge into a relevant content.









Phase 2 (step 4) – Share your knowledge brief

At the end, you all had one minute to share with the other labs what you had been working on...



- Lab° 1 worked on an atypical casino scene, where the probabilities of gains or loses are displayed on the machine to trigger the bias. The emotions of the participants are recorded as they gain or loose and will be used for debriefing.
- Lab °2 worked on a fight situation in the street between two strangers, which was triggered by a misattribution of a bad intention to one of the characters.
- Lab°3 worked on a failed joint attention situation between two characters who were initially performing an action together, until a phone rings and interrupt them.
- Lab° 4 worked on a fake experiment in which they put the participant in an awkward situation leading him to make a forced decision and then justify herself afterwards for that decision in front of a "jury".



Thank you!



Come to "DEC Valo" lunch on October 22nd!

See other projects of Cog'Innov on our website:
http://coginnov.org/

And follow our news on social media:

https://www.facebook.com/coginnov/ https://twitter.com/CogInnov



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