

# **PRX**WUSF DESIGN INTENSIVE

PRX x WUSF Podcast Consultancy Day 1 | January 30, 2023

# **\$**

### **HELLO, WHO ARE WE?**



**STEPHANIE KUO** 

Director, Training
New York, NY



**MIKE RUSSO** 

Project Manager, Training \*\* Kansas City, MO





## **CULTURE SHARE**



WHERE OR WHAT DO YOU CALL HOME?



### **CONSULTANCY TIMELINE**





#### **CONSULTANCY TIMELINE**



DESIGN INTENSIVE PHASE 1: EMPATHY PHASE 2: EMPATHY & SYNTHESIS PHASE 3: IDEATE & PROTOTYPE

PHASE 4: CONTINUED GUIDANCE

#### JANUARY - MARCH 2023

- Align on podcast goals
- Learn product design methods
- Create & distribute listener survey(s)
- Begin empathy interviewing

#### **MARCH 2023**

- Continue empathy interviewing
- Synthesize interview & survey data
- Define point of view and create listener profile
- Define value hierarchy

#### APRIL 2023

- Brainstorm podcast solutions for listener
- Create early conceptual prototype
- Define listener experience
- Create podcast proof of concept

#### $M\Delta Y 2023 - 7$

- Continue empathy interviewing
- Synthesize interview& survey data
- Define point of view
- Define value hierarchy



### WHAT WUSF WILL WALK AWAY WITH

GOAL 1	GOAL 2	GOAL 3	GOAL 4
CREATIVE CONCEPT FOR WUSF KIDS ART PODCAST Create a daily product that fills actual audience needs and stands out with a unique KERA identity	CONCEPTUAL PROTOTYPES FOR A WUSF FLAGSHIP PODCAST Begin testing a podcast that has gone through rigorous design research and audience-focused development	MINDSET & FRAMEWORK FOR CREATIVE WORK Learn and adopt new processes for more innovative and collaborative work across the station and with partners	STRATEGIC PLAN FOR MARKETING, ENGAGEMENT & MONETIZATION Gain a better understanding of the podcasting industry in order to make clear plans for sustainability





	DAY 1	DAY 2	DAY 3	DAY 4	DAY 5
	OBJECTIVE: ALIGNMENT	OBJECTIVE: EMPATHY	OBJECTIVE: DEFINE PROBLEMS AND IDEATE SOLUTIONS	OBJECTIVE: PROTOTYPE AND FEEDBACK	OBJECTIVE: TRANSITION TO CONSULTANCY
10:00	WELCOME & CULTURE SHARE	WELCOME BACK & CULTURE SHARE	WELCOME BACK & CULTURE SHARE	WELCOME BACK & CULTURE SHARE	WELCOME BACK & CULTURE SHARE
11:00	EXPECTATIONS, TIMELINE	REVISIT GOALS AND PROBLEMS WORTH SOLVING	REVISIT DESIGN SPRINT AND EMPATHY INTERVIEWS	REVISIT IDEATION & FINALIZE IDEAS	<b>DESIGN SPRINT</b> FINALIZE PROTOTYPE CONCEPT DECK + AUDIO
	INTRO TO PRX'S WORK WITH STATIONS	PRX PROCESS & HOW WE'LL GET YOU THERE	DESIGN SPRINT SYNTHESIS	DESIGN SPRINT INTRO TO PROTOTYPING	BIO BREAK
12:00	BIO BREAK	BIO BREAK	CAPTURE DETAILS CLUSTER INTO PATTERNS INTERPRET NEEDS	<b>DESIGN SPRINT</b> PROTOTYPE ROUND 1 TRAILER SCRIPT AND VISUAL MOOD BOARD	DESIGN SPRINT FINAL PRESENTATIONS
	GROUP IDEATION WHAT DO WE WANT FROM PODCASTS?	INTRO TO DESIGN	ESTABLISH POINT OF VIEW	DESIGN SPRINT PROTOTYPE FEEDBACK	DEBRIEF
1:00	LUNCH	LUNCH	LUNCH	LUNCH	LUNCH
	(60 MIN)	(60 MIN)	(60 MIN)	(60 MIN)	(60 MIN)
2:00	GROUP IDEATION WHAT IS STANDING IN OUR WAY?	DESIGN SPRINT FORM GROUPS  DESIGN SPRINT	DESIGN SPRINT INTRO TO IDEATION	<b>DESIGN SPRINT</b> PROTOTYPE ROUND 2 CONCEPT DECK	GROUP REFLECTION
3:00	GROUP SYNTHESIS IDENTIFY PATTERNS AND PRIORITIES	INTRO TO EMPATHY IN DESIGN BIO BREAK	<b>DESIGN SPRINT</b> IDEATE PODCASTS, TOPICS, THEMES	DESIGN SPRINT PROTOTYPE FEEDBACK	RELIEVE LARGER GROUP
	BIO BREAK		BIO BREAK	BIO BREAK	
4:00	DEFINE THE GOALS OF THE CONSULTANCY AND THE PROBLEMS WORTH SOLVING	DESIGN SPRINT EMPATHY INTERVIEWS	DESIGN SPRINT   SURFACE THE BEST IDEAS IMPORTANCE / DIFFICULTY	DESIGN SPRINT PROTOTYPE ROUND 2 AUDIO TRAILER + CONCEPT DECK	TRANSITION TO CONSULTANCY AND PLANNING FOR KIDS PODCAST
5:00	QUESTIONS & ROADMAP	QUESTIONS & ROADMAP	QUESTIONS & ROADMAP	DESIGN SPRINT PROTOTYPE FEEDBACK QUESTIONS & ROADMAP	QUESTIONS & ROADMAP





#### DAY 1

- Introduction to PRX's approach to podcast development
- Group Ideation: Imagine & Align on a future for podcasts
- State of Podcasting
- Set goals and establish the problems worth solving















**GOOD PODCASTS** 









## WHY PRX?

- Unique legacy and institutional character
- Focus on creators
- Ongoing support
- Alignment with your goals
- We're not here to make a buck (really!)



























































## WHAT IS OUR SECRET SAUCE?

## **DESIGN THINKING**





### WHAT IS OUR SECRET SAUCE?

## **PRODUCT DESIGN**

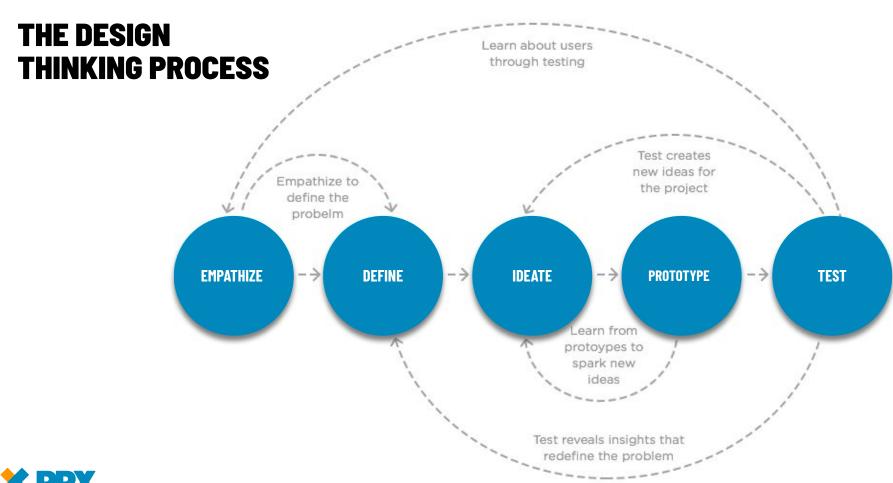




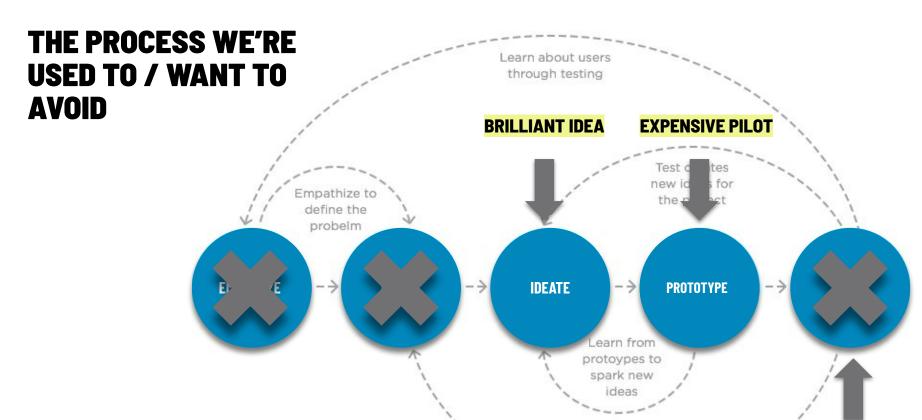
### WHAT IS OUR SECRET SAUCE?

# DESIGN IS CREATIVITY WITH PURPOSE











"THE AUDIENCE DOESN'T GET IT."

"I GUESS PODCASTS JUST DON'T WORK."



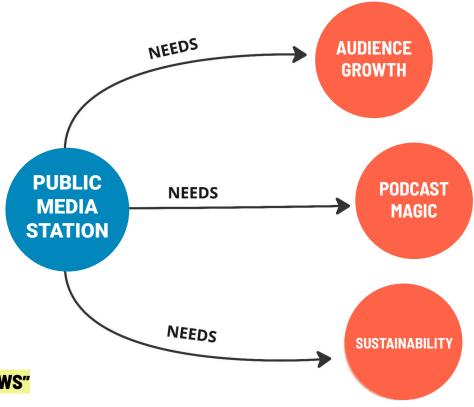
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## THE PUBLIC MEDIA PODCAST DILEMMA

"WE WANT PODCASTS TO GET NEW LISTENERS"

"PODCASTS AREN'T WORTH THE INVESTMENT"

"EVERYBODY IN OUR NEWSROOM IS SITTING ON A PODCAST, BUT THEY HAVE TO REPORT THE NEWS"







#### **WE HELP STATIONS FIND THEIR VALUE**



**WE CREATE SPACE TO FIND:** 









## IN A NUTSHELL...

- We create space for organizations to transform the creative process into repeatable action.
- We do the work to tie podcasts to station goals and audience growth.





THE SUCCESS OF OUR PAST AND CURRENT WORK WITH STATIONS JUST LIKE YOURS















# **WAMU** 88.5

AMERICAN UNIVERSITY RADIO



















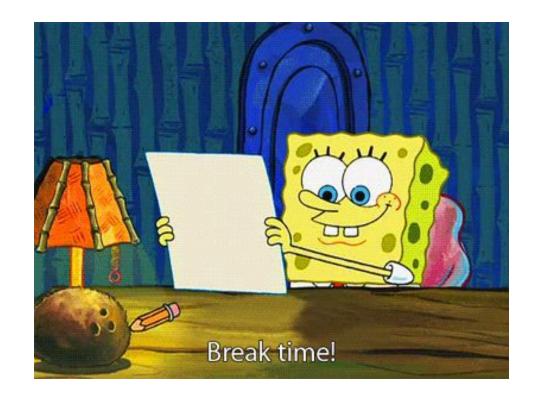




## **QUESTIONS?**











CO-CREATING A SAFE, PRODUCTIVE AND CREATIVE WORKING ENVIRONMENT



#### **NORMS & MINDSETS**

- We are creating a space space (together). Allow your co-workers to show up in a way you may not be used to seeing them.
- WAIT: Why Am I Talking?
- Engage tension NOT drama. Learn from disagreements.
- Same best intent. We are all here to get better.
- Ask for help! We promise, you're not being disruptive.
- Yes, and...
- Show up for yourself and for others. You get what you put in.
- Take a break! Your wellbeing comes first.





## REMEMBER...









# GROUP IDEATION

ON A FUTURE OF PODCASTS AT WUSF









### **ACTIVITY**



 Write down as many hopes, dreams and desires as possible on Post-it notes.

### **GUIDELINES**

- 1 idea per Post-it
- Keep ideas simple (1-5 words or pictures)
- Quantity over quality
- Brainstorm until time is up



### **ACTIVITY**



- Cluster similar ideas
- Title each cluster.
  - o What is the theme?
  - What is the pattern that links these ideas?

### **GUIDELINES**

 We need 2 volunteers to help move Post-its around.



### **ACTIVITY**



 You have 5 votes. Vote for the most compelling ideas.

### **GUIDELINES**

- What is your personal favorite?
- What is most aligned with WUSF?
- What will excite your audience the most?
- What is out of WUSF's comfort zone but worth trying?



# **DOT VOTING**



















### **ACTIVITY**



 Write down as many barriers, concerns, questions, doubts and fears as possible on Post-it notes.

### **GUIDELINES**

- 1 idea per Post-it
- Keep ideas simple (1-5 words or pictures)
- Quantity over quality
- Brainstorm until time is up



### **ACTIVITY**



- Cluster similar ideas
- Title each cluster.
  - o What is the theme?
  - What is the pattern that links these ideas?

### **GUIDELINES**

 We need 2 NEW volunteers to help move Post-its around.



### **ACTIVITY**



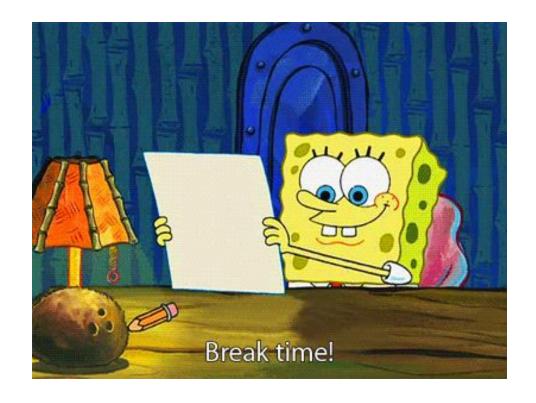
 You have 5 votes. Vote for the most resonant ideas.

### **GUIDELINES**

- What is your biggest concern?
- What is WUSF's biggest concern?
- What feels impossible to overcome? What is a persistent failure or setback?
- What is most urgent?
- What excites you as a challenge?









# INTRO TO PODCASTING

Where we started, where we are, and where we're going

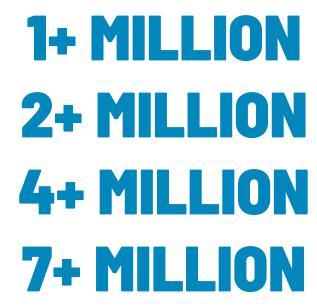






# HOW MANY PODCASTS ARE IN THE APPLE DIRECTORY TODAY?













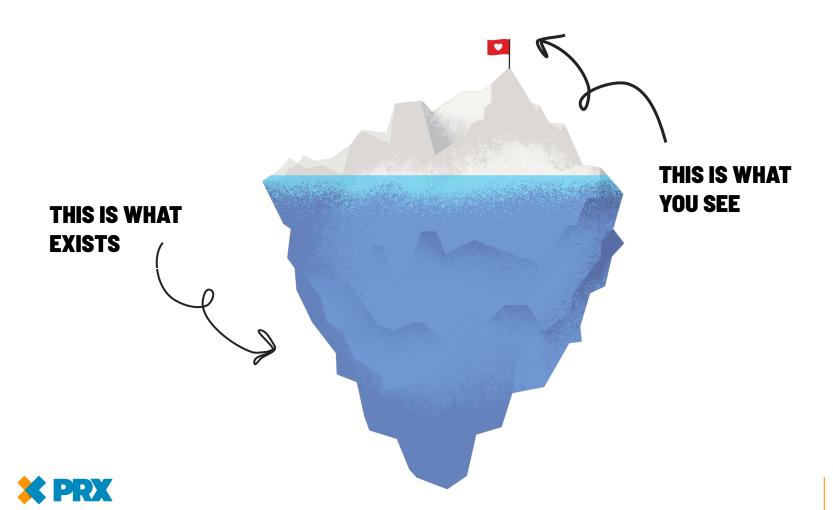




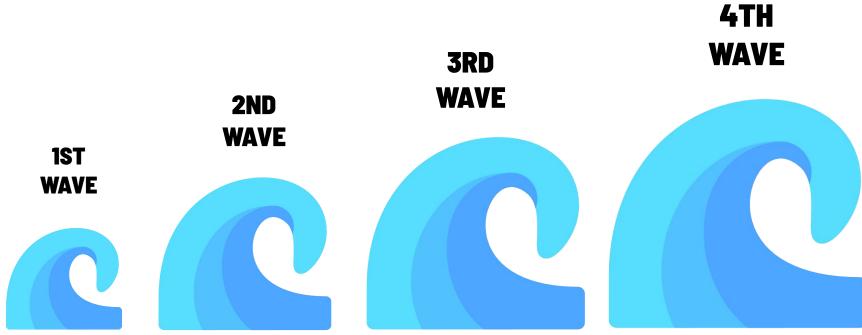


# LESS THAN 4% OF PODCASTS HAVE MORE THAN 10 EPISODES AND PRODUCED A NEW ONE IN THE LAST WEEK











# **1ST WAVE**



- "Podcast" first coined (2004)
- Distribution of MP3 through RSS feeds



# **2ND WAVE**



- Launch of the iTunes
   Directory, fully
   supportive of podcasts
- Release of the iPhone





# **3RD WAVE**



- Apple Podcast App released as part of iPhone iOS (no need to download separately)
- Smartphone/mobile listening growing
- Launch of SERIAL podcast



# **4TH WAVE**



- Corporate acquisition & consolidation of wealth
- Growth of ad technology
- \$1B+ in ad revenue
- Pressure on the open and once-independent ecosystem



# WHAT'S NEXT?



- Globalization
- Localization (hyper)
- Video



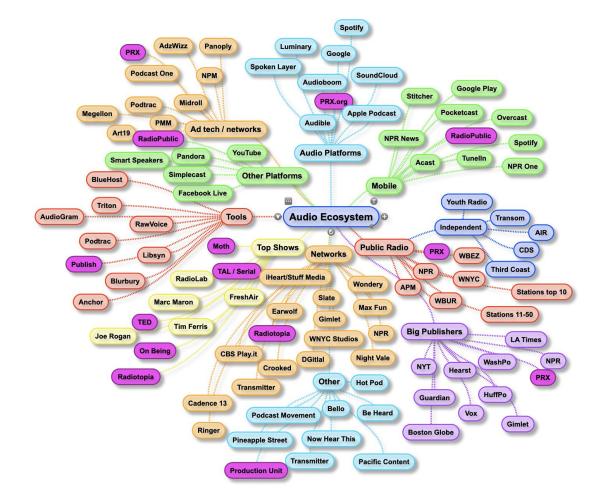


PODCAST ECOSYSTEM IN 2015





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2022: ZOOM IN ON ACQUISITIONS





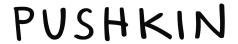








The New Hork Times









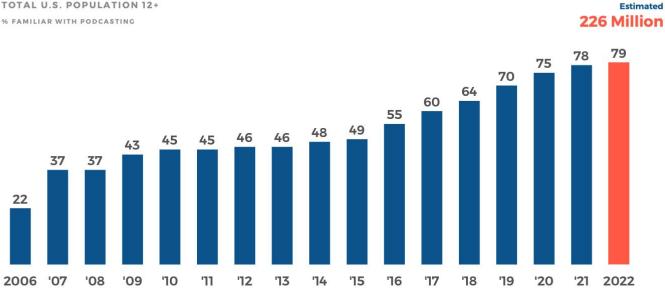




### **Podcasting Familiarity**

**TOTAL U.S. POPULATION 12+** 







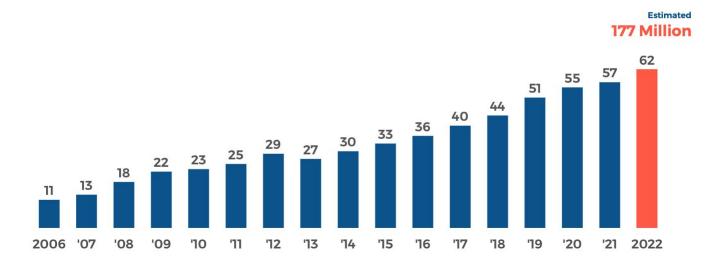




### **Podcasting Listening**

**TOTAL U.S. POPULATION 12+** 

% EVER LISTENED TO A PODCAST





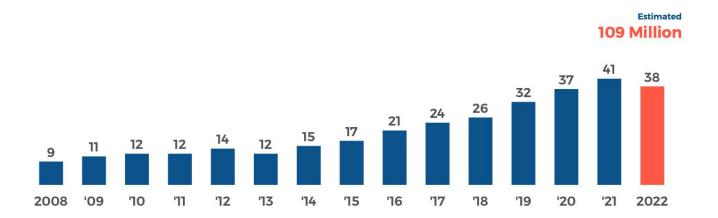




### **Monthly Podcast Listening**

**TOTAL U.S. POPULATION 12+** 

% LISTENED TO A PODCAST IN LAST MONTH





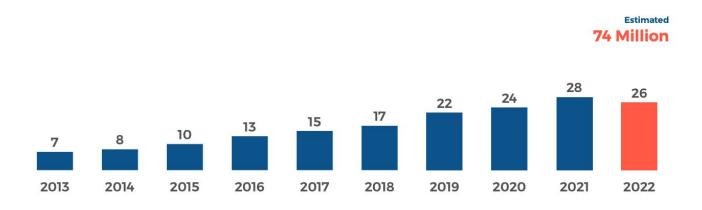




### **Weekly Podcast Listening**

**TOTAL U.S. POPULATION 12+** 

% LISTENED TO A PODCAST IN LAST WEEK



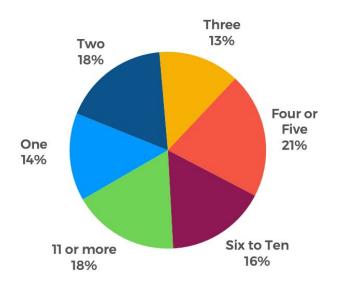






### **Number of Podcast Episodes Listened to in Last Week**

BASE: U.S. AGE 12+ AND LISTENED TO PODCAST IN LAST WEEK



Eight podcasts
in the last week



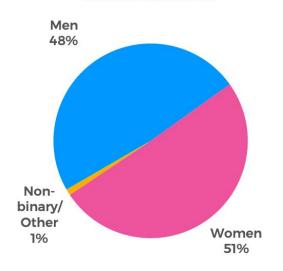




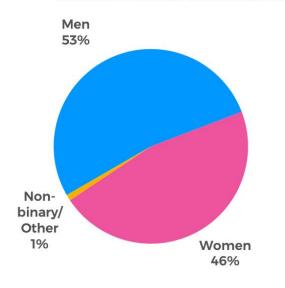
### **Gender of Monthly Podcast Listeners**

BASE: U.S. AGE 12+ AND LISTENED TO PODCAST IN LAST MONTH

### U.S. POPULATION 12+



#### **MONTHLY PODCAST CONSUMERS 12+**







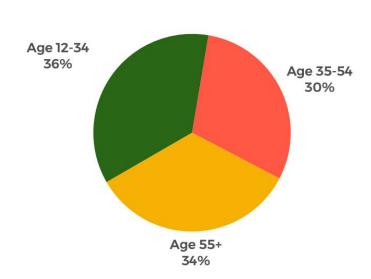


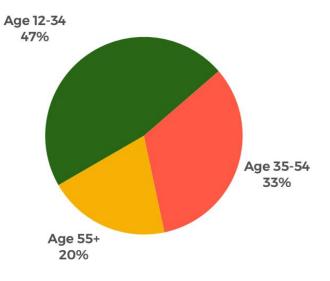
### **Age of Monthly Podcast Listeners**

BASE: U.S. AGE 12+ AND LISTENED TO PODCAST IN LAST MONTH

### U.S. POPULATION 12+

### **MONTHLY PODCAST CONSUMERS 12+**









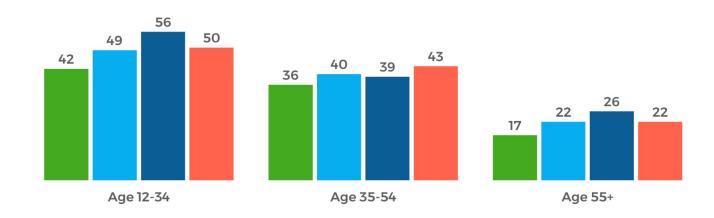


### **Monthly Podcast Listening**

U.S. POPULATION

% LISTENED TO A PODCAST IN LAST MONTH





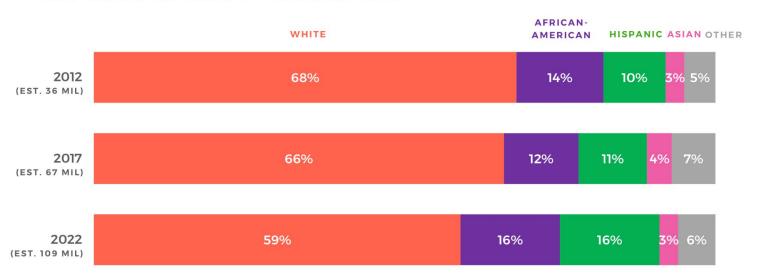






### **Ethnicity of Monthly Podcast Listeners**

BASE: U.S. AGE 12+ AND LISTENED TO PODCAST IN LAST MONTH





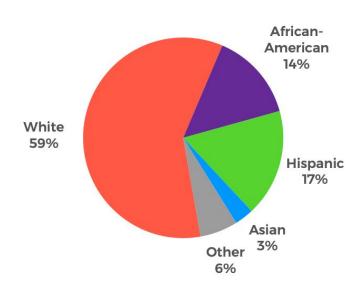




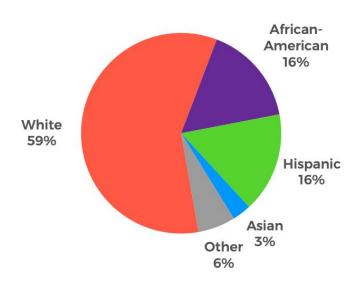
### **Ethnicity of Monthly Podcast Listeners**

BASE: U.S. AGE 12+ AND LISTENED TO PODCAST IN LAST MONTH

#### U.S. POPULATION 12+



#### **MONTHLY PODCAST CONSUMERS 12+**







## **TOP PODCASTS - PODTRAC**

















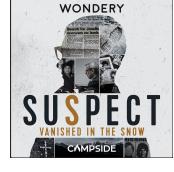
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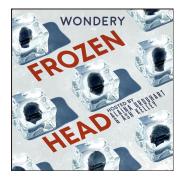
## **TOP PODCASTS - CHARTABLE**



















### **TOP PODCASTS - EDISON**



















# **KNOWING "WHY PODCASTS"?**



# WHY INVEST IN PODCASTS?

- They are sticky
- The completion rate is unmatched
- High loyalty andROI



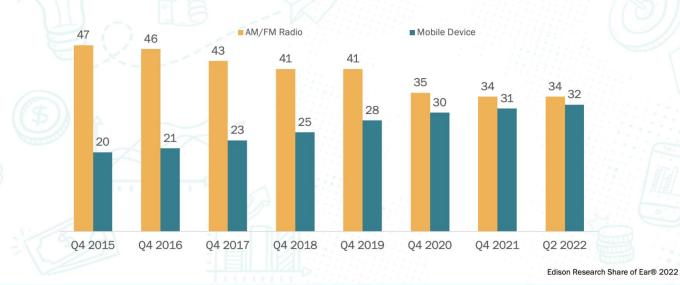
# PODCASTING LOYALTY

- The only medium with a 98% completion rate
- 93% of people who start a podcast listen to most or all of the episode (Edison)
- 22% of fans listen to 22+ hours of podcasts a week
- 35% listen to more than 10 different shows per month



### X----

## SHARE OF EAR - AMERICANS 13+ AUDIO LISTENING BY DEVICE



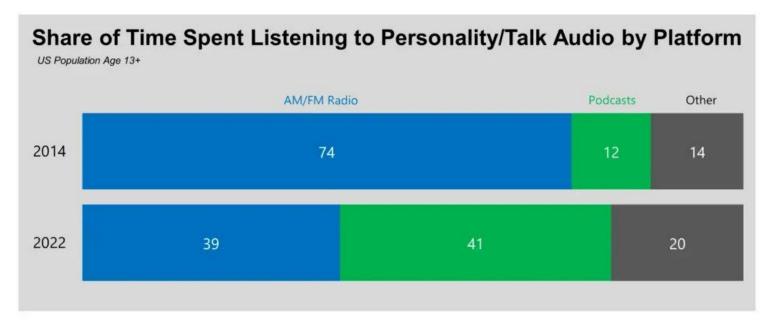
















# **REVISIT BIG PODCAST GOALS**





# **PODCAST MISSION STATEMENT**





# PODCAST MISSION STATEMENT = WE STRIVE FOR THIS <u>VALUE</u>



## **ROADMAP**



### DAY 1

- Introduction to PRX's approach to podcast development
- Group Ideation: Imagine & Align on a future for podcasts
- State of Podcasting
- Set goals and establish the problems worth solving

### DAY 2

- Revisit goals and problems
- Introduction to Design Thinking & Product Design
- Introduction to Design Sprint
- Design Sprint: Empathy
- Design Sprint: Empathy Interviews



