Evaluation

Task 1

My proposal was very easy to do as straight away I already had an idea of what I wanted to do as my idea was on the evolution of call of duty zombies (world at war) which goes through the massive changes that zombies went throughout the year, I did this by showing the viewer the changes by recording the gameplay and then recording voice over which went over the top of it, finding out all the small things such as what my target audience was quite easy as I was already knew type of content would be included in my documentary.

My original idea was a bit too ambitious as I was going to talk about the entire try arch zombie's timeline, but I quickly realized that this was way too big of an idea as my documentary would have ended up being too long as we had a limit of 10 minutes in length, but this doesn’t mean that I can't use this idea in the future.

Task 2

My second task was all about collecting research for my project and what I used to verify the information that I was presenting and looked up similar types of content to what I wanted to do so I could look for inspirations and ideas from other people's content, I also used wiki sites to back up the facts that I used in my documentary and also to find out when the game was released and when the dlcs came out afterwards, not much can be improved in terms of my research but I didn’t have any risk assessments or anything of that kind because I didn’t use anyone else in my documentary, and also didn’t cover any sort of sensitive topics that would offend anyone.

Task 3

The third task for my project was to start the script writing as this would be one of the biggest parts of my project, I begin my script writing by making sure that I split up my script into five different sections, beginning with my introduction then four more sections that would cover each one of the maps that I was talking about. One of the biggest issues I had was that the first script that I had made was not remotely good enough as it felt more like just a bunch of bullet points than an actual script, so one of my first corrections which was re writing my script which ended up being a big improvement from the previous one, although looking back on it I could have still improved my script even more if I had the time to make it sound more natural.

Task 4

My fourth task was getting all the footage required for my documentary this mostly consisted of gameplay which I recorded myself using OBS which I later imported into premiere pro and massively cutting up the footage to get the clips that were relevant to what I was talking about, then I also used some trailers to make sure that I mixed things up still, one of the biggest issues that I ran into that I didn’t see coming was that all the recording footage was quite big in file size which presented an issue for me if I was working on my work at different computers I would have had to redownload all the footage every time, which would waste a lot of time that I could have spent making my documentary even better.

Task 5

Task 5 consisted of me recording all my voice over that I was going to put over my footage, I didn’t really run into any issues when recording my voiceover as I was using audacity which is quite a simple program to use. But one of the biggest issues that I didn’t realize until I had finished my documentary was that I had quite a few audio issues where my mic would peak multiple times throughout my recording, which was one of my biggest weak points in my project, if I was to do this again, I would make sure to recheck all my recording once there had been imported into my project, or I would invest in better recording equipment so that this issue could be avoided in the future.

Task 6

My final major task was to start editing all my footage and voiceover and putting them together in premiere Pro, firstly I added all of my voiceover first as then I could add the gameplay afterwards which I thought would be the easiest way of going around it, then I moved onto the gameplay, this part took me the longest out of everything as I had about four hours of gameplay footage roughly in total, which I had to go through each part of the footage and cut out the pieces that I needed and added them to my timeline which took a lot longer than expected, I also added some of the trailers for each map in the beginning as I didn’t think it would have been good to watch if there was only gameplay the entire time, some other small things I added into my editing was added breathers between each section to make sure that my documentary wasn’t just nonstop talking, I also played around with some of the fading effects so that each section wouldn’t just abruptly cut to black. Some improvements I could have made to my work would have been to add some sort of background music in my documentary as I think it would have made for a more enjoyable experience, also if I had more time, I could have worked on adding full on transitions between each section instead of just using a simple fade out.

Conclusion/feedback

Overall, I think my project went very well mostly as I knew what my idea was going to be from the start but also at the same time many improvements could have been made. In the feedback I received one of the biggest things I got told was that I should have revised my script more so that when I recorded it, I could have made it sound a lot more natural as in my final piece my voiceover sounded very robotic and not very natural at all, some others that I already mentioned was to add some background music so that there was some background noise and not just me speaking for 6 mins, which would have probably helped making my mic quality be less noticeable. And finally adding the use of transitions which would make my work look like a higher level of production than if I just used the faded outs. Overall, I think I did quite well consider this was the first time I have ever attempted a documentary, I will make sure to add these improvements in the future if I ever do a project like this again.