



# Gaming Positivity

## Enver Djokovic – Director & Editor

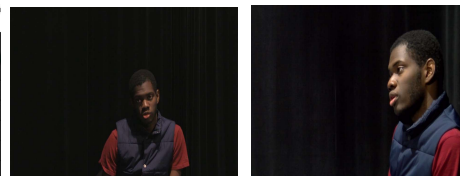
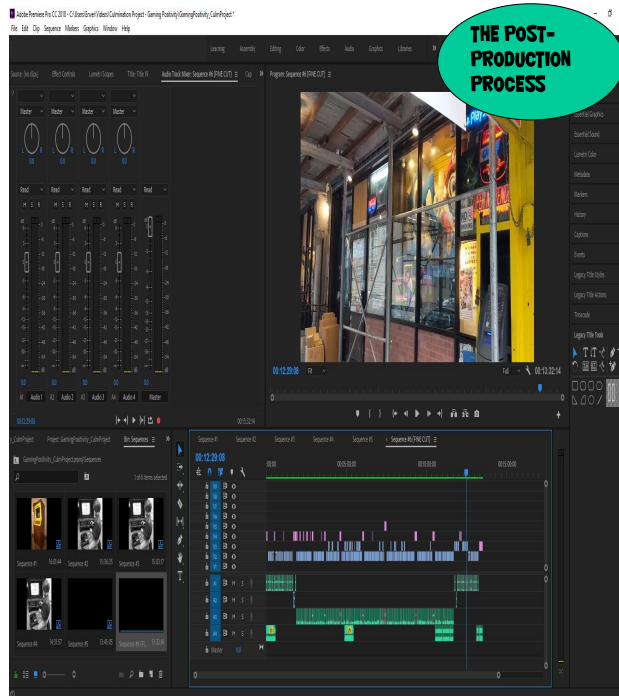
### Department of Entertainment Technology

#### Introduction

- I decided to make a video documentary about the positive aspects of videogames.
- In order to accomplish this I interviewed three people closest to me and had them discuss how videogames mean to them and how it's helped them deal with everyday life.
- I asked each of them specific questions pertaining to gaming, like how they got into them, their favorite franchise/series, how it helps them cope with school life and how important they are as a medium.
- The purpose of this project was to show how videogames can be viewed in a positive light. By interviewing these three I can get a general understanding of how videogames can greatly help and inspire people.
- The overall feeling/tone this video is meant to present is happiness. None of the questions are negative, and nothing is meant to show video games in a cynical light.

#### Methods

- The interviews were shot using two cameras. The main camera (Camera #1) I borrowed from the ENT video club while the second camera (side view) was varied. I had used my Google Pixel 2 smartphone for interview #1, while the other two interviews were two completely different brands (one being JVC, while the other was a Canon).
- The audio was recorded through a zoom recorder and was picked up by an XLR microphone
- The lighting for the interviews was done using the lighting board located in the video studio room in Namm.
- The b-roll for the project was recorded with two devices. For outside footage (IE video game store, Vorhees, etc) I used the Pixel 2 smartphone. For the videogame footage I used an Elgato HD 60 capture card that recorded the footage internally when connected to my PC.
- For the post-production portion, I used Adobe Premiere Pro to edit the project



**INTERVIEW PROCESS  
INTERVIEW #2  
CAMERAS 1 & 2**

#### Results

- The 13 and a half minute video was completed in time for the presentation
- It took approximately 3 and a half months to complete every part of this project in time for the final day. It was very strenuous but also extremely rewarding and challenging.
- With this done I feel as though I am ready to go into the workforce as well as start editing even more projects

#### Conclusion

- Overall, this project helped me improve my editing skills for my career going forward. As someone who wants to pursue editing as a profession, this project serves as a stepping stone for what I will accomplish in the future.
- While this project will act as my first major project in my career, it is also a blueprint that analyzes the pros and cons of the project so that, going forward, future projects will be better and more polished.
- Not only that, but the production process helped me with my interview skills, as I not only had to write a script and interview questions, but also had to come up with the set-up for the cameras and chair placement.
- My audio editing skills have also improved, which is a crucial part of becoming a GREAT editor.
- This video is for those who feel the same way about videogames, and the impact they've made in this world. By showing this to more people (uploading it to Youtube), it can possibly reach out to more people who share the same sentiments.

#### Budget:

Item	Retail Price	Status	Cost
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 department	\$0	Borrowing	\$0
<b>Total</b>			<b>\$125</b>

#### Calendar:

Weeks 1-2 8/30-9/12
- Finalize all three interviewees - Have questions ready
Weeks 3-5 9/13-10/4
- Finalize location - Finish Script
Weeks 6-8 10/5-10/26
- Interview Process - Begin Shooting B-Roll
Week 9 10/27-11/2
- Finish gathering B-Roll - Begin Post-Production
Week 10 11/3-11/9
- Assembly Completed
Weeks 11-12 11/10-11/23
- Rough Cut Completed
Weeks 13-14 11/24-12/4
- Fine Cut Completed - Ready Presentation

#### Acknowledgements

- Professor Wilson – helping us with each part of the process
- Professor Berkoy – guiding me along the way
- Osvaldo Grateraux – Providing Zoom Recorder
- Rob McEachern - Access to Cameras
- Professor Robinson – Securing video studio room in Namm, as well as time for the shootings
- Marc Rodriguez, Emmanuel Casseus and Daniel – For being awesome subjects
- Miriam Meijia & Emmanuel Casseus – Working the Lighting board