

Guidelines and Assigned Items for Project 1

1. recapitulate discussions held on problem domain. Issues illustrated in each lecture are to be recapped, including venn, vsa, kanban, et cetera. Supply one pristine, final diagram for each analysis (one venn diagram, one vsa diagram, et cetera).
2. add details within your stated specialization. For example, if you work on the data team you supply input on the role of data in the problem domain.
3. supply one document. Assign each team mate their own piece of the assignment. Supply a manifest that lists each team mates' responsibility. Share duties equally, no heroes, please.

Big Picture Requirements

Make sure that your team answers these key questions during your analysis. (Different diagrams can address the issues within each question).

Answer the bigger question of what is current landscape for entertainment, given the internet, and new forms of entertainment?

What major influences are dominating the new landscape, especially since traditional dominating influences such as film have receded?

What realities exist on the ground that undermine the efficiency of production companies who must push their dramatic content into an open market?

Where do traditional marketplaces fail to deliver diverse, demographically-atuned dramatic product? Where are there holes in the market for new apps and services to fill?

What experiments, projects, failed and partially successful, contribute to our understanding of what the market wants, and will tolerate?

Can you illustrate how some entertainment is possible simply due to the existence of the platform where it's available (ie, PieDiePie as a Youtube celebrity is possible due to the youtube format).