Independently Creative Together

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Precedents



Vimeo: Is a video based website that host users channels for video. The concept for peoples videos being based out of their own channels was an idea that I thought was really conducive to usability



hitRecord: It involves most of what my vision is for my project. A site for anyone to collaborate. Combining genres of contributors to work together.

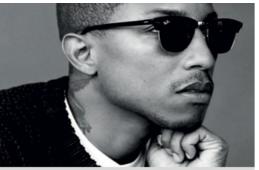


Band Camp: The options it gives independent artist on an online platform and ways its able to reach out to others.

Kickstarter: One of the biggest help in DIY era to help connect individuals to others and for a community to help others.

ICT

Mood board shows how great work has been by famous and professionals who decided to collaborate



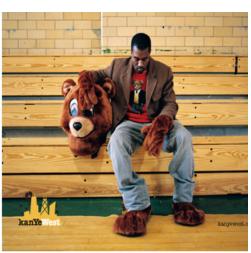












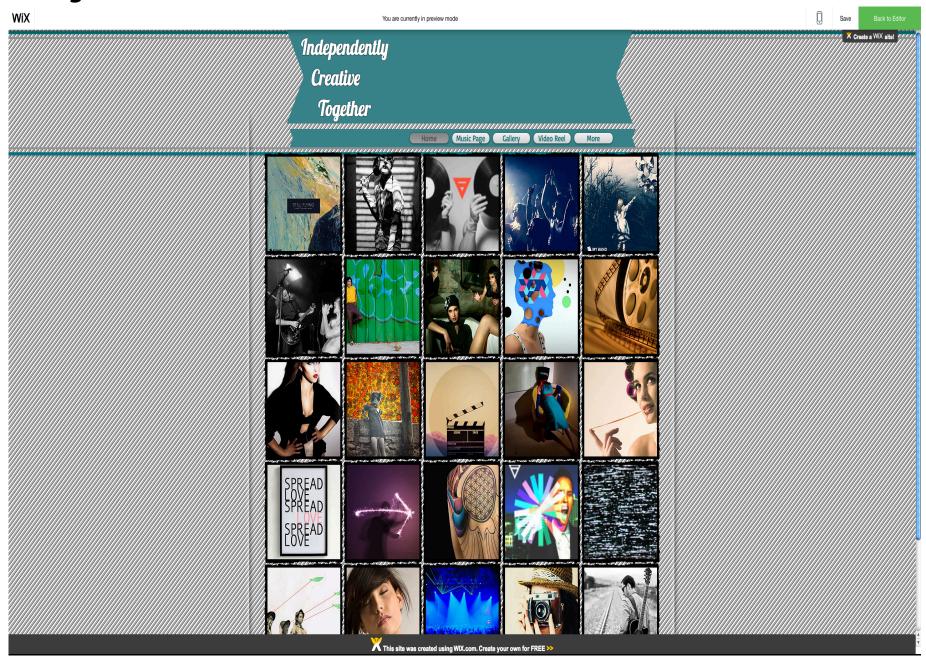


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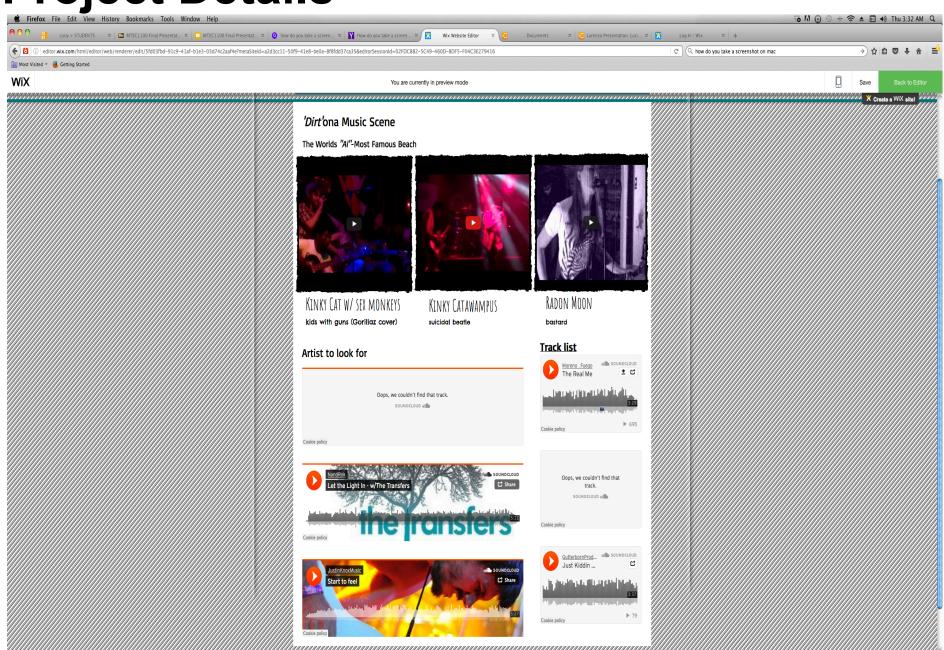
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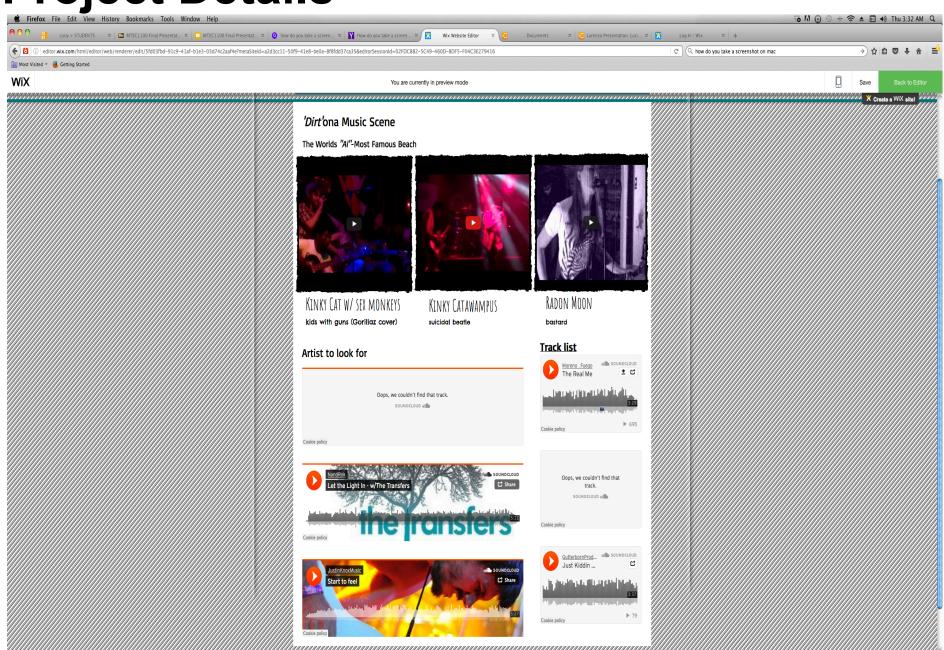
Project Details



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Learning Experience

Timing and organization:

- Knowing how to manage your time and being on top of how relevant concepts and trends are.
- Organization is one of the key to being successful in trying to cover this range of material. Projects will not run smoothly if not easily able to handle and work with

• Resources:

- Having the right means to get a project to function properly will help reduce hiccups and setbacks
- There is much that would be needed to get started and without funds you would have to be very creative and know what shortcuts you can afford to take

Teamwork:

- A project this large would need a lot of help and being able to reach as many people as possible
- There has to be a sense of community for users to have to keep returning a site. And for artist to want and feel comfortable sharing ideas and projects.

Future Iterations

Crowd funding

- I want to build a crowdfunding platform that keeps artist making money.
- A shopping cart area for merchandise and productions of their projects

•Local/Area centered:

- Centralize concentrations to help build more of a community feel.
- Help organize productions in local areas to help involve venues, vendors, and advertisers

•Make more interactive:

- Build a SIMS like world to help interest in connecting to others.
- Open up productions live in venues as well make productions for digital viewing to add more excitement to finish projects.