### Pre-Production Document

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| Producer Name: Zack Cunningham |
| Production Title (working title): what happened to innovation in games? |
| Summary or outline of shoot: I will spend the first few days gathering footage from interviews and games. I will then write and record a script. The I will spend the two days before deadline to edit and my documentary together and get it into a professional state.  |

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| Production Dates | Call Times | Wrap Times |
| 12th October – 18th October  |  9 – 4:30 o’clock  | 4:30  |

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| Cast and Crew |
| Crew Member | Role | Contact Details |
| Alison (aunt) | Interviewed |  |
| Danny (aunt partner) | interviewed |  |
| Jake (games tutor) | interviewed | j.ogden3@bradfordcollege.ac.uk |
| Student (I will try get a games student to share their opinion) | interviewed |  |
| Josh (cousin) | Interviewed  |  |

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| Equipment |
| CameraAudio recorder TripodBoom mic  | Dates needed:12th October – 19th October  |

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| **Shot List** |
| **Shot N\*** | **Size / Angle** | **Movement** | **Length of Shot** | **Shot Description** |
| 1 | Eye level  | 360-degree pan  | 5-10 seconds | This will take place in the first room for games in the national media museum. |
| 2 | Eye level | 360-degree pan | 5-10 seconds | This will take place in the second room for games in the national media museum.  |
| 3 | Gameplay | Gameplay | 20-30 seconds  | This will contain short clips of all the games I am going to talk about. While I talk about the industry. |
| 4 | Gameplay  | Gameplay  | 20-30 seconds | This will also have gameplay of the games that I am talking about and this will Segway into interviews. |
| 5 | Interview (Eye level) | None  | 5-10 seconds | The shot will show the interviewed as I ask questions. This will Segway into any game that they are talking about. These will be the ‘casual’ player base  |
| 6 | Gameplay | Gameplay | 20-30 seconds  | This will be the game the interviewed decides to talk about. |
| 7 | Interview  | None  | 5-10 seconds | The shot will show the interviewed as I ask questions. This will Segway into any game that they are talking about. These will be the ‘casual’ player base |
| 8 | Gameplay  | Gameplay | 20-30 seconds  | This will be the game the interviewed decides to talk about. |
| 9 | Gameplay  | Gameplay | 30-40 seconds | I will come to a conclusion from them interviews and other online opinions for a more ‘casual’ player base |
| 10 | Interview (Eye level) | none | 5-10 seconds  | This will be someone who has a lot more experience in the industry. I will take the questions from the last interviews and also ask his opinion on their answers. This will cause more of a discussion.  |
| 11 | Gameplay  | Gameplay | 40-60 seconds | Gameplay of which games are targeted will be playing in the background. As I use all the points raised to try reinforce my point.  |
| 12 | Interview(Eye level) | none | 10-15 seconds  | This will be the interviewed that is the closest category to me and this will allow me to understand how my opinions come across to others  |
| 13 | Gameplay | Gameplay | 40-60 seconds  | This will be where I express my views and overall control of the point and message of the documentary. |
| 14 | Gameplay  | Gameplay | 30-40 seconds  | I will talk about one of the main games I have chosen to focus on (Fortnite). Including others’ opinions on the same topic  |
| 15 | Gameplay | Gameplay | 30-40 seconds | I will talk about one of the main games I have chosen to focus on (call of duty). Including others’ opinions on the same topic |
| 16 | Gameplay | Gameplay | 30-40 seconds | I will talk about one of the main games I have chosen to focus on (rainbow six siege) Including others’ opinions on the same topic |
| 17 | Gameplay | Gameplay | 30-40 seconds | I will talk about one of the main games I have chosen to focus on (apex legends) Including others’ opinions on the same topic |
| 18 | Gameplay | Gameplay | 30-40 seconds | I will talk about one of the main games I have chosen to focus on (Elden ring) Including others’ opinions on the same topic |
| 19 | Gameplay | Gameplay | 10-20 seconds | I will come to a conclusion and evaluate whether or not my opinion has been changed  |
| 20 | Gameplay | Gameplay | 10-20 seconds | I will give my opinion on exactly what’s wrong  |
| 21 | Gameplay | Gameplay | 10-20 seconds | I will give my opinion on how things could get better. |
| 22 | Credits  | Credits  | 20-30 seconds  | I will have an outro/credit to end the documentary.  |

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| **Production Schedule** |
| Date and Time | Activity | Location |
| Time: 12th oct 3 o’clock  | Gathering shots. | The national media museum  |
| Time:14th oct3 o’clock | Tutor interview | Bradford college |
| Time:16th oct 12 o’clock  | interview | Interviewees  house |
| Time:16th oct1 o’clock  | Interview  | Interviewees  house |
| Time:16th oct2 o’clock   | Interview  | Interviewees  house |
| Time: 16th oct 3 o’clock  | Write and perfect script. / Record it  | Home  |
| Time: 17th oct 9 – 4:30 o’clock  | Edit all footage together. | Bradford college |
| Time:18th oct 9 - 4:30 o’clock  | Add voice over/ script  | Bradford college |
| Time: 18th oct 5 o’clock  | Watch my documentary in the entirety and upload. | Bradford college  |

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| Other Details:9 – 4:30 o’clock times are all day. I will be working on the documentary until I have met the criteria for that day  |

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| Risk Assessment |

| **Hazard** | **Risk** | **Action taken to mitigate risk** |
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| **Equipment damage**  | The equipment can get damaged. | I will have to be cautious of camera set up so the camera won’t fall and cause damage. I will have to shoot in dry weather to avoid water damage. If the weather is constantly raining, I will have to set interviews up inside. |
| **The national museum staff**  | Can be a misunderstanding with me recording. | I will ask for permission to record in there.  |
| **No access to software**  | I can’t access needed editing software at home. | I will edit all footage at college.  |
| **Deadlines**  | Missing deadlines  | I will stick to the schedule I have set above and work until each criterion is met for each day.  |
| **Interview failure**  | Cannot take place or not go as intended | I will make sure people who I interview know what days and times that are scheduled for the interviews. If an emergency arises, I will use online reviews of games I have chosen to focus on to reinforce my point instead.  |

Approved and signed: Date: