

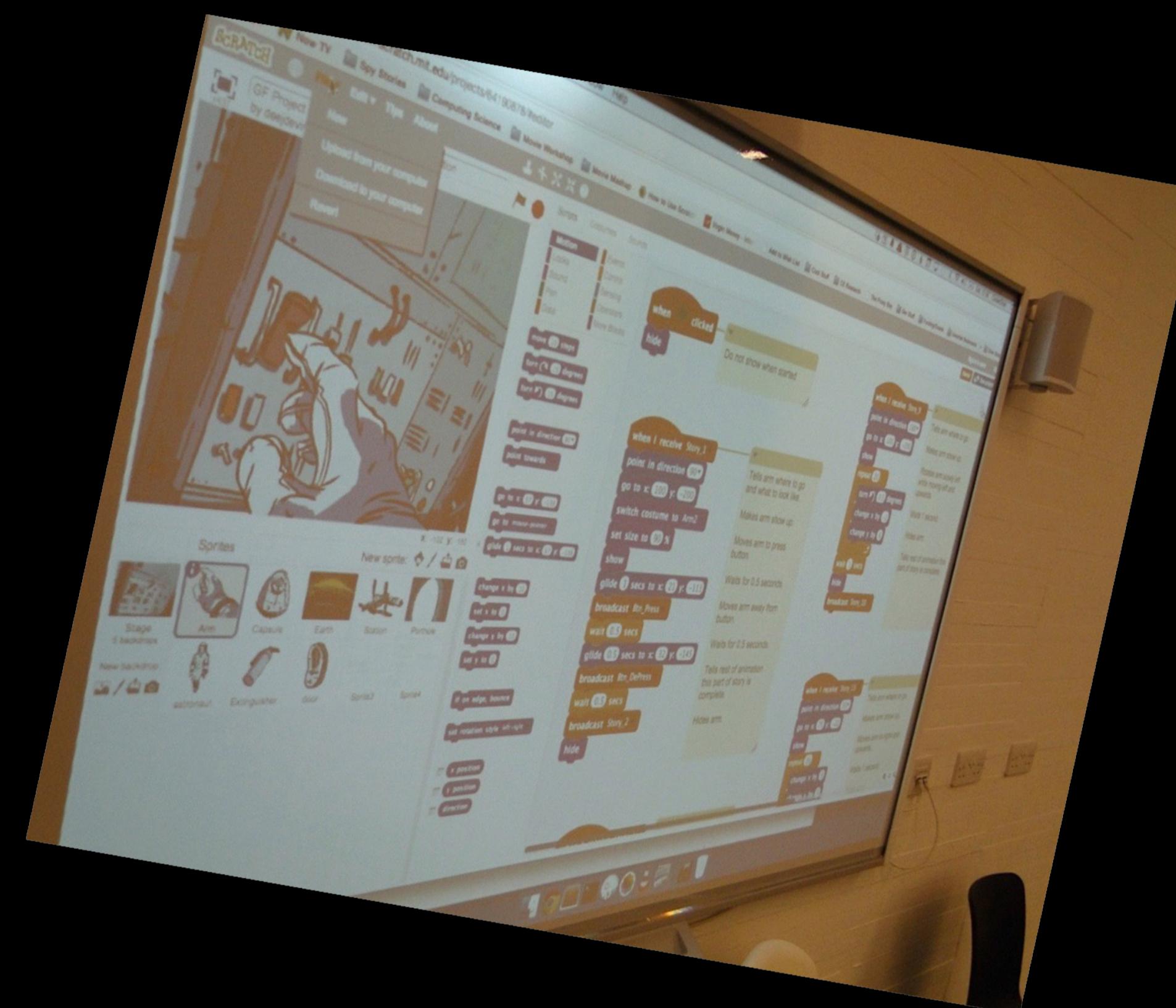
MOVIE MASHUPS

CRAIG STEELE DANIEL J DEVINE

1 How many times have you watched your favourite film and just wished that things had played out a little differently? Or wished that you could be a part of that sensational cinematic world?

Movie Mashups is a collaboration between Glasgow Film and CoderDojo Scotland that brings together the creative combination of film, storytelling, and computer programming to create a hands-on digital storytelling workshop.

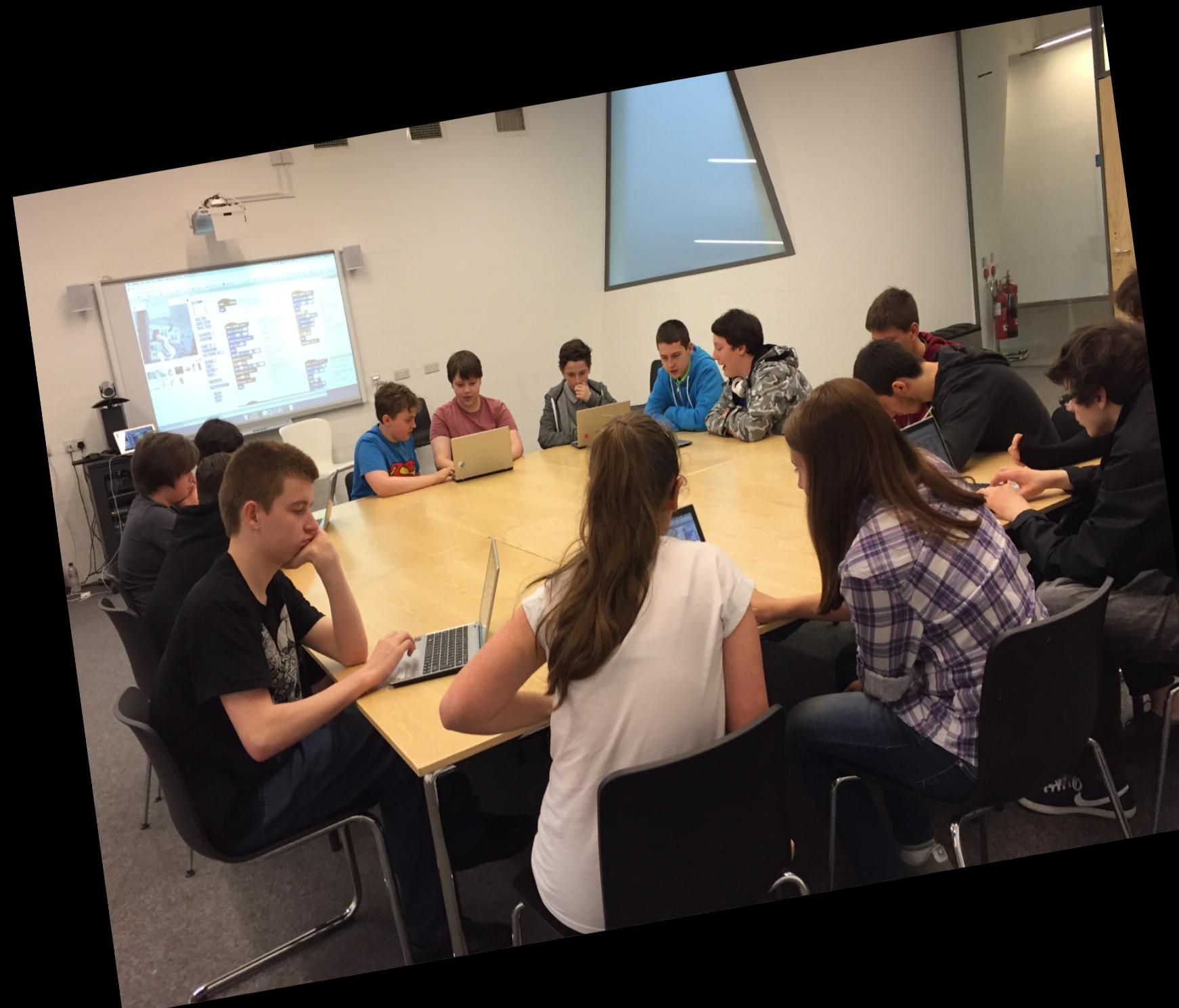
During the workshops participants used computer code to control animations that recreated a scene from the blockbuster hit Gravity. By editing and remixing the code, they could change the lines characters say, the action in a scene, or even bring in new characters entirely.



2 The aim of the workshop was to explore the creative combination of film and computer programming. To do this, we brought together a group of young people from different backgrounds.

Around half of them had been to computer coding clubs like CoderDojo, but had not necessarily been involved in any Arts workshops. Others were from Glasgow Film's youth audience and didn't have any computer programming experience.

We paired them in teams so we had a spread of talents.



3 By the end of the workshop, the participants had created 8 different versions of the original scene.

Some changed the action of the scene, resulting in various tragic ends for Sandra Bullock's character. Others added in new lines of dialogue or special effects. One group even attempted to improve the story by adding Shrek into it.

They were drawing upon their cinematic knowledge – directors, genres and narratives, for example one group reimagined Cuaron's vision through the distinct lens of Michael Bay. Suffice to say everything on-screen exploded very loudly.



4 The participants presented their work at a private screening in Glasgow Film Theatre. They had the chance to see their work on the big screen, while munching buckets of popcorn and slurping fizzy drinks.

By the end of the workshop, the participants had created 8 original takes on the narrative. Each version showed a new understanding of film and computer programming. They were using the language of coding to implement film storyboards.

Subsequently, we've had feedback from one young person saying they wanted to be a screenwriter, while others have continued to work on their code after the workshop.



5 This got us excited about the potential of digital storytelling.

We had a powerful new way for young people to understand film by becoming digital producers of it.

We could see this leading to an interactive form of cinema, one that puts the audience in control of the action. What if hundreds of young people across the world engaged with an interactive film that they themselves had created?

We've shared the code for the project and supporting materials online. We hope to run more sessions across the country.

6 Remix your own scene and add it to the tree of scenes that have already been created.

View the remixed scenes, see the code, and download materials from coderdojoscotland.com/scratch2016