



The JxD Project
Journalism redesigned
jxd.com.au

Workshop deck

- 12 Story cards
- 12 Technology cards
- 12 Frame cards
- 12 Constraint cards





STORY CARD

S1

Murray-Darling basin drought the worst in 120 years

Climatologists say that although conditions are worse in the northern basin, some areas will need record rainfall just to ease conditions.



S2

Rewilding project launched in South Australia

The World Wildlife Fund plans to reintroduce 20 native species, mostly mammals, to the Yorke Peninsula over the next few decades.

STORY
CARD



STORY CARD

S3

Indigenous children detained longer and in greater numbers

Last year almost two-thirds of the children in Queensland watch houses were Indigenous. They were detained for 28 hours on average, compared with 19 hours for other children.



STORY CARD

S4

Farmers revolt against big tech repair monopolies

Farmers across the country are fighting John Deere's repair monopoly by using hacked software to fix mechanical problems.



STORY CARD

S5

Coffee futures to jump 20% by the end of the year

Coffee has fallen below \$1 a pound to trade close to its lowest level in more than a decade, but a global glut may come to an end in 2019.



STORY CARD

S6

Government pushes ahead with big stick energy policy

Energy minister Angus Taylor will reintroduce a bill that includes provisions to force the break-up of energy companies, claiming it will drive prices down.



STORY CARD

57

Crews fight out-of-control bushfire in Adelaide Hills

Residents in Adelaide Hills are being urged to flee as an out-of-control bushfire rages in the area and police tell people to go to a safer place.



STORY CARD

S8

Treasurer buys house ahead of development approval

Jackie Trad's family company bought a house on the Cross River Rail route one month before State Cabinet approved the development of a new school nearby.



STORY CARD

S9

Without winter rain Stanthorpe is poised to run dry

Water in the southern Queensland town is weeks away from running out. Trucking in water is expected to cost \$2 million per month.



STORY CARD

S10

Fewer beetles at Christmas as habitat converted to suburbs

Brisbane residents report seeing fewer Christmas beetles in December. Researchers say the loss of grassland habitat to new housing is to blame.



STORY CARD

S11

Australian gulls found to carry antibiotic-resistant superbugs

Australian gulls are carrying superbugs resistant to antibiotics, raising fears that disease-causing bacteria may spread from the birds to humans, livestock and pets.



STORY CARD

S12

Plastic-free program releases guidelines for councils

The Plastic Free Places program aims to reduce single-use plastic items and encourage communities to move towards a circular economy.



TECHNOLOGY CARD

T1

LED lights

Small lights that can be programmed to illuminate in any colour and in response to various inputs eg: sound, heat, time. Available as individual lights or in strips.



TECHNOLOGY CARD

T2

RFID tag

Radio transmission tags contain an antenna and chip. They can be read by any RFID reader. Active tags are powered and can communicate constantly; passive tags send out signals when a reader is in range.



T3

3D printing

A process for printing 3D objects from a computer-aided design file. Objects are created by progressively adding filaments made from plastic, wood or metal, among other materials.

TECHNOLOGY
CARD



T4

Digital projector

Projects images onto a surface using light. Can be as small as a mobile phone and can be connected to a computer, USB or hard drive.

TECHNOLOGY
CARD



T5

Sensors

Electronic devices that collect and transmit data to a computer. Capable of measuring light, moisture, noise, force, temperature, pollution, pressure, speed, movement, and a range of other phenomena.

TECHNOLOGY
CARD



T6

Buttons & knobs

Small silicone or plastic buttons or knobs that can be connected to an electronic circuit and used to input signals or data.

TECHNOLOGY
CARD



T7

Mini printer

Small, mobile printer powered by a battery that communicates via wi-fi. Some use ink, others require special thermal paper.

TECHNOLOGY
CARD



T8

Quick Response code

A square, black and white label that can be scanned using a mobile phone and converted into human-readable information. Can be used to access other media.

TECHNOLOGY
CARD



T9

Augmented reality (AR)

An interactive experience where digital information is overlaid on the real world via an interface such as a mobile phone, head-mounted display or glasses.

TECHNOLOGY
CARD



T10

Virtual reality (VR)

An immersive experience where people can experience an artificial, computer-generated world via a head-mounted display or VR room.

TECHNOLOGY
CARD



T11

Lenticular print

A method for creating printed images that give the illusion of depth. Images can be constructed to display different information depending on the angle they are viewed from.



T12

Bluetooth

A wireless technology standard for exchanging data between fixed and mobile devices over short distances using short-wavelength UHF radio waves.

TECHNOLOGY
CARD



F1

People

Aim to tell the story by tying it closely to the people and places involved.

FRAME
CARD



F2

Create an experience

Make interaction and engagement — not information — the focus of the story.

FRAME
CARD



F3

Create an object

Make the story physical in some way.

FRAME
CARD



F4

Provoke new thinking

Aim to encourage users to see an issue from a radical point of view.

FRAME
CARD



F5

Surreptitious storytelling

Create a story that can be accessed only by certain people.

FRAME
CARD



F6

Unheard voices

Design to give a voice to the voiceless.

FRAME
CARD



F7
Time

Remove time or timeliness from the story experience.

FRAME
CARD



F8

Action

Encourage people to do something as a result of engaging with the story.

FRAME
CARD



F9

Public voice

Enable a community to be heard.

FRAME
CARD



F10

Space

Design the story for a public space.

FRAME
CARD



F11

Smell / touch / taste

Try to incorporate one of these senses into the story experience.

**FRAME
CARD**



F12

Genre

Tell the story as a fairy tale.

FRAME
CARD



c1
Speed

You only have 24 hours to create the story.

CONSTRAINT
CARD



C2

Location

You are restricted to the city in which you work.

CONSTRAINT
CARD



C3

Audience

The story needs to resonate with audiences across the country.

CONSTRAINT
CARD



C4

Verification

You must verify information before you can use it.

CONSTRAINT
CARD



C5

Balance

You need to represent fairly more than one perspective on the story.

CONSTRAINT
CARD



C6

Format

You are restricted to established formats regarding length, structure and news value.

CONSTRAINT
CARD



c7
Time

The story will evolve, incrementally, over six months. As new information emerges, the story will change.

CONSTRAINT
CARD



C8

Technical expertise

You do not have access to a developer.

CONSTRAINT
CARD



c9

Legal

The story uses sensitive data leaked from a government department. If you use the data there is a risk you could be criminally charged.

CONSTRAINT
CARD



C10

Speed

Your audience does not have a reliable, high-speed broadband service.

CONSTRAINT
CARD



c11

Platform

The story must work for mobile.

CONSTRAINT
CARD



C12

Personalisation

The audience should be able to personalise the story or experience.

CONSTRAINT
CARD