

Utilizing Collaborative Space to Complete Post-Prints of Cross-Newspaper Major Event Reporting Abstract This paper proposes a post-print generation framework based on collaborative space, aiming to address the issues of content integration and knowledge sharing in cross-newspaper major event repo...

Authors: Sun Yan, Li Kuishang, Jiancai Sun

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Abstract

This article discusses the implementation of cross-regional, cross-newspaper, and cross-media joint reporting on major news events through the design of collaborative spaces within a news field dispatch and command platform. It enables personnel from different media organizations to collaboratively complete reporting tasks for the same event, facilitates unified dispatching of personnel and equipment across all participating units, thereby fully leveraging resources to accomplish comprehensive, multi-angle coverage of major events.

Full Text

Using Collaborative Space for Cross-Newsroom Coverage of Major Events

Abstract: This paper discusses the implementation of collaborative space design within news scene dispatch and command platforms to facilitate joint coverage of major news events across regions, newsrooms, and media types. The system enables personnel from different media organizations to collaboratively complete interview tasks for the same event, uniformly dispatching personnel and equipment from all participating units to fully utilize resources and achieve comprehensive, multi-angle reporting of major events.

Keywords: Cross-regional; Cross-media; Dispatch and Command; Command Group; Collaborative Space; Media Collaborative Work System

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Authors: Sun Yan, Li Kuishang, Sun Jiancai

Before different media organizations collaborate on covering the same news event, each outlet—whether newspaper, radio station, television station, or website—can deploy only a limited number of journalists to major conferences and sporting events. A key objective of media collaboration platform design is to maximize the utilization of these limited journalistic resources by uniting multiple media outlets to produce joint coverage of major events, creating comprehensive, all-around, and three-dimensional reporting. This approach transforms isolated, single-perspective reporting by individual media organizations into coordinated, multi-faceted operations, ensuring that no story is missed or delayed and that every news piece is based on on-site reporting.

1. Design Objectives for Collaborative Space

The development of collaborative spaces for media coordination aims to enable rapid response to breaking events and swift entry into reporting workflows. It seeks to effectively utilize shared resources for large-scale news event coverage, facilitating comprehensive joint interviews across different media types and geographical regions. The platform provides an efficient cooperative sharing environment for resource exchange among different newspapers, websites, television stations, and radio stations, making inter-media cooperation faster and more effective while enabling real-time communication. It allows for unified dispatch and command of interview resources, formulation of unified interview plans and distribution schedules, creating a shared platform that can be used by individual media outlets independently or through multi-faceted collaboration. To achieve cross-regional and cross-media collaborative space design, several key issues must be addressed.

1.1 Integration of Personnel from Different Media Systems

Major events such as the Olympic Games and Two Sessions require journalists, editors, and equipment from various media organizations. To enable collaborative reporting among different media, personnel must be temporarily organized together to facilitate unified communication and manuscript sharing. The challenge lies in how to dynamically and rapidly integrate personnel from other systems into a single platform to achieve unified dispatch, communication, and task assignment.

1.2 Permission Management for Temporary Cross-System Personnel

Temporarily integrated personnel should only have access rights to the specific news event they are participating in and should be prohibited from accessing information beyond that event. Moreover, their permissions must not conflict with existing personnel and permissions in the current system. In such scenarios, traditional methods of administrators manually assigning permissions to each individual are no longer suitable for current application requirements.

1.3 Content Sharing and Manuscript Distribution from Collaborative Space

During the reporting process, manuscripts containing images, audio, and video must be synchronized in real-time to each media organization's original system. This ensures that all media can promptly access the latest news manuscripts and quickly publish them to microblogs, website rolling news sections, and other channels. After the news event concludes, each media organization can continue to conduct in-depth processing of news manuscripts within its own original system.

1.4 Synchronization of Chat Information Across Different Chat Groups in the Same Collaborative Space

Online communication functionality plays a crucial role during the reporting process. The system adopts WeChat Enterprise Account as the chat platform, which only allows internal enterprise personnel to join. To enable personnel from different media organizations covering the same news event to communicate within the same group, obtain information promptly, coordinate dispatch, and transmit manuscripts, it is necessary to synchronize chat content across different enterprise accounts. However, due to API limitations of WeChat Enterprise Account, group chat content cannot be retrieved, and images or other information within groups cannot automatically enter the system.

1.5 Additional Considerations

Broadcast trucks, 4G transmission backpacks, and other equipment from various media organizations can participate in collaborative space reporting. Ideally, the system should manage these devices from different media, include them in dispatch coordination, and enable unified release and return after interviews. Additionally, relevant leads from call centers and data from online coverage should be accessible within the collaborative space.

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2. Implementation Methods

Establishing a media collaborative workspace allows for the dynamic inclusion of personnel, equipment, leads, and other resources from other newsrooms as needed. The workspace features independent communication groups, independent submission and writing platforms, and event-specific master plans, joint interview plans, media distribution schedules, and activity plans. It enables personnel division of labor, forming dedicated reporting teams, planning groups, editing groups, journalist groups, technical groups, and configuration groups to serve the news event. The system also coordinates equipment from various media organizations and provides auxiliary functions such as timelines and reporting summaries.

2.1 Design for Converging Personnel from Different Media

The system provides API calls for pushing organizational and personnel information to the collaborative space. When media organizations actively participate in covering a specific news event, they submit their personnel to the collaborative space. Upon receiving push messages, the system automatically creates corresponding account information and merges it with existing information in the system (handling cases where the same person already exists, multiple pushes, or participation in different collaborative spaces).

2.2 Permission Design for Temporary Personnel

For temporarily integrated personnel, the system dynamically and automatically grants access permissions to the collaborative space. The space creator assigns them to different groups such as reporting teams, thereby automatically obtaining the permissions of that group. During the collaborative space's existence, personnel can access relevant content according to their permissions until the space is dissolved.

2.3 Design for Content Sharing and Push in Collaborative Space

Manuscripts within the collaborative space can be shared with different media and directly pushed to backend publishing platforms. The system provides APIs for querying shared manuscripts and push callbacks to facilitate calls from different newsrooms' and media organizations' proprietary systems.

2.4 Synchronization of Chat Information Across Different Chat Groups in the Same Collaborative Space

Several approaches exist to address cross-unit personnel communication within collaborative spaces. First, personnel from different units could be added to the same WeChat Enterprise Account, though this requires stricter verification than adding regular WeChat friends and currently involves manual intervention, affecting operational flexibility. Second, personnel could communicate

within their respective WeChat Enterprise Accounts while adding a message proxy account to each enterprise account. This proxy account would appear in multiple enterprise accounts, forwarding group chat content across units. This avoids accumulating many personnel in a single enterprise account and eliminates manual intervention, but requires adding the proxy to each cross-unit group, with the system forwarding every message multiple times to groups in other enterprise accounts. Third, WeChat Work (the successor to WeChat Enterprise Account) offers external contact mechanisms that can more easily add personnel from other enterprises, and cross-enterprise group chat content can automatically synchronize across different enterprise accounts. However, due to WeChat Work API limitations, group chat session content cannot be retrieved, and images within groups cannot automatically enter the system.

2.5 Additional Features

The system provides API calls for equipment, leads, and other resources to facilitate pushing and retrieval by various systems. It also offers push interfaces enabling other systems to push partial organizational and personnel information to the collaborative space as needed.

This paper has discussed the organization and implementation of cross-regional, cross-media collaborative reporting within a unified collaborative space. Current functionality achieves the goals of collaboration, dispatch, and sharing among different media for major event coverage. However, it requires personnel from each media organization to log in to the same system to complete operations, and each media system must call certain APIs to achieve pushing and synchronization. The next step is to enable media organizations to use their own systems to collaborate and interact with other media without logging into other systems, thereby simplifying operations. However, this increases complexity, real-time requirements, and consistency challenges for information synchronization. It is hoped that this work can serve as a reference for system designers with collaborative workflow needs.

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(Author Affiliation: Weifang Beida Jade Bird Huaguang Phototypesetting Co., Ltd.)

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