

Podcast Episode Script

Timestamp	Narration	Audio Effects
Introduction 00:00-00:30	Silence	Intro music
00:30-00:40	Hello everyone, and welcome to the first episode of the Ed Talk Podcast, where we discuss all things education from the college student's perspective.	Music dimmed / sound bed Louder / fast / welcoming tone
00:40-00:55	Hamza: My name is Hamza Qadri and I'm a first-year computer science major at Georgia Tech. As an international student from Pakistan, I'm fascinated by the differences between education in my home country and here in the US - which is one of the things that has motivated me to host this podcast.	
00:55-01:10	Parker: Hey Im Parker Brosius, I am from Atlanta Georgia and decided to stay home for college and attend the prestigious Georgia tech. As a first-year student here, I am very excited for all the opportunities that are presented to us.	
01:10-01:25	Aidan: And finally, I'm Aidan Riker. I'm a physics major from Buffalo, New York and my passions are travel, geography, and learning about the topics surrounding physics.	
Purpose 01:30-02:10	With that out of the way, let's get started. Today, we're going to be discussing comics in education: specifically, Alison Bechdel's graphic memoir <i>Fun Home</i> . Comics are not exactly the first medium you'd associate with education. And yet, they're increasingly used as an educational tool in high school and college settings. Just ask us: this year, we've been assigned <i>Fun Home</i> as required reading for our introductory English class here at Tech. <i>Fun Home</i> , with its unique animation style, exploration of complex themes, and boldness in displaying explicit content, has been a highly interesting and enjoyable read for us all.	5-second silence before starting
02:10-02:25	Do note that we're all students from a STEM-heavy background, at a university where the vast majority of students are studying engineering or the sciences. Our	

	expectations of an English program, naturally, differ from those of more humanities-inclined students: to put it bluntly, we're not as naturally good at understanding the deeper nuances of writings in prose.	
02:25-02:30	Agreed; I don't know about you guys, but the last book I read was literally a technical manual for a microcontroller.	Conversational / humorous tone
02:30-02:40	Exactly! And it's not just us: students study a very wide variety of subjects beyond the traditional humanities in college today: from engineering and computer science, to math and natural sciences, even economics and business.	
02:40-03:00	Hamza: And that's where Fun Home comes in. With its graphical representation of scenes, it's highly effective at conveying complex ideas, themes, and relationships in a way that's digestible for a wide range of students. Bechdel's use of detailed imagery, from its portrayal of the characters' emotions to its depiction of the background scenes, is really effective in telling her story without relying on lengthy text - allowing us, the readers, to infer and fill in the gaps ourselves.	
03:00-03:15	Aidan: And I think, beyond the easier-to-digest aspect, there's also the fact that Bechdel is really good at evoking emotions in the reader through the comic medium. From her unique animation style to her careful choice of facial emotions, she is able to use techniques to evoke emotions in the reader that would not have been possible via a more traditional medium.	
03:15-03:45	Parker: Since we're on the topic of emotions and themes, I think it's really important to discuss the explicit scenes in the novel. As our listeners may know, Fun Home has been controversial in educational circles for its graphical portrayal of sexually explicit scenes - scenes that were highly relevant and pivotal in Bechdel's life, yet found to be highly objectionable by many. And yet, as a college student, I see this as another strength of the novel as an educational tool within the appropriate audience: that it's especially relevant to us as students of a similar age group to Bechdel in those scenes, and yet, at the same time, very unique compared to our own	

	lives.	
Evidence 04:00-04:40	Hamza: With all of this said, we should explore some examples of pages and scenes that really highlight the educational value of Fun Home. As far as the book's widely appealing narrative style goes, I think one of the best examples can be found in chapter 2 when Bechdel discusses her suspicions about her father's death. Here, we see that the images almost act as a kind of 'glue' that holds the text in the captions together. Whether it's the newspaper article, or the line highlighted in the book, or the contrast between her facial expression and those of the mourners, the images provide an abundance of little details that allow us to get a glimpse into Bechdel's thought process in a really appealing and engaging way.	Approx. 15-second silence before starting
04:40-05:20	Aidan: This glimpse also evokes greater emotion in the reader as it creates a closer relationship with Bechdel. Throughout the book, there are rarely any scenes where anyone is showing positive emotions and at first I thought this was just Bechdel's style; but as I kept reading I came across scenes with random people showing those positive emotions, such as the guests at her grandfather's funeral. The only time Bechdel and her little brother smiled was when they first saw each other after their father died, in chapter 2. Bechdel narrates "John and I greeted each other with ghastly, uncontrollable grins." Without the comic medium, the portrayal of Bechdel's family would not have been anywhere close as evoking, all due to the tone the images conveyed.	
05:20-06:00	Parker: We believe the effectiveness of the text used also has something to do with it being presented to the appropriate audience. Due to the explicit scenes within the text, that may make it tough to present to certain audiences. There needs to be a certain maturity when reading this text that I like to believe every college student should have. This is something that comes over time and is different for everyone. For Instance, using this text in a middle school setting could potentially not go well and not reach the audience in the attended way that it was supposed to. One of the best examples I can give you is from page 80 of fun home where there is a	

	<p>topic being discussed that can be tough for some to talk about. The talk of sexual actions between two women. I can tell you for sure that if this was discussed in my middle school class then it would not have gone well. Either the lesson would not have gotten across to the audience or people would have made unnecessary jokes that could have seriously offended someone. With that being said Fun Home can and should be used just with the appropriate audience.</p>	
<p>Takeaway 06:15-06:45</p>	<p>So until now, we've not only discussed but seen examples of many of the strengths of Bechdel's storytelling that appeal to readers who may not have a strong background in literature. What can we take away from this? For me, it's the fact that the opponents of the book who have called for its banning from schools and colleges have chosen to ignore its educational value, instead focusing on a minuscule subset of the book and mischaracterizing it as pornography. And so I'm more sure than ever that any attempts to ban the book should be opposed and rejected.</p>	<p>Approx. 15-second silence before starting</p>
06:45-07:00	<p>What I think you should take away from this podcast is how meaningful comics can be. It's cliché, but pictures can truly say a thousand words and so a collection of pictures will be able to tell a story greater than many prose stories can.</p>	
07:00-07:15	<p>If I were to take one thing away from this podcast it would be that comics can be very beneficial with how they can enhance the text but it also needs to be with correct audience that it able to handle different contexts.</p>	
07:15-07:30	<p>That was the first episode of Ed Talk. Thank you for listening, and don't forget to subscribe to the podcast for new content every month.</p>	
07:30-08:00	Silence	Outro music

Planning:

Hamza: Audio editing

Parker: Background music and effects research

Aidan: Logo design, podcast time management

Timeline:

- Monday: initial recording, adjustments to script on the fly if needed
- Tuesday: audio editing, music research / insertion
- Wednesday: audio editing, logo design
- Thursday: peer review
- Friday: grace period in case we are behind schedule / more work needed, self-assessment