

I've got two good ideas for the podcast I'll be making this unit: my research into turning a Buddhist temple into a VR learning module or the out-of-state student experience. I think the first one might be fun as I can talk about contemporary advancements in virtual reality technology and gaming. I'd want to meet with either my professor or some of my research subjects for a longer interview about the role of the work in their lives, education, and the world. On the other hand, as an out-of-state student in a T20 school with a record-low out-of-state population, I'd love to talk to other students about how adapting to life in North Carolina is affecting their lives.

From a structural standpoint, I'd want to emulate a lot of the design elements I saw in Radiolab. I'd aim to blend narrative storytelling with informative discussions, using sound design creatively to enhance the listener's experience. This could include ambient sounds to set scenes, music to underscore emotions, and clever editing techniques to weave together interviews, narration, and actualities. I want to be able to tell a good story with fact-checked and scientifically backed information, while still keeping a strong narrative element all the while.