# GAMING POSITIVITY

HOW VIDEO GAMES ARE VIEWED
IN A POSITIVE LIGHT

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# 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.
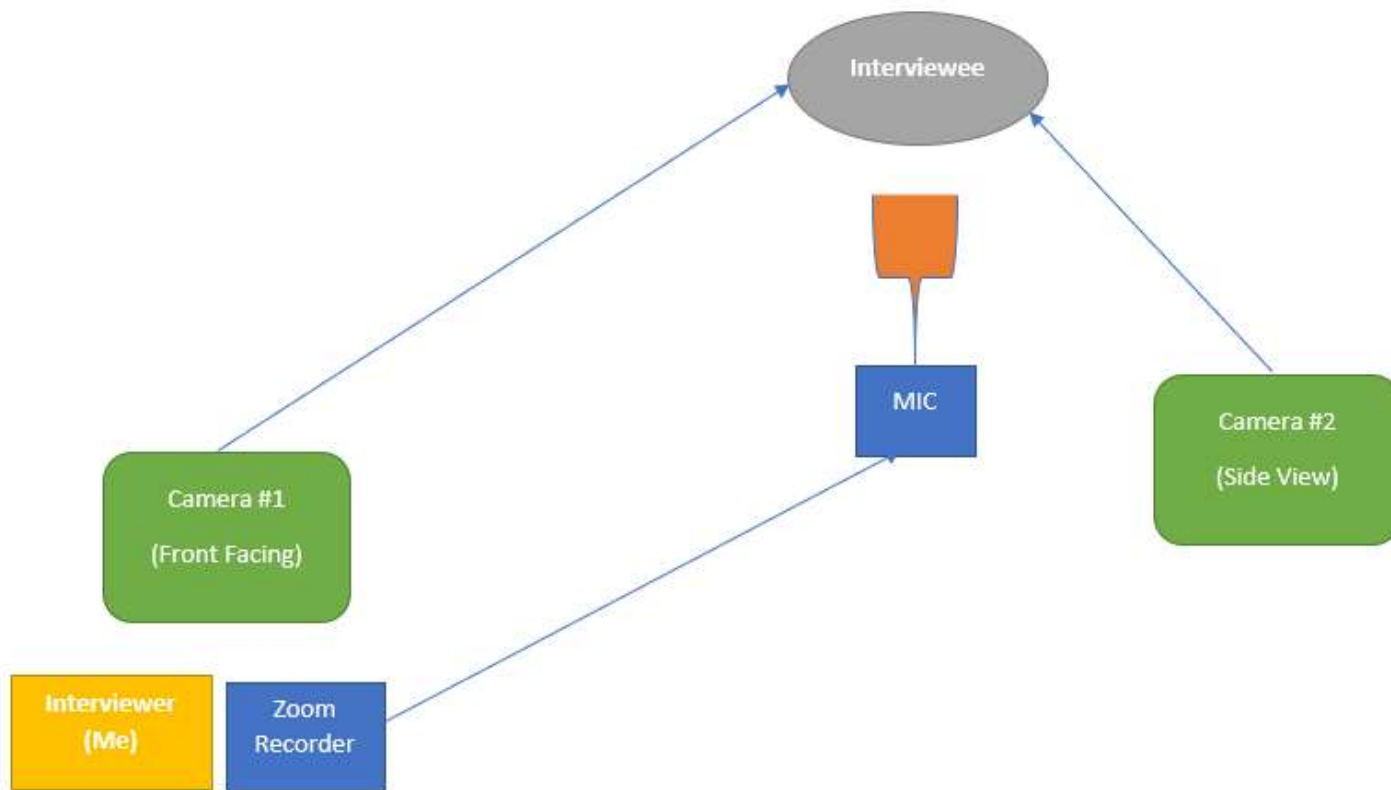
# DELIVERABLES

- 13 and a half minute video

- Script + Interview Questions

# 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

# SET-UP DIAGRAM

# EQUIPTMENT

- Camera from ENT Video department – Camera 1 (Canon Brand)
- PIXEL 2 SMARTPHONE– CAMERA 2 (Only Interview #1)
- JVC BRAND CAMERA – CAMERA 2 (Only Interview #2)
- CANON BRAND CAMERA – CAMERA 3 (Only Interview #3)
- Audio-Technica AT2020 Cardioid Condenser Microphone – AUDIO PICK-UP
- ZOOM RECORDER – DEVICE THAT RECORDS AUDIO FROM MIC
- LIGHTING BOARD FROM VIDEO STUDIO ROOM – LIGHTING
- ELGATO HD60 CAPTURE CARD – RECORDING VIDEOGAME FOOTAGE
- ADOBE PREMIERE – POST-PRODUCTION
- FOLDERS FOR EACH IMPORTANT PART, SUCH AS B-ROLL, INTERVIEW FOOTAGE, AUDIO, IMAGES, ETC.
- ASSEMBLY – GATHERING ALL THE NECESSARY CLIPS
- ROUGH CUT – ADDING FX, LOWER THIRDS
- FINE CUT – FINAL AUDIO MIXING, HAVING EACH CLIP THOROUGHLY INSPECTED FOR PRESENTATION

# 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 |
| Total | | | $125 |

# CALENDAR

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

# CHALLENGES

- Trying to get access to cameras from the ENT department took awhile. Although I was able to use a camcorder for interview 1, I still had to rely on my phone as a back-up.

- It wasn't until Interview #2 came along that I was able to use an additional camera from the video studio room in Namm. However for interview #3 I once again had to use a completely different camera for the side view, since no one was able to supervise us on the last day. Overall, in terms of camera #2 there was an inconsistency.

- For the most part, time management went smoothly, as all three interviewees were on time and were able to stay during the hours given. However, other components such as getting the cameras and location down should have been a priority by the time fall classes had begun.

- Originally I planned for someone to handle the audio during the interviews. However, they were not able to make it for any of the shootings so I had to be in charge of both video and audio positions.

- There were some technical hiccups during post production. Although the video was originally going to be 8-12 minutes long, the very first cut/sequence was roughly 17 minutes and 40 seconds long. Proceeding cuts were shorter, but I was never able to bring it down to that length.

- Despite the strenuous amount of time put into the project, there are still minor cuts during post production that could've used more fine tuning.

# CONCLUSIONS

- 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.

# ACKNOWLEDGEMENTS

- Professor Wilson – helping us with each part of the process

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- Marc Rodriguez, Emmanuel Casseus and Daniel – For being awesome subjects

- Miriam Meijia & Emmanuel Casseus – Working the Lighting board