ual: awarding body

Extended Diploma in Creative Media Production and Technology Unit 13 Project Proposal

Candidate	Michael Bell
Name	
Candidate Number	10616100
Pathway	UAL
Project Title	

Section 1: Project Concept and Rationale (approx. 150 words)

My project is the creation of a documentary which covers the game destiny 2 and its community over the this project I will be using a variety of software such as OBS which will be used to record most of the forvoice, the main program I will be using is premiere pro which I will be using to bring everything togeth using these programs 100%. I also will need standard equipment such as an actual computer to work or project and I really enjoyed it and there are plenty of opportunities to improve upon my first project and

Section 2: A Review of Your Progress and Achievements to Date (approx. 150 words)

Throughout the years I have massively improved upon the skills I have learned, especially with my pre mistakes; I want to improve upon these even more. This will allow me to show my progression through illustrator from my previous project

Section 3: How the Project Will be Evaluated and Reviewed. (approx. 150 words)

I will be reflecting on my work by comparing it with my previous projects and seeing what areas I have about and evaluate by asking my peers and tutors to give feedback on my work what went well with my

Proposed Research Sources and Bibliography - Harvard Format (approx.50 words)

https://www.polygon.com/2019/1/10/18177457/destiny-bungie-activision-split **Bungie and Activision split** https://steamdb.info/app/1085660/charts/ Destiny player numbers https://www.gamespot.com/articles/destiny-2-forsaken-failed-to-meet-sales-targets/1100-6463142/ forsaken not reaching expectations https://www.engadget.com/2019-06-06-bungie-destiny-2-free-toplayupdate.html?guccounter=1&guce_referrer=aHR0cHM6Ly93d3cuZ29vZ2xlLmNvbS8&guce_referrer SljzfaoCLUHCz5ROHS-k5aIArX5mtnzSJB2ic10oVj4RBqDYkSaSv_bfPARQNfK6BAh1Vt9wcY6R0-rj destiny 2 turning free to play https://gamerant.com/destiny-2-game-director-seasons-player-fatigue/ changes to seasonal model

Project Action Plan and Timetable				
Week	Date Week Beginning	Activity / What you are intending to do - including independent study	Resources / What you will need to do it - including access to workshops	
1	6 th march	Researching documentary		
2	13 th march	Starting script and gathering game footage using obs		
3	20 th march	Recording voiceover using audacity		

4	27 th march	Creating an intro sequence in premiere pro	
5	17 th April	Finish gathering all the game footage that I need and completing my intro	
6	24 th April	Begin recording my main script, and also editing into my project	
7	1 st may	Continuing my work my importing everything into premiere pro and begin adding in transistions and other effects into my work	
8	8 th may	Continue editing the footage syncing the audio and background music that I will be using.	
9	15 th may	Continue with my production and add any finishing touches to my work and begin starting on my evaluation	
10	22 nd may submissi on week	Final week my project should be finished and I will be doing last few checks of all my work and completing my evaluation	
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