

THE **M**ODELING
RELIGION
PROJECT
**RELIGION...
IN BINARY
CODE.**



A DOCUSERIES BY
JENN LINDSAY

SO FARE FILM PRODUCTIONS, IN ASSOCIATION WITH CLASS MASCOT PRODUCTIONS, THE CENTER FOR MIND AND CULTURE, VIRGINIA MODELING SIMULATION & ANALYSIS CENTER, AND THE UNIVERSITY OF AGDER PRESENTS: THE M.R.P. / MODELING RELIGION PROJECT, A DOCUMENTARY SERIES BY JENN LINDSAY, DIRECTED, FILMED AND EDITED BY JENN LINDSAY, WITH ASSISTANT EDITORS LUCREZIA CARBONARI, AURORA DE DONNO, ILIANNA DELGADO, ARIANNA MANFREDI, DANIELLE ROBERTS, PROMOTIONAL DESIGN SPECIALIST ANDREA MONZANI, RESEARCH ASSISTANT EM CEGIELSKI, MUSIC BY KEVIN MACLEOD, FEATURING WESLEY J. WILDMAN, SAIKOU DIALLO, LERON SHULTS, JUSTIN LANE, ROSS GORE, CHRISTOPHER LYNCH, CONNOR WOOD, JOSE PADILLA, MONICA TOFT, CARLOS LEMOS, EXECUTIVE PRODUCERS WESLEY J. WILDMAN AND EDOARDO VARASI.

WWW.MRPSERIES.COM

“THE MRP” Series

Running Time:

8 episodes of approx. 30 minutes

Produced, Directed, Filmed and Edited By:

Jenn Lindsay

Executive Producers:

Wesley J. Wildman

Edoardo Varasi

Production Companies: **So Fare Films, with Class Mascot Productions**



LOGLINE

Religious studies plugs into computer science when experts from different worlds collaborate to build an enlightening new technology that explains religion. The M.R.P. is a docuseries about how scholars understand religion, how computer models help us understand the world we live in, and the art of working together across disciplines.

SYNOPSIS

Over three years a team of religion scholars and computer experts team up to create models and simulations of religion in order to test theories about the social world. The team recognizes the power of computer simulation and wants modeling and simulation to be accessible to people without computer programming experience, so they also aim to create a simulation platform specifically designed to help non-modelers build models to test theories. Over three years they work with an international relations expert to understand religious violence; with archaeologists to build a 3D simulation of the origins of ritual behavior in primitive societies; with psychologists, historians and bible scholars to model complex social and religious processes; and with refugees in Greece. Along the way, they reflect on the challenges and benefits of interdisciplinary cooperation and communicating their sophisticated work to the general public.

OUR STORY

In 2014, Wesley J. Wildman at the Center for Mind and Culture in Boston called **The M.R.P. Series** director Jenn Lindsay. He said, “If I can find the money, can you make a documentary film about the application of computer modeling and simulation to the scientific study of religion?” She replied “Absolutely!” And then she immediately did a web search to find out...*what is computer modeling and simulation?*

Over time, we realized that this story is not just about a bunch of guys typing. **The M.R.P. Series** is *actually* about a group of very bright people doing their best to make a positive change in the world. Computer simulations are used to improve surgical techniques, plan military strategy, and increase manufacturing output...so why not use it to study one of the most potent forces in our social world? **The M.R.P. Series** is about how scholars understand religion, how computer models help us understand the world we live in, and the art of working together across disciplines.



EPISODES

EPISODE 1: THE MODELING RELIGION PROJECT

The team kicks off the three-year Modeling Religion Project in Virginia. They explain their vision to a group of consultants, some of whom doubt whether the team's goal can be achieved.

EPISODE 2: MODELING RELIGION IN VIRGINIA

The team meets to refine their methods and build a series of models.

EPISODE 3: MODELING RELIGION IN NORWAY

Realizing that computer simulations of religion can be useful on political levels, the team expands its efforts at a university in Norway. They start to introduce their methods to the public.

EPISODE 4: MODELING RELIGIOUS VIOLENCE

Broaching the topic of religious violence, the team recruits a political scientist to explain how simulations push forward the understanding of social conflict and can ultimately inform policy decisions. The team presents their work publicly in Texas.

EPISODE 5: 3D ARCHAEOLOGY

A team of archaeologists based at Çatalhöyük, a UNESCO dig site in Turkey, build a digital replica of the site in order to preserve and share it.

EPISODE 6: NON-MODELERS MODELING

A historian, a psychologist, a philosopher, and a Biblical scholar work with the team to build computer simulations of their academic research and findings.

EPISODE 7: MODELING THE REFUGEE CRISIS

The team travels to Lesbos, Greece, an epicenter of the global refugee crisis, in order to build computer simulations of the immigration, arrivals, and integration process.

EPISODE 8: MAKING MODELING ACCESSIBLE

The team tests the simulation platform built for non-modelers to use. They reflect on their three years of work and contemplate the future of modeling religion.

PRODUCER/DIRECTOR, Jenn Lindsay

Jenn Lindsay is a social scientist, documentary filmmaker, and adjunct professor of Sociology and Communications at John Cabot University in Rome. Her work explores social diversity, intercultural relations, personal transformation and social change movements. She earned her Ph.D. from Boston University in the social science of religion, a Master of Divinity degree with an emphasis in Interfaith Relations at Union Theological Seminary in New York City, a Bachelors degree in Playwriting at Stanford University and studied Theatre Management at Yale University School of Drama and Nonprofit Management at Brandeis University.

For two decades Dr. Lindsay has produced and directed documentary films through her production company So Fare Films, the topics ranging from an African Buddhist monk's life and teachings, computer scientists simulating the spread of religious terrorism, the Indonesian Muslim headscarf, atheist Jews from Boston, and Italian hippies building artistic nativity displays. See more at www.JennLindsay.com



CREDITS

Produced, Directed, Filmed and Edited by Jenn Lindsay

Music by Kevin MacLeod

Animations by Jenn Lindsay

Refugee Arrivals footage by Erik Kempson

Sound Mastering by Matt Roth

Assistant Editors:

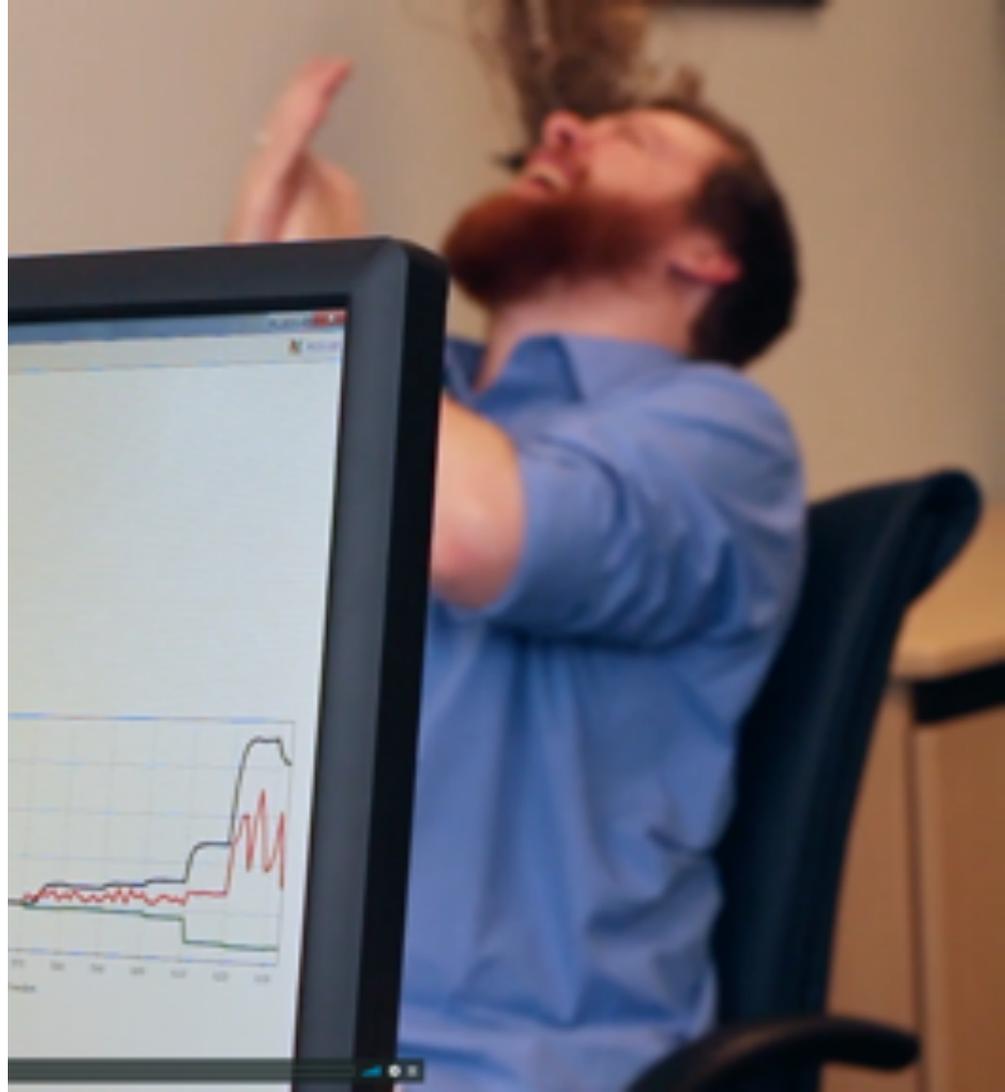
Lucrezia Carbonari, Aurora De Donno, Ilianna Delgado, Arianna Manfredi, Danielle Roberts

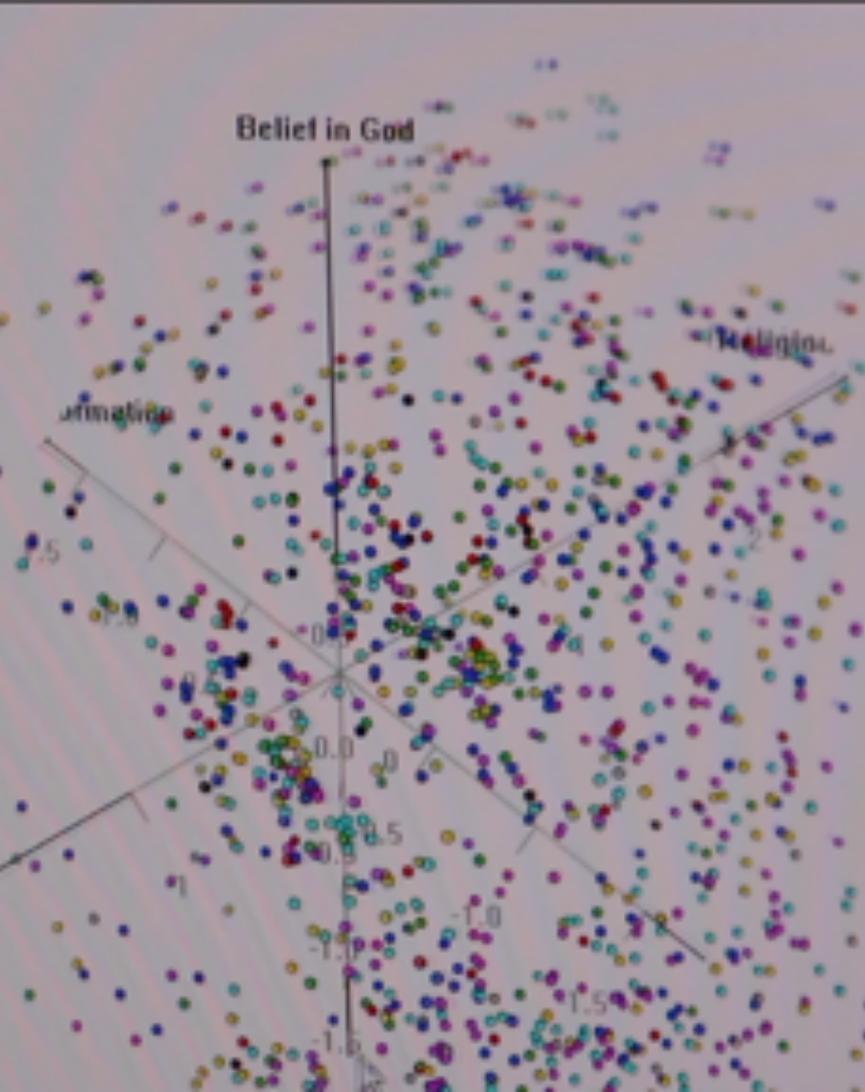
Research Assistant: Em Cegielski

Post-Production Screening Team:

Samantha Bane, Saliha Crespo, Manuela Irena D'Orso, Lavinia Giardina, Josephine Patruno, Martina Petrucci, Ghaliyah Radwan, Francesca Sapio

Promotional Design and Technical Consulting by Andrea Monzani





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