

**Name:** Enver Djokovic

**Tracks:** Video & Sound

**Position:** Director & Editor

**Project Type:** Video Project

**Concept Topic:** Gaming Positivity

### **Culmination Proposal**

During my four years spent in the Entertainment Technology program at City Tech I have learned a lot about audio and video-oriented hardware and software. Video and sound are the main two tracks have helped shape what I want to do moving forward in my career. From those two tracks my sole focus is video editing. For my project I want to produce, as well as edit an eight to twelve-minute video discussing how video games have inspired and helped people in their lives like me. It will be a documentary that will primarily focusing on the art of gaming and its positive implications. I will be interviewing three people for this project, and will be creating a list of interview questions for each of the interviewees. Besides the questions there will be a good amount of b-roll footage that will be about each person's lives before and after the effect of video games. Specifically, it will include important details such as how exactly did video games help them, which games in particular helped them and overall how it helped cope with their school life/depression/anxiety or other events going on in their lives.

### **Methods**

I will be shooting using two devices. For the main camera I am borrowing a Canon-brand camera from the ENT video department. For the side camera I will be using a Google Pixel 2 phone, which I own. The

phone itself shoots in HD and is very crisp, which is an advantage. However, is much more fragile than a camera, so getting it to be stable and in a locked position will prove to be a challenge. The audio will be recorded using an XLR microphone, which will be connected to a zoom recorder that I am borrowing from someone. The location in which I will be shooting the interviews at will be in the video studio room located in Namm hall. For the editing portion, I will be using Adobe Premiere Pro. The reason being is that I have been using the software for a couple years now and have slowly been learning more and more about how it works. There is still more to learn with Premiere, which will serve as another challenge for this culmination. This project will be an extensive and heavily edited project that will encapsulate all the skills I have learned from both video editing courses, taught by professor Mario Trevino. Although he teaches Avid Media Composer, many of the skills learnt on that software can easily be replicated on Premiere Pro. Some of those skills being editing with proxies, color correction, masking, stabilization, etc. Some of the challenges I will be facing during this project will be finding three proper candidates to interview, scouting for the perfect location to film, and working with the entire production crew to meet necessary deadlines. Also, being aware of general time management. The goal of this project is not only to demonstrate the skills that I have learned thus far, but to also learn more and expand upon such skills so that I can become a well accomplished future editor. I want to be able to show this video to film festivals, preferably ones dedicated to film and gaming, but also the screening City Tech does every semester. The project will begin at the very end of the summer vacation and into the beginning of the fall 2019 semester. It will take roughly 3.5 months to complete.

**Deliverables:**

- Video project
- Poster
- Script for documentary (Interview Questions)

**Budget:**

<b>Item</b>	<b>Retail Price</b>	<b>Status</b>	<b>Cost</b>
Google Pixel 2 Camera	\$600	Owned	\$0
Zoom H4 Field recorder	\$200	Borrowing	\$0
Audio-Technica AT2020 Cardioid Condenser Microphone	\$100	Buying	\$100
Premiere Pro	\$252	Owned	\$0
Auray MS-5230T Tripod Microphone Stand	\$ 25	Buying	\$25
Cameras from ENT video department	\$0	Borrowing	\$0
<b>Total</b>			<b>\$125</b>

**CALENDAR**

<b>Weeks 1-2</b> <b>8/30-9/12</b>
<ul style="list-style-type: none"><li>• Finalize all three interviewees</li><li>• Have questions ready</li></ul>
<b>Weeks 3-5</b> <b>9/13-10/4</b>
<ul style="list-style-type: none"><li>• Finalize location</li><li>• Finish Script</li></ul>
<b>Weeks 6-8</b> <b>10/5-10/26</b>
<ul style="list-style-type: none"><li>• Interview Process</li><li>• Begin Shooting B-Roll</li></ul>
<b>Week 9</b> <b>10/27-11/2</b>

<ul style="list-style-type: none"><li>• Finish gathering B-Roll</li><li>• Begin Post-Production</li></ul>
<b>Week 10</b> <b>11/3-11/9</b>
<ul style="list-style-type: none"><li>• Assembly Completed</li></ul>
<b>Weeks 11-12</b> <b>11/10-11/23</b>
<ul style="list-style-type: none"><li>• Rough Cut Completed</li></ul>
<b>Weeks 13-14</b> <b>11/24-12/4</b>
<ul style="list-style-type: none"><li>• Fine Cut Completed</li><li>• Ready Presentation</li></ul>