

Digital Zone, March 2013



This report has been compiled by the I'm a Scientist team as a summary, containing moderator observations and our web data, to provide some meaningful information on the zone.

The Digital Zone was busy, with lots of questions asked outside of the live chats, usually arriving in bulk rather than gradually. The zone seemed to be popular with younger classes.

Number of page views in the 3 weeks surrounding the event

Zone page	Page views
Total zone	19,067
ASK page	2,171
CHAT page	2,438
VOTE page	1,295
Phillip Wilkinson	832
Marina De Vos	421
Claudia Krehl	400
Angela Marqui	286
Alessandro Guazzi	472

Key figures from I'm a Scientist March 2013 for the zone, the average of all 11 zones, and the whole event

	Zone	Zones average	Whole event
Registered students	382	339	3,731
% of active students (used ASK, CHAT, VOTE or commented)	92%	89%	-
Questions asked	1,173	846	9,307
Questions approved	501	356	3,921
Answers given	687	669	7,357
Comments	102	109	1,198
Votes	350	296	3,255
Live chats	21	16	179
Lines of live chat	6,095	5,088	55,971
Schools	11	9	97

Popular topics

Popular themes in the live chats were games and robots, with the same questions coming up again and again, including: *what's your favourite game? will robots take over the world? how can people benefit from video games? and how do you program robots?* An interesting question Claudia was asked a few times was *when are we going to have phone apps in our head?* Some of the younger students asked for jokes towards the end of their chats, and the scientists happily obliged!

The zone started off receiving digital questions, and then questions became broader in the second week, possibly due to the younger students. Questions about aliens and space became prevalent, particularly ones about meteors and black holes.

Sample questions

[Do you enjoy involving other people with your work to make it more interactive?](#)

[Considering you are creating fun digital games how will this change our lives and make us more sociable?](#)

[What do you mean by 'social' experiments?](#)

[What are the long term consequences of playing too many computer games, or electronic games generally?](#)

[How do you create a website or game, and do you need any qualifications or a specific age?](#)

[Is this true, if all chickens on the planet were fried and chopped up, would it fill enough bargain buckets to go to the moon and back three times?](#)

[In what language can you read the fastest?](#)

[Why do we get pruney fingers?](#)

Student winner: nicenadia

For strong engagement in both Ask and Chat, her inquisitive nature, the sheer volume of questions asked, and her manner in the chat, nicenadia will receive a £20 WHSmith voucher and a certificate.

Feedback

We're still collecting feedback from teachers, students and scientists but here are a few of the comments made during the event...

"We want to thank you for doing what you're doing as it's really opened the eyes of our students to what being a scientist is really like." – Stuart Burditt, Caroline Chisholm School, teacher

"I cannot fully articulate how much I enjoyed this experience! The questions were thoughtful and insightful, such that it made me start to question my own knowledge and assumptions. The excitable, and sometimes irreverent, nature of all the kids involved was incredibly motivating, especially when they asked about my research." – Phil Wilkinson, scientist

"They got so excited to see that someone had answered their question!" – teacher

"thanks for ur brill answers" – mrcrookesisthebest, student

"This will be interesting on my own. Better get my typing hands on" – Claudia Krehl, scientist

"This is our fourth session of 'I'm a scientist..' and it has been a great success again. My students were truly disappointed when their allotted half hour of live chat came to an end!" – teacher