

A decorative graphic on the left side of the slide, consisting of a network of white lines and circles on a blue background, resembling a circuit board or a neural network. The lines are vertical and horizontal, with some diagonal connections, and the circles are of varying sizes, some acting as nodes or junctions.

SCIENCE IN POP CULTURE

COURS 2

The image features a dark background with decorative circuit-like lines in the corners. These lines are composed of straight segments and small circles, resembling a stylized network or data flow diagram. The lines are light blue or cyan in color. The main text is centered in a large, bold, white font.

BRAINSTORMING

E. GOURDOUX - 2023

The background is a solid teal color. In the four corners, there are decorative white line-art patterns resembling circuit boards or neural networks, with lines of varying lengths and small circles at the ends.

What movies, TV series and books dedicated to science do you know ?

The page features decorative circuit-like patterns in the corners, consisting of light blue lines and circles on a dark background. The main title is centered in a large, white, sans-serif font.

COMPRÉHENSION ÉCRITE

E. GOURDOUX - 2023

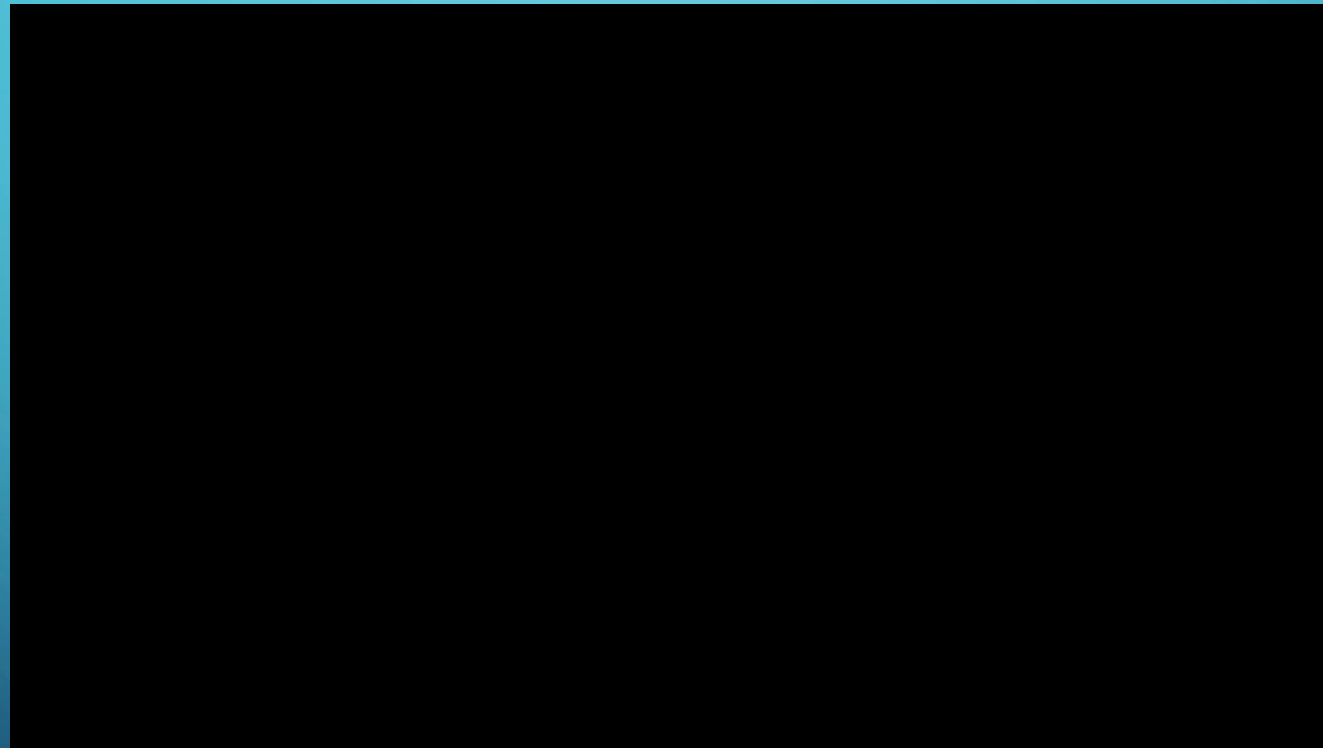
- 1. Sum up the article in French (just a few sentences).**
- 2. What is the main argument?**
- 3. Weigh the pros and cons.**
- 4. What do you think of this argument?**

The page features decorative circuit-like lines in the corners, consisting of thin lines and small circles, resembling a network or data flow diagram.

COMPRÉHENSION ORALE

E. GOURDOUX - 2023

THE VIDEO: NEIL DEGRASSE TYSON TALKS SCIENCE, POP CULTURE, 'STAR TALK,' RISE OF THE NERD | CNBC



LA VIDÉO: TRANSCRIPTION (1)

NDT : *Startalk* with what we've done is we've **merged** science and pop culture. So that's why my gue- I'm the **host**, I'm the scientist and my guests are hardly ever scientists, they're people **hewn** (=adherer à) from pop culture. And when you do that then you can they come in with the a pop culture **scaffold** (=échafaudage) and we take science and **clad** (=revêtir) the scaffold with it, and then you go home with a deeper appreciation of all the way science touches your life.

Interviewer 1 : The woman from *The Big Bang Theory*, she is a neuroscientist!

NDT : Yes, so Mayim Bialik who's in this current season as she plays, she not only is a neuroscientist, she plays one on television. So that was fun to speak to her about her **arch of trajectory**, cuz she went she was an actress before she **went back** to school and then got her PhD in neuroscience, so that was fun to speak with her about this.

LA VIDÉO: TRANSCRIPTION (2)

Interviewer 1 : People want the real story with the science on things. So if you look at all the movies that we've seen recently, whether it's *the Martian*, whether it's something else...

NDT : Or *Interstellar*, or the movie *Gravity*.

Interviewer 1 : Which one of these is is the most **rooted** in reality ?

NDT : Can I just **boast** (= **fanfaronner**) for just a minute? So the author of this story that became the movie *Mars*, his name is Andy Weir. If you speak to him, he's an **engineer** so he's writing this story about how Mark Watney is gonna survive bringing his scientific and engineering wit to this task, and what he said was when he was writing the story, he was imagining that I was **looking over his shoulder!** « What would Tyson say? No, no, I gotta get it right 'cause Tyson might tweet about this ». So, I **think** we're at a time when we can celebrate the urge that creative people have to get things scientifically right, and it's- it's a I think it's a new era in which people are **recognizing** the value and role of science in our lives, but more importantly in our **civilization**.

LA VIDÉO: TRANSCRIPTION (3)

Interviewer 2 : Can I just ask you- two Elon Musk questions: any chance we're living in a simulation? As he's described.

NDT : Yeah, I think this this idea **came forth** back in the **1990s**. It was a philosopher - forgive me, I've forgotten his name – who thought it – as computing power grows, we can create worlds in a computer.

Interviewer 1 : Like we're living in the matrix...

NDT : I'm getting there, I got this! So if you have **tremendous (= incroyable)** computing power, you can simulate every possible thing that could occur, including the neurosynaptic firings in the characters that you create. So in that sense, why what's to stop you from thinking that the characters you created are themselves real? Now, if you've created this world, and the world has built into it a kind of **pseudo free will**, maybe those characters will say « I want to create a simulation ». So that they create simulations within the simulations, **step back and ask** : « How many total simulations are there? How many total worlds are there out there? ». There's only one real world and everything else is a simulation, which are you more likely to be in?

Interviewer 1 : **I'm in the real world!**

L. COURBOUX - 2023

The page features decorative elements in the corners consisting of light blue lines that resemble circuit traces or neural network connections, ending in small circles. These elements are located in the top-left, top-right, bottom-left, and bottom-right corners.


EXPRESSION ORALE

E. GOURDOUX - 2023

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The background is a dark teal gradient. In the corners, there are decorative white line-art elements resembling circuit traces or neural network connections, with small circles at the end of the lines.

What do you think about science popularization?



1) Imagine a movie, book or TV show based on the scientific field of your choice. Write the synopsis (200 words).

2) In one page or less, make one scientific topic accessible to all.