Script to Screen Process of Developing Digital Content

PEDAGOGICAL CONSIDERATIONS

- > Learning Theories
- > Learning Objectives
- >Individual Differences

DEVELOPMENT PROCESS

Steps in Script Development and Production

- ◆ Know your Audience
- ◆ Select the Theme /Topic
- ◆ *Development of Briefs*
- ◆ Research on the subject
- ◆ *Sequence the Content*
- ◆ Select the Presentation Format

→ Devices of Holding Children's Attention

- song, riddle, music, sound effects, fun/humor, pause and rest
- **♦** *Interactivity*
- ◆ Involve Children

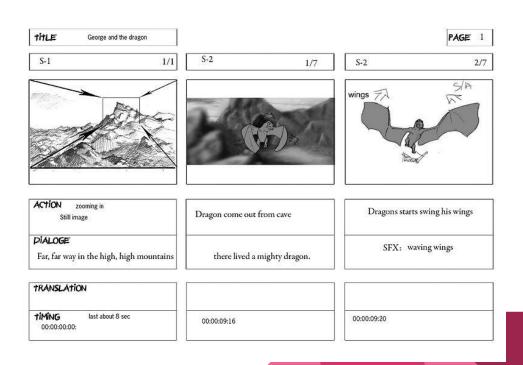
→ Elements of a Good Script

- ◆ An Attractive Start
- ◆ Clarity of Concept
- ◆ Objective based Content
- ◆ Known to unknown Approach
- ♦ Interactive
- ◆ Simple Language
- **♦** Smooth Transition
- ◆ Component of Humor / Fun
- Reinforcement with variety and linkage
- ◆ Smooth close down

DEVELOPMENT OF A STORY BOARD

What is a storyboard

storyboard is a graphic representation of how your video will unfold, shot by shot. It's made up of a number of squares with illustrations or pictures representing each shot, with notes about what's going on in the scene and what's being said in the script during that shot. Think of it as sort of a comic book version of your script.



Story title Personnel Date

File location

Time	Script	FX	Music
0.00		Fade in Waves on beach	Gentle fade in 'Onedin Line' To background level
		Xfade to speech	
0.04	I must go down to the sea again, to the lonely shore and the sky	Slow fade out	
0.09	And all I ask is a tall ship, and a start to steer her by	Fade in creak of rigging	
0.14	(Narrator)	rade out FX	
	One of John Masefield's best known poems, but what makes		
0.18	it so memorable?	Fade in wind	
0.18	And the wheel's kick and the wind's song, And the white sails shaking,	Slow Xfade wind to Sail shaking, Fast Fade out sail	
00.23	And a Grey mist on the sea's face and a grey dawn breaking.	Slow fade in gentle surf Slow fade out gentle surf	Fade up "Onedin Line" on 'breaking' and slow fade out

Notes

Audio Storyboard

NEED OF A STORYBOARD TIPS: STORYBOARD

- Best way to share the vision
- Makes production easier
- > Saves time

- Use the "Sketch it" method
- Go with the rapid template
- ➤ Use collaboration tools

What You Need?

- Source of moving and still images.
- Means of importing them into a PC.
- Software to optimise each clip and string the clips together.
- Means of exporting the resulting masterpiece.

Camera Shots

➤ Wide Shot

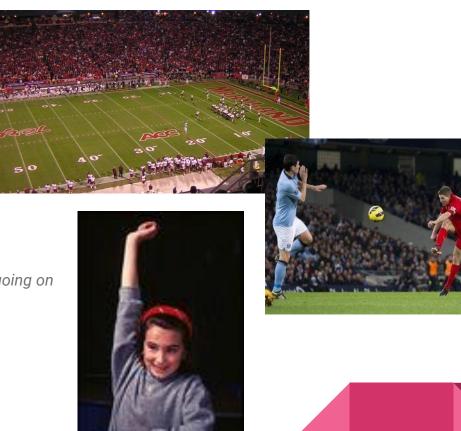
- Idea about the setting
- ■Often establish a scene or place giving an audienc context for the following action
- ■Any figures will be very small.

> Long Shot

- ■Figures will be seen from head to foot
- ■The audience will be able to identify more detail
- ■Will also be able to see where they are or what is going on around them
- ■Introduction of character

Mid Shot or Medium Shot (MS)

■ Easy Recognition and identification



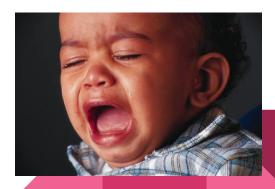
Camera shots (Continued)

- Medium Close Up (MCU)
- Close Up (CU)
- Big Close Up (BCU)
- Extreme Close Up (ECU)









Camera angles

- Top angle
- Over the shoulder
- POV
- Dutch Angle
- Birds Eye View







Do's of 'Filming

- Start recording before the action takes place. You can always trim any excess later.
- Stop recording after the action takes place. You can always trim any excess later.
- Also take stills shots of useful information.

Don'ts of 'Filming

- Avoid excessive zooming.
 Frame the shot first.
- If you must zoom during a shot, avoid jerkiness.
- Avoid fast panning of static views.
- The objective is to minimise audience nausea.

ENJOY CREATING MORE! THANKYOU!