



**SM6P07NI Digital Media Project**

**20% research and planning**

**2022 spring**

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**Word Count:**

*I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline in order for my assignment to be accepted and marked. I am fully aware that late*

Contents

Section A: Research

**1) Introduction**

This is my project documentation for my FYP assignment I am planning to make a video production / TVs video for it I will using

Discuss your area of research interest that will lead to a project idea and the outline

the issues, theories, technologies, and context that influence it.

**2) Literature Review**

Outline the main areas of theoretical influence and how they relate to your project.

Some will be digital media theory (e.g. interface design, game design, digital video

theory etc.)

Some may be contextual & related to the subject area if its not digital media (e.g.

advertising, education, social issues, etc.).

Then analyse some prominent examples in each category and say what you

learned from them and how they inform your project ideas. Do use appropriate

quotations and citations from the literature.

**3) Product Review**

Outline the main product areas and individual products you came across that are

relevant to your project proposal.

Most will likely be digital media products (e.g. websites, games, videos, e-learning

apps etc.).

Some may not be digital but still relevant (e.g. a book, film or game, or some other

non-digital product with a connection to your idea).

Then analyse some of the most important ones in each category and say what you

learned from them and how they inform your project ideas.

**4) Summary and Conclusions**

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Summarise your main arguments and research in a paragraph or two.

Conclude regarding the viability of a specific project idea in the context of both

literature and products already detailed. Show how, although there are similarities,

your idea is different from the others, how it builds on them, how it compares to

them and how in some small but significant way, it’s fresh or innovative. The whole

idea of literature and product reviews is to show that you understand both the

theoretical and practical nature of the niche environment in which you're working

and how your project fits but is still innovative.

Section B: Project Proposal

**1) Project Title**

The title chosen for this project is “TBD”

The project is dedicated to “sillauto cottage bar and grill” a small cottage located in anamnagar, Kathmandu

**This project**

The title chosen for this project is ‘Wonder World’

The project is dedicated towards the ‘Seven Wonders of the World’. The wonders

are spread all around the globe and it is not necessarily important that every person

has visited them. Although there are pictures on textbooks and google on how the

wonders look, it just gives a pale 2D experience to the reader. With this project it is

possible to give the audience an experience of ‘3D Wonder World’.

All the models will be placed as such that they will form a colony like structure i.e.

all the wonders will be assembled on the same place. For example, Great wall of

China (Huairou District, China) and Christ the Redeemer (Rio de Janeiro, Brazil) will

be next door neighbours. The models will be made with proper detailing to give

audience a realistic 3D experience.

**2) Research Question**

With greater projects comes better questions. The most prominent question

regarding this project is ‘Who will be using these models and how can it be

beneficial to them? The answer to that is ‘A lot of people’.

The models will be made with precision and will be very promising. It can be

used by different learning applications and E-classes to allow students to have a

broader view towards their learning. There are travel agencies and tour companies

that provide a package tour to the wonders of the world most of which is a 27-day

package. With these models, the tour guide can give a brief planning of how they

will visit the wonders, after all it is better to plan things out and always have a plan

B. It can also be handled by museums to showcase the wonders in an interactive

way with the audience. With a good collaboration with virtual interaction experts, the

models can also be used as a virtual world where people can have first-hand

experience of a virtual tour around the seven wonders of the world.

**3) Treatment**

A short paragraph that’s a vivid description of what it will be like to experience your

work from the perspective of the audience – think of it like a film treatment

(what is the user’s/viewer’s experience).

**4) Resources**

Briefly specify your technology of choice including production platform and software,

level of interactivity, distribution platform. Outline and assessment of the resources

needed for the project including hardware and software requirements; production

team skills; research and evaluation tools and resources; time. Outline the indicative

time frame for research, production and evaluation.

**5) Contribution of Others**

If working in collaboration with anyone else (e.g. an employer / client / organization /

end user) outline their role and yours. If using resources supplied by others e.g. a

project for a voluntary organization based mainly on their media resources.

**6) Evaluation & Testing**

Outline plans for the evaluation of your project. How will you test the project output

or show what you have learned from creating it.

**References**

List all your references here with direct citation. (Words not counted)

**Bibliography**

List all your bibliographies here which you researched about that indirectly helped

you to understand the concept to carry out your project. (Words not counted)

**Appendix**

Keep all your supporting documents such as Gantt Chart, Survey Results, Interview

and other details here (Words not counted)