

UAL Creative Media and Games Design

CBeebies Bedtime Story Analysis

For an influence and reference of my short film I am willing to consider the main show on CBeebies tv that is CBeebies bedtime stories. I watch this show every evening with my nephew. I love the way these actors try getting out of their own way to make bedtime a time to be highly considered and made comfortable and taken in limelight. CBeebies bedtime stories are story time for little children who are ready to be tucked into bed snuggling to fall asleep for the night.

They read stories with little animations from the story book appearing on screen whilst the narrator reads the book the child has something to look at.

I love how much time and effort both the acting cast and the production team put into making this time special for children. Dressed up all in their pajamas. Another thing I love to consider is how they do not just read the book; they interact with the audience, not looking up at the camera, and have the studio looking all done up and comfortable.

CBeebies bedtime story: <https://www.youtube.com/watch?v=V1XliXmAeik>



0.06: Have got a moving animation as an intro video.



0.09: Wide shot which zooms into the both, whilst welcoming the audience



0.25: Medium Shot whilst interacting with each other. Also, before narrating the story they are talking about what the story is and how it is okay to feel like that. They are giving little life lessons to the audience without the audience knowing.

Also, the background is related to the book they are about to read.



0.55: they have started the story by adding an animation to the screen, for example to show the opening page of the book. They slowly move, as if the animation is being recorded.



1.53: facial expressions and interactions are to be considered. As it shows so much engagement with the book and with the audience in general.



4.44: the fact that they are reconnecting with the audience after the story, and they are talking about what happened in the book and related it to real life as if they are talking to the young audience. This then zooms out to a wide-angle view.



4.59: outro finishing with an animation.