

ZUMIX Mobile Radio

Project Proposal

Civic Media: Collaborative Design Studio
A Partnership Between ZUMIX Radio & CMS.362 Students

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Project Name

ZUMIX Mobile Radio

Community Partner

ZUMIX Radio

Partner's mission

ZUMIX is an East Boston-based nonprofit organization dedicated to building our community through music and the arts. A core belief is that music is the most powerful means of developing adolescent self-identity. Our award-winning music and creative technology programming is designed to equip youth with the tools necessary to reach their full potential, while creating a safe space for youth to explore who they are and who they want to be. Through community events, ZUMIX provides access to top-quality arts experiences for a low-income, underserved neighborhood.

Team members

Qian Long (MIT)
Carrie Liang (MIT)
Courtney Supple (MIT)
Ashwin Balakrishnan (MIT)
Lucia Duncan (ZUMIX)
Youth representative (ZUMIX)

Background

ZUMIX Radio is a component of ZUMIX, the parent-organization whose mission is described above. ZUMIX Radio would like to become more visible and integrated into both internal and external ZUMIX activities and operations. The radio station would like to generate more staff and community participation in their own activities, as well.

Project Goals

Our shared values

- We seek economic and social justice.
- We hope to cultivate the realization of the power that all people hold within themselves.
- We believe that engaged communities are powerful communities.
- Healing racial and economic trauma on individual and collective levels helps us build community.

Desired Impact

- Increase participation of youth and community in storytelling
- Increase listenership of Zumix Radio
- Integrate Zumix Radio into larger organization activities and programs
- Engage and organize the community
- Raise awareness about what's happening in the community

Outcomes

- ZUMIX staff and participants will collaborate with MIT students to design a project that serves the desired impacts identified above
- A tangible, physical object will be produced by the project team, ZUMIX staff, and ZUMIX Radio participants
- ZUMIX staff and participants that are not currently engaged in ZUMIX Radio will be more aware of and excited about ZUMIX Radio

Design project candidates

Idea 1: Mobile Storytelling Booth

This idea involves building a physical booth where people in the community can share their stories. This booth should be portable enough to be easily transported to different venues and events but should also

be large enough to attract people's attention. Based on a design workshop conducted with ZUMIX Radio youth DJs, we thought that the inside of the booth could be decorated with mirrors, to symbolize the idea that people in the booth are reflecting on their own stories. The youth also wanted the outside of the booth to be decorated with equally symbolic words and images. They also indicated a desire for speakers on the outside of the booth to attract attention and spread ZUMIX's music.

After much review, this idea has been placed on hold, potentially to be worked on in future collaborations. Given the time constraints of the semester system, as well as those of both MIT student and ZUMIX Radio staff, the storytelling booth does not seem like a realistic project to tackle at this time. There may be enough time to conduct a workshop to create a basic audio recording setup for gathering stories. Future collaborations with Zumix could build off of the outcome of this workshop.

Idea 2: Mobile Radio

This idea involves building a mobile radio to be designed and utilized by ZUMIX staff and youth participants. The radio will mainly stay in the headquarters of Zumix, where many kids will have access. It can also be brought to Zumix events outside in the community and is a fun way to promote all of the work that is put into the radio station.

We don't yet know what the outside will look like, but on the inside, we will use modern technology for the brains of the radio. We propose having a hard drive pre-loaded with ZUMIX Radio programs and music that is attached to a raspberry pi, which is attached to an Arduino. We will use encoders for the knobs on the outside of the radio. The input from the encoders will be sent to the Arduino and processed by the raspberry pi to pick select and play a song from the hard drive.

We will hold a design workshop where staff and youth will be able to work with MIT students to design the outward appearance of the radio. We will also hold a build workshop where youth DJs will help construct the radio. We hope this to be a mutually beneficial experience with all participants - staff, youth, and MIT students - broadening their perspectives and learning new skills.

Timeline: Key Activities and Roles

Inputs

- Buy-in from ZUMIX staff and participants
- Expertise on needs and desires of target audience (ZUMIX staff and participants)
- Experience designing and building with youth
- Computer science skills
- Mechanical engineering skills
- Computer hardware
- Fabrication tools and space

Outputs

- Mobile radio
- Collaborative process

- New relationships
- New shared knowledge
- Greater awareness and integration of ZUMIX Radio within the larger ZUMIX organization

Phase I: Project Planning and Design	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Brainstorming	Project team meets to discuss values and potential project ideas Youth Brainstorming Workshop ZUMIX staff meeting	9/24	10/28	All				
Site Visit	MIT students learn about ZUMIX space, staff, participants, and programs	9/30	9/30	All				
MOU	Project team discusses roles, responsibilities, and expectations	10/7	10/14	All				
Proposal	Project team researches and develops potential project	10/14	10/21	All				
First Project Iteration	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Technical Specs designed	Team members with technical skills will identify hardware and software necessary for build	10/7	10/28	Carrie	Qian			
Design Workshops	Team members will work with ZUMIX youth and staff to design use and outward appearance of mobile radio	10/21	10/28	All				
Initial Mock up	Team will design first project iteration	10/21	10/28	All				
Second Project Iteration	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Begin build	Team will start assembling materials for mobile radio	10/28	12/2	All				

	based on design workshop outcomes							
Build workshops	Team will meet with ZUMIX youth DJs to begin building the mobile radio	11/4	11/4	All				
Formal presentation	Second iteration of product will be shown to class	11/12	11/12	All				
Formal presentation	Second iteration of product will be shown to ZUMIX staff and participants for feedback	11/18	11/18	All				
Final Project Iteration	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Build workshop	Team will meet with ZUMIX youth DJs to begin building the mobile radio	11/25	11/25	All				
Progress Report	Team will meet with ZUMIX youth and staff to check-in on progress of build, elicit feedback, and make adjustments	12/2	12/2	All				
Final Presentation	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Community	Present results to ZUMIX community	12/7	12/7	All				
Class	Present results to class	12/10	12/10	All				
Case Study	Description	Start date	End date	team member name role	team member name role	team member name role	team member name role	team member name role
Draft	Team will brainstorm around their experience and compile an outline of their perceptions and interpretations of the process and results	11/26	12/3	All				
Final	Final case study document submitted to Co-design blog	12/3	12/10	All				

Budget

Computer hardware: \$200

Fabrication materials: \$300

Food and materials for workshops: \$100

Total: \$600

Memorandum of Understanding

Overview

Project description

The Civic Media: Collaborative Design Studio partnership between Zumix and students in CMS.362 aims to be a mutually beneficial experience for all parties. We hope to further Zumix Radio's goals of building community, empowering participants, healing through storytelling and self-expression, and cultivating economic and social justice in East Boston. The design team, made up of Zumix staff and participants and MIT students, will develop and implement a project with the aim of achieving the following goals:



- Increase Zumix Radio listenership, community involvement, and youth participation
- Integrate Zumix Radio into the larger Zumix activities and programs
- Increase awareness within Zumix Radio and the surrounding community about events that are happening in their neighborhood
- Nurture the creation of a more engaged, informed, and organized East Boston

Project Partners

Zumix (specifically, Zumix Radio staff and participants) and Comparative Media Studies Co-design Studio students (CMS.362) will collaborate to create, implement, and evaluate this project.

Project Deliverables

The partnership will deliver a project and/or product to be defined by the partners.

MIT will provide funds, labor, technical expertise where possible, publication or marketing of the finished product, building/storage/planning space and logistical support.

Zumix will provide labor and ideation (youth, staff, other community volunteers), space and coordination of meetings at Zumix (with youth, staff, and community volunteers), technical expertise, publicity and marketing. Zumix will also seek additional funding for the project budget. Zumix will also attempt to identify a youth representative to join the project partnership team.

Timeline

10.12.13	Finalize project concept
10.14.13	Draft project proposal
10.28.13	Product design completed (blog post to class blog) Partners seeking and securing materials for build
11.04.13	Begin build
11.12.13	Formal presentation of second iteration of product to class
11.18.13	Progress report/Team check-in
11.25.13	Progress report/Team check-in
12.02.13	Build complete
12.07.13	Community Presentation
12.10.13	Class Presentation

Governance

Consistency of attendance can be an issue with Zumix students. Different people are present at each meeting, which makes deciding through consensus or voting a challenge. Given this context, brainstorming sessions will occur with youth participants, community members, and other Zumix staff. On-the-spot decisions that affect time-sensitive situations (eg. what color do we paint this section?) can be made with whomever is present at the moment. Larger decisions will be made by the project partnership team, composed of Zumix staff, the Zumix youth representative, and CMS.362 students.

Communications

Documents will be shared using Google Drive Zumix folder, to which all project partnership team members have access. We will check-in with one another during Tuesday classes, at specified dates as indicated in the timeline, and as needed throughout the life of the project.

We will communicate with the youth via text and a Facebook group page, where we will share our Co-design Studio blog posts and any other pertinent information.

The MIT contingent of the project partnership will come to a Zumix staff meeting to introduce ourselves to the larger organization and to present what we're doing, with the hope of getting more buy-in and excitement for our project from other Zumix staff.

Budget

CMS.362 will provide \$1000.

Zumix will seek to match the funding provided by studio (from Zumix's internal funds or a fundraiser

planned by the design team).

Ownership of Product

Zumix will own any physical product that results from this partnership.

Ownership of Process Knowledge

All knowledge produced by this partnership will be shared by all producers, which includes MIT students, Zumix staff and participants, and community participants.

Disputes

If a dispute arises from or relates to this Memorandum of Understanding or the breach thereof, and if the dispute cannot be settled through direct discussions, the parties agree to bring the issue to the larger class to seek counsel. Final resolution power will rest with the Co-design Studio class.

Termination

Each Party is free to resign from this collaboration at any time, for any reason, with a minimum two weeks notice.

Amendments

If either party wishes to amend the terms of this Agreement, it must be done in writing and signed by both parties as an Addendum to this Agreement. A live copy of this Agreement will be stored in the shared Zumix project folder on Google Drive.

Authority and Approval

Each party has full power and authority to enter into and perform this Memorandum of Understanding, and the person signing this document on behalf of each party has been properly authorized and empowered to do so.

MIT Student Representative

Zumix Radio Representative

Date

Date