PRESENTATION OUTLINE

1. Title Slide
    - Introduce ourselves
    - Introduce Arrival

2. Plot - Edward on story script
    - Storyline

3. Intent - Sasha
    - Inspirations
        i. Story of Your Life (1998) by
        ii. 2001: A Space Odyssey (1968)
        iii. Contact (1997)
    - Sasha with directorial intent
        - Denis Villeneuve
        - Science-fiction genre with elements of humanity
        - Language “unites and divides us”
        - Computing
            - Developed language
            - Software to break down and rebuild language

4. Conclusion 1: Comms Tech (Data Driven) - Mike A.
    - Internat’l relations via Comms
    - Globalization, Trade, Internat’l Gov’t (NATO, EU, UN, etc.)
    - Increased connectivity across nations
5. Comms Tech: Film vs. Reality - Group - Mike S.
    - Speech-to-Text vs. Heptapod Input Visualizer
    - Text-to-Speech vs. 3D Software
    - Natural Language Processors vs. Negative Space Learning Algorithm
    - SELTs & Real-Time Translator vs. Heptapod Instant Translator
6. ~~Comms Tech Influences Today - Computer Mike~~
    - ~~Virtual learning environment/workplace~~
    - ~~Multi-nat’l Workforce Collaborations~~

7. Conclusion 2: Learning (Philosophy Driven) - Michael S.
    - EPISTEMICS & CONSTRUCTIVISM
    - Modern Learning Debate
        i. It’s potential to develop multi-faceted minds
        ii. Compare spoken languages to differentiated CS languages
8. Learning a Language - Sasha
    - Sapir-Whorf Hypothesis
        i. Thinking like an Engineer: Implications for Education System
        - Early Childhood Scientific Education
            - Cultivate a diverse array of learning and thought structures

        - LOTS OF HELPFUL GRAPHICS
    - Full-immersion learning
        i. Modeled after French immersion programs from 1960s Canada
        ii. Normally programs split half and half between languages
            1. Similar to arrival -> about half English v. half heptapod language
        iii. Use of body language, visuals, facial expression
            1. Teaching based on movement, big gestures
        iv. Normally 2-3 years required to demonstrate fluency
        v. Long process to determine efficiency
9. Learning a Science - Edward
    - Primate Researcher Example
        i. Observes via a case study of primate researchers
            1. Men v. Females
            2. Americans v. Japanese
    - An in-depth look into the epistemics of engineering learning philosophy and approach, *a philosophy journal*
    - Engineering Failures:
        i. First and Foremost: *Ignorance*
            1. Failure to recognise, failure to record as significant
        ii. Failure of Scope, limited POV
    - Combines well with POV Affects How Science is Done
        i. Demonstrates that the model fails with generalizations and larger research due to limited scope & POV

10. Learning: Film vs. Reality - Mike A
    - Dr. Bank's Brain Rewiring vs. Sapir-Whorf Hypothesis
    - Dr. Bank's Fluencies vs. Timeline of Learning
    - Film closely follows techniques used in full-immersion programs (ex: half v. half language, using gestures to explain words)

11. Closing Points & Reiteration - All of Us
    - Conclusion 1a)
        i. Say your conclusion
    - Conclusion 2a)
        i. Say your conclusion
    - Conclusion 2b)
        i. Say your conclusion
    - Conclusion 2c)
        i. Say your conclusion

~~12. Questions?~~
13. Sources