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The following open-source ongoing document is meant to serve as a starting point for those who are interested in the intersection of astronomy outreach with social media. By no means is this list complete. If you have any questions, concerns, or recommendations for this article, please reach out to me directly.

1 Social Media Platform

- Facebook
- Instagram
- Threads
- YouTube
- TikTok
- TwichTv
- Spotify
- LinkedIn
- BlueSky
- Pandora
- GooglePodcasts

2 Articles and Papers

- *A Need for Dedicated Outreach Expertise and Online Programming:Astro2020 Science White Paper*, Bauer et al. 2020, arXiv: 1910.14088
- *New Science, New Media: An Assessment of the Online Education and Public Outreach Initiatives of The Dark Energy Survey*, Wolf et al. 2018, arXiv: 1804.00591
- *Social media science communication is a nonstop academic conference for all*, Jens Foell, Nature, 2021 (here)
- *Using Instagram for Science Communication*, Katie McKissick, Scientific American, 2015 (here)
- *Scientists Should Speak Out More*, S. Martinez-Conde, S. L. Macknik, D. Powell, Scientific American, 2016 (here)
- *Has Contemporary Academia Outgrown the Carl Sagan Effect?*, Susana Martinez-Conde, JNeurosci, 2016 (here)

3 Open-Source Tools

3.1 Astronomy 3D/2D Visuals and Animations

- *World Wide Telescope*, American Astronomical Society 2021 (online version)
- *OpenSpace*, open-Source interactive data visualization software for astronomical data (www.openspaceproject.com)
- *Stellarium*, open source planetarium and sky simulator (stellarium-web.org; online version)
- *Blender*, open-source 3D computer graphics software tool (blender.org)
- *Unity Real-Time Development Platform*, 2D and 3D computer graphics software tool (unity.com),

3.2 Accesibility

- *Tactile Graphics Project*, University of Washington Computer Science and Engineering (online)

- *Braille Transolator* (online)

- *Inclusion, Diversity, Equity and Accessibility in Exercises Considerations and Best Practices Guide*, Federal Emergency Management Agency (here)

3.3 Royalty Free Music, Images, and Videos

- NASA Image and Video Library (here)

- Incompetech, Royalty-Free Music (incompetech.com)

- *Ben Sounds*, Royalty-Free Music for Videos (bensound.com)

- Social Media Platforms[1] (supported platforms: YouTube, TikTok, Instagram)

- *Epidemic Sounds*, Royalty-Free Music for Video Creators (www.epidemicsound.com; first 3 downloads are free!)

- *artgrid.io*, Royalty-Free Stock Footage (artgrid.io)

3.4 Video, Image, Audio, and Poster Editors

- Davinci Resolve, video editor, Blackmagic design (www.blackmagicdesign.com/products/davinciresolve)

- Lightworks, video editor (lwks.com)

- Adobe Premier Pro (not free, but some academic institutions have free licenses)

- Finalcut Pro (not free, but some academic institutions have free licenses)

- Audacity, audio editor (www.audacityteam.org)

4 Hands-On Tutorials

- Dr Matt Russo sonification project with Python

- TwichTv software developers and tutorials resource list (github.com/bnb/awesome-developer-streamsjentong)

  How to Make a Star in Blender 3D (Advanced), Samuel Krug VFX (here)

- *Create Cinematic Procedural Planets (With Atmosphere) in Blender — Tutorial*, Alaskan FX (here)

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[1]Popular social media platforms like YouTube and Instagram, provide some **basic** editing API that can be done directly on the platform - including the license for music and other audio.