

**graphic design,  
animation,  
& systems for radio**



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**WICB**  
**91.7FM**  
ITHACA



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[tinyurl.com/systemsinradio](http://tinyurl.com/systemsinradio)

# what is design?

(and a note about research + ux)



**graphic design**

# I. graphic design

**what**

**The use of colors, text, and image to communicate information.**

**why**

**Communicating with your audience as engagingly as possible.**

Convincing your audience to give you something of theirs  
Sharing important information  
Spreading your brand

**in radio**

**Event announcements; Show promotion; News updates; Calls to action; Giveaways; Branding**

# I. graphic design



# **I. graphic design**

## **software**

**Adobe Illustrator, Indesign, Photoshop**

## **other**

**Canva  
Pictochart  
Infogram  
Knightlab**

## **resources**

**Lynda  
YouTube  
Zimri Mayfield  
Practice - everyone is a designer!**



**motion graphics**

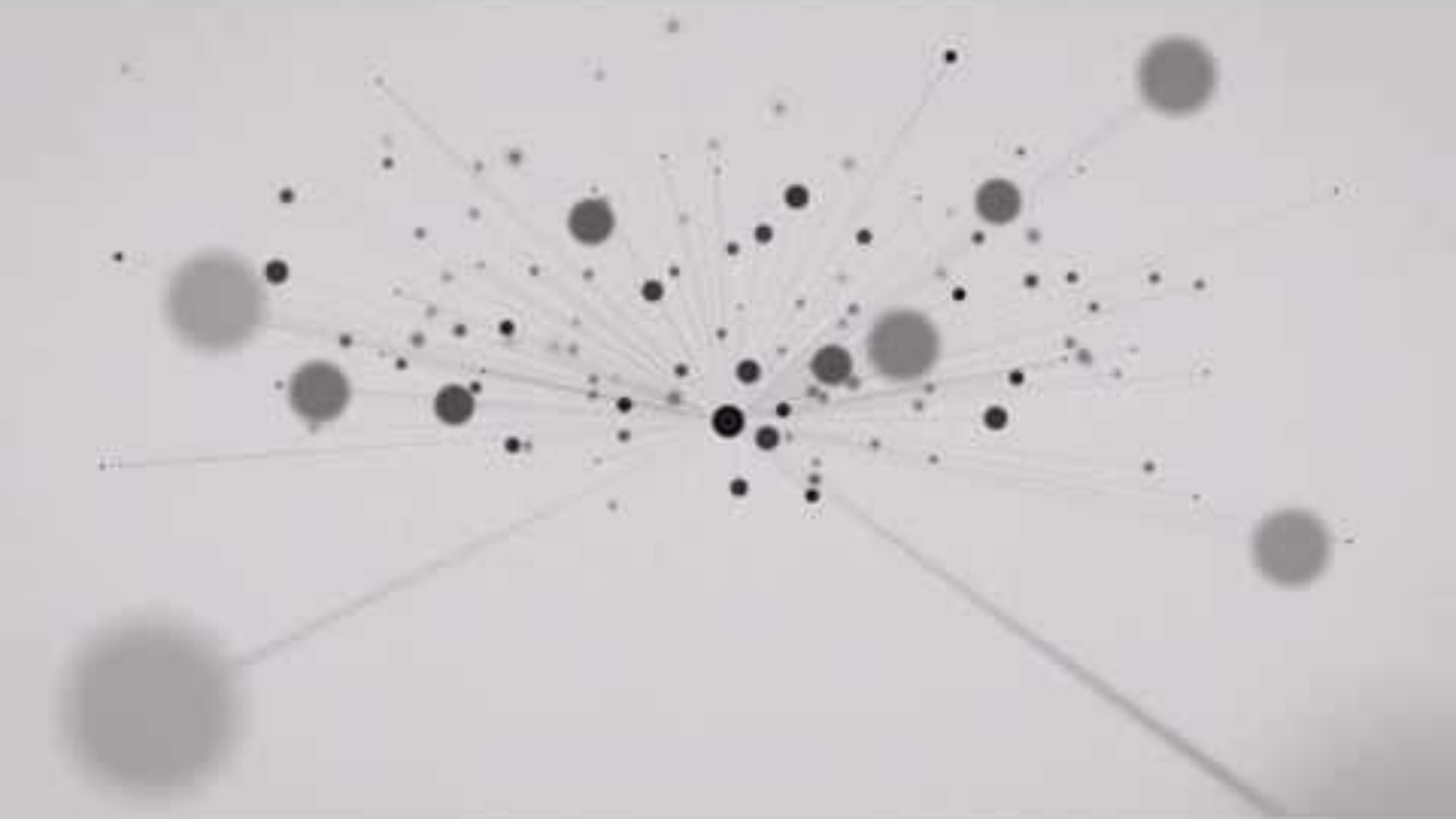


## **II. motion graphics**

**what**                      **The animation and manipulation of shapes, text, and image to communicate information.**

**why**                        **Communicating with your audience as engagingly as possible.**

**in radio**                    **Brand identity; DJ highlights; General promotions; Recruitment; News updates**



## II. motion graphics



## **II. motion graphics**

**software**

**Adobe After Effects (+ Cinema 4D)**

**other**

**Canva**

**resources**

**Practice - only need Adobe  
Mt. Mograph (YouTube)  
ECAbrams (YouTube)  
School of Motion  
Social Media  
Lynda**

# the steps

- 1. Approach**
- 2. Planning**
- 3. Execution**

# **1. Approach**

**Design is about communicating a message.  
Everything you design is servicing your  
audience.**

# **1. Planning**

**What is the message you want to communicate?  
How will it reach execution?**

# **2. Execution**

**What is the best way to tell this message visually,  
and produce it efficiently?**

**systems**





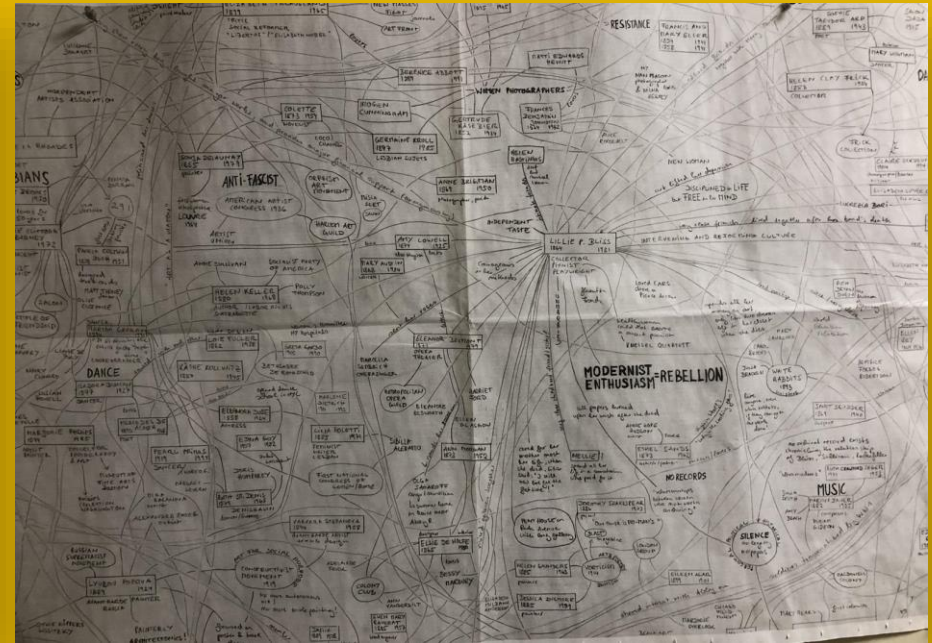
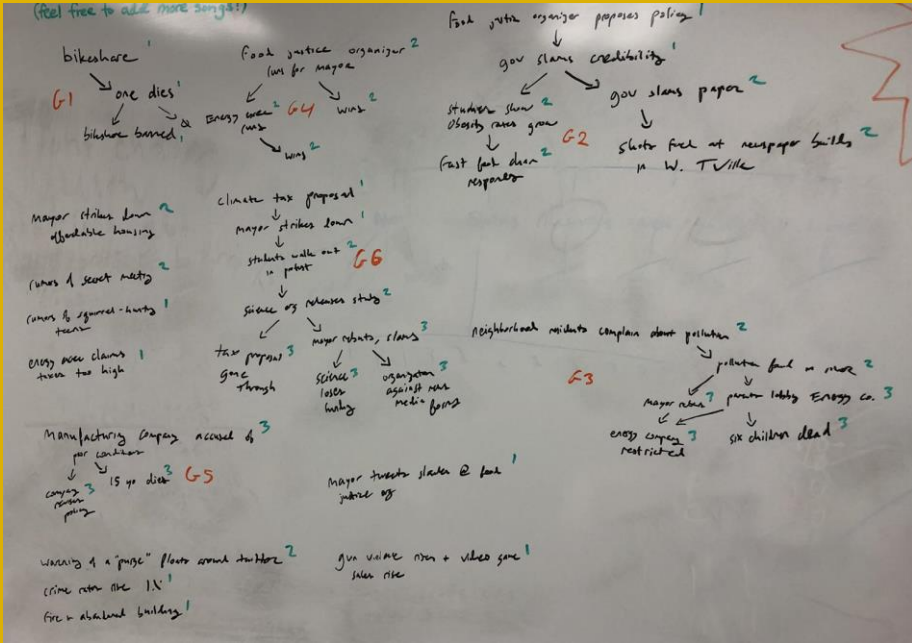
### **III. systems**

**what**                      **A chart, list, or some sort of tool that evaluates exactly how your list of goals will be translated into an effective design.**

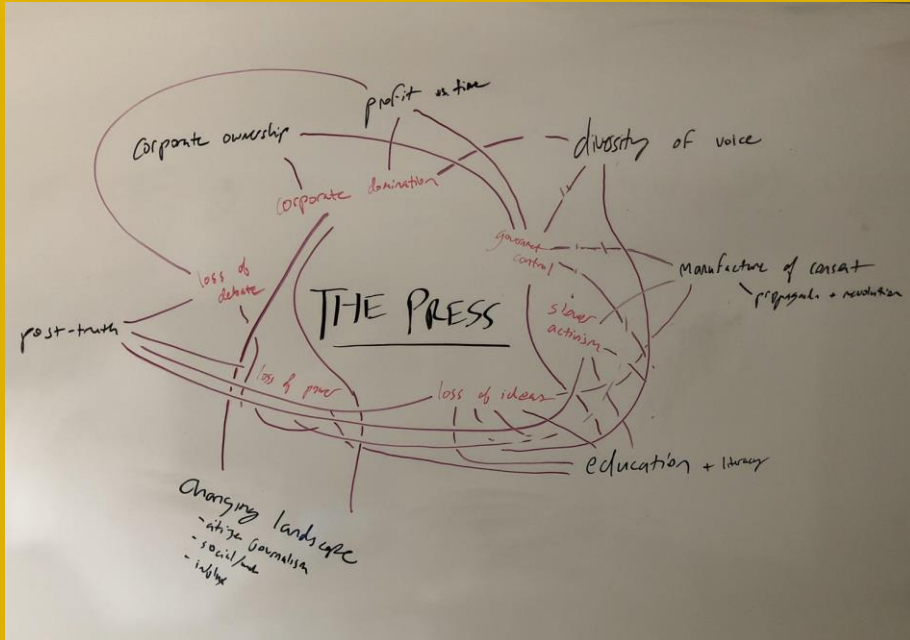
**why**                      **Identify priorities and effectively implement your design so that it does exactly as intended.**

**in radio**                      **Staff workflow; Media production; Promotions strategy; Community engagement; Staff training; Station growth strategy; etc.**

# III. systems



# III. systems



## • DOCUMENTS

- **Finalize Ithaca Now Guide** -- DONE, ASK HANNAH TO ADD EDITING STEP-BY-STEP / LOOK IT OVER
- Real IN Script template
  - At end, bed music only a couple beats before talking
- Make weekly rundown + guess
- Fix long term story ideas doc
- Complete guide
  - Finalize descriptions of other people's responsibilities (assistants and web people, also what makes a senior reporter)
  - Create list of go-to interview people

## • TRAINING

- **WITH HANNAH ON MONDAY: Plan training/intro workshop**
- DEVELOP SCHEDULE/PLAN FOR WORKSHOPS: Reporting and Interviewing for radio; editing, and tips for cutting down interviews; Producing for radio; Knowing Ithaca

## • RECRUITMENT / PROMOTIONS

- Park news and intercom
- Advertise the fuck out of the introductory workshop
- CREATE RECRUITMENT NIGHT SCRIPT:
  - When people walk through the door, say that they are now WICB News reporters, and that entails doing newscasts and contributing to Ithaca Now (but they can specify)
  - Advertise that they're coming to WICB News to be a reporter for the city, and they can do that in whatever format they want (but audio is a priority)
  - Word of mouth, have newscasters talk about Ithaca Now more
  - **CREATE & Play an Ithaca Now story and/or a bloop reel at the recruitment night**
- Visiting classes:
  - Intro to journalism Mead Loop **M, 10-11:40**
  - J Research Matt Mogeke **TR 02:35 pm-04:15 pm**
  - VisJourn or Mobile Social Diff times Anthony Adornate
  - Intro to audio Buncha times John Hilton
- Develop promotion/community engagement plan
  - GET OUR PRODUCT TO THE PR LEVEL OF THE ITHACAN
  - MAKE FLYERS AND STICKERS, PUT THEM EVERYWHERE
    - Go door to door!
  - DRIVE DOOR TO DOOR -- Go around downtown, leave flyers and shit, hand shit out

### **III. systems**

**how**

- 1. Identify your list of goals for your “ideal system” - *NOTE: Should be data-based***
- 1. Sort those goals into broad categories**
- 2. Write and circle the broad goals on whiteboard**
- 1. Write and circle the smaller goals, and any significant action plans that are needed to reach those goals**
- 2. Connect those goals and action plans to the broad goals**
- 3. Write out relevant roles, conflicts, and other factors that will be involved in each goals' execution**

### **III. systems**

**how**

- 7. Circle (in a new color) each written out goal, action plan, or conflict that has multiple connections to other elements**
- 8. Analyze this information. What is your ideal system, and what is attainable?**
- 9. Put this information back into a document setting, using your analysis to identify action plans for each goal (acknowledging their conflicts), what roles and responsibilities need to change, and**

**the [new] steps**

**1. Approach**

**2. Systemization**

**3. Planning**

**4. Execution**

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