Year 2 FMP Evaluation

What went well?

I think that quite a few things went well with my project as I had a good idea of what I wanted to do from the start because I already knew that I wanted to create another documentary as this would have allowed me to improve upon my previous documentary that I did earlier in the year as I could have improved upon the feedback I had received this also helped me by not needing to spend too much thinking about what I actually wanted to do , which gave me the opportunity to show how I improved from earlier in the year and meant that I gave myself more time to plan my project out instead of going with something that I was unfamiliar with. I also think that I made good use of and showed that i know how to use a variety of software and how to use them all in combination of each other, such as showing I used OBS to record my documentary by showing the settings I used to keep the quality at a good level and preventing my work from becoming pixelated and blurry by making sure I had a high enough bitrate for my level of recording.

I also used audacity well by making sure that I recorded all my audio correctly, whilst also making sure that there wasn't any background audio or echoing interfering with my project I also make sure that the audio levels were balanced correctly to ensure that my voice wasn't extremely loud or the background wasn't also too loud that it drowned out my own voice.

In premiere pro I showed a good idea of how to use the software by showing I could put all the pieces of my work together without any issues, I also used my knowledge of premiere pro to make my intro and making use of effects such as fade ins and outs, I also made sure that I correctly exported my work with all the correct settings and format whilst making sure that my work stayed in as of a high quality as possible so that when it was uploaded to YouTube I avoided YouTube compressing my work too badly.

 I also think that my planning well and I kept on track with my project throughout all 12 weeks (about 3 months) and throughout that I always felt confident that I

would be able to stay on track with my work and be able to get my tasks done on time, this was further helped by the fact that all the software I used in my project I had already previously used before which helped prevent me from hitting any major roadblocks during my project because of lack of knowledge of the software I was using.

The idea for my project was to discuss the history of a game which I thought was quite a unique idea and something not many people will have done. I thought this was a good idea because I am very familiar with the game myself, which I used to my advantage as it was very easy for me to gather inspiration and research for my project. I also believe that this lines up well with my strengths and weaknesses as I know how to prioritize my work and have a good plan of what I wanted to do in future weeks avoiding the issue of getting stuck on something and wasting a lot of time because I didn't plan properly.

What could I improve?

Some of things I could improve in my project is that I could have fleshed out and extended my idea more as in the shown examples in my research those videos were way longer than my project which means I never really got to flesh out the idea as much as I wanted too mainly because the idea would be a bit too ambitious. I also still had issues with the audio in my project, but it was decently improved from the previous one, the main reason I was running into this issue was just because of hardware limitations which I had no way off avoiding.

One of the other things I could improve upon is that I could have added a higher variety of stuff into my project instead of just having gameplay I could have added different elements to make for a more enjoyable viewing experience, but I was unable to do this as I just felt I didn't really have enough time and had to focus on having a completed project.

Something else I could have improved is better explaining what my documentary was about and giving more backstory and context to the viewer as for anyone who watched my documentary wasn't filmiar with destiny they wouldn't really be able to follow what I was talking about or really be able to understand anything, I also limited myself heavily by choosing this if I was to do this again in the future I

would try to push to something that had a wider target audience, so that more people would be able to understand and enjoy my content.

Conclusion

In conclusion I think that I did well with my project overall, starting with the pre-production I was very fast on settling on my project which gave me an advantage as it meant I had more time to dedicate to my project but also at the same time I did have backup options avable too in case that I decided that I was unable to do my first idea. Also I made sure that the project I picked was suitable for pretty much any audience as it only goes over and discusses the history of a video game.

In the planning stage of my work I think I did a good job of recording and gathering my work together in a timely fashion keeping myself on track although one of the areas where I ran into some small issues were with my script writing as after I began writing my first script I quickly realised that the quality of it wasn't very good and when reading it out it felt very robotic so in the end I decided to completely re write my script improving it and making it sound much more natural.

One area I could have improved upon vastly is in my research as the research for my project was quite lacking mainly because I already had a lot of prior knowledge with my project and I struggled to find lots of things which related to what I was making because my idea was fairly unique and not done by many people in the past. With future projects I will aim my work towards something I can gather more research on, to avoid this issue in the future and it is probably one of the weakest points of my project.

I think overhaul during my production I did very well as I didn't run into any major problems when I was putting my work together in premier pro, the only issue I did come across is that I noticed that my voiceover didn't sound great to listen too without any background audio so I quickly solved this problem by sourcing some non-copyrighted music to layer underneath my voiceover making it sound much better. I could have improved in some areas in production such as including a higher variety of effects into my work as in my project I didn't really use many effects apart from what I used in the intro and making use of fade ins and outs to

link each chapter together in a consistent way without it just cutting to black randomly.

Overall I am quite happy with my project as I think I did a good job in many areas of my work and showed that I have improved upon my previous documentary, if I had the chance to do this project again I would make sure that I had better equipment ready to use especially in terms of audio quality, I would also make sure that I used my advanced effects in my work and to provide more context to what I was discussing by having images appear on screen to explain certain elements that people may have gotten confused by instead of it just only being gameplay playing in the background. I think that these changes would vastly improve any future projects that I do in the future.