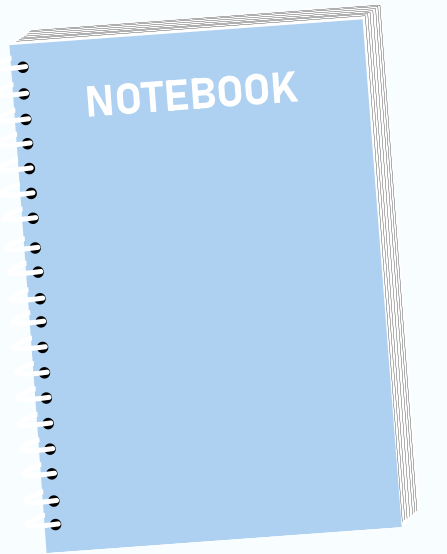


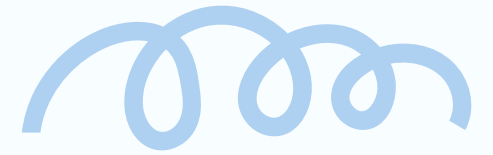
Interactives & Journalism's Systems of Knowledge



Introduction

This chapter discusses about the concept of 'build-it journalism,' which involves using code to solve problems and enhance both the process and the product of journalism.

Build-it Journalism



Build-it journalism has its roots in maker culture, which is a larger tradition of "making".

Maker culture highlights how important making is to human civilization.



Dale Dougherty believes that everyone is a maker from birth and has this skill innately.

to use their hands to build and manipulate objects.

Connection to Maker

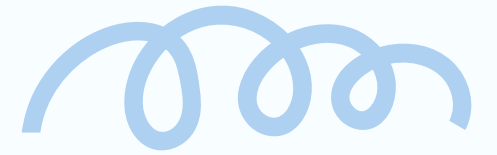
Culture


- Journalists who engage with the public are viewed as makers.



- Historical relationship between hacking and creation in the early years of the web.

Tool Building in Journalism



- Building tools are essential for enhancing both the journalism's procedure and outcome.
-  Tools are meant to be used and repurposed; they are frequently open source.






BUILD-IT JOURNALISM

IN SUM

- Build-it journalism conversations center on creating products as opposed to conventional journalistic objectives. In spite of this change, the core expertise in using software to enhance news production and procedures. The ultimate objective is to assist in journalism by developing instruments and goods that improve its effectiveness.

Near/Far Concept in

Interactive Journalism

- Interactive displays mix a "near" and "far" view journalism to captivate readers by allowing them to examine how news affects each person separately ("near" view) and offer a more thorough perspective on the societal impact of the news ("far" view).
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Significance of Data-

Driven Storytelling

- Data provides a level of customization and responsibility to established media.
- Data-driven narrative emphasizes the significance of the story while offering a broad perspective.

Personalization and Large Picture in One Place

- Interactives combine local and global viewpoints in a searchable, user-directed style.
- One special outcome of interactive journalism is the ability to search for personal experiences.

Hacker Culture

Influence

- Openness is embraced by interactive journalists, who are influenced by hacker culture.
- They take a journalism stance akin to the open-source community, exchanging work and code.

Expressions of openness through journalistic work

- Two primary ways that interactive journalists show their dedication to transparency are through their use of open source code and GitHub repositories, as well as their blogs that record their initiatives.
- These actions demonstrate a deep alignment with the fundamental principles of hacker culture, prioritizing the exchange of code and the custom of "showing work."

Challenges of Open Source in Newsrooms



- Newsrooms can struggle with open source because of copyrighted material.



- Open source is met with resistance in certain newsrooms, and cultural divides persist.






See-it-for-yourself journalism

- Journalism that is interactive goes beyond simple linking on news websites.
 - Users are able to independently investigate interactive narratives and data.
 - Hard data and interactive multimedia enable people to check the accuracy of assertions.
 - Users are able to investigate queries outside of the story.
 - supplied via the interactive or narrative.
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Narrative nut-graf

- Code and data are used by interactive journalists to create stories mirroring established journalistic standards. The story is essential providing a focused, nonlinear experience.
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Narrative in sum

- Code transforms into a storytelling tool, assembling details in a manner that qualitative details would be arranged in a traditional tale. By meticulously constructing their writing to guide readers toward a specific comprehension throughout the entire experience, interactive journalists ensure that the primary message is conveyed.

