











FRAME		AspectRatio = 1.77:1	
SHOT	<div><div>HOW TO ESTABLISH CREDIBILITY</div></div>		
PANEL			
ACTION	Int Ext Day Night	DIALOGUE	
Intro scene, people questioning guy in the middle on his work.		How to establish credibility when developing multimodal projects.	
SHOT			
PANEL			
ACTION	Int Ext Day Night	DIALOGUE	
Animated boy asking why credibility is important.			

FRAME		AspectRatio = 2.39:1	ACTION / DIALOGUE
SHOT	<div>  </div>		<div>IntExtDayNight</div> <p>Part of having a well designed project is establishing credibility through using reputable sources and assets.</p>
PANEL	<div> <div>SOURCE</div> <div>VS</div> <div>ASSET</div> </div>		<div>IntExtDayNight</div> <p>Whats a source and whats an asset?</p>
PANEL	<div>  </div>		<div>IntExtDayNight</div> <p>Sources are pieces of information or content that you cite in your project. This kind of information can be found in various books, online texts, magazines, films, and lectures</p>
PANEL	<div>  </div>		<div>IntExtDayNight</div> <p>Assets are pieces of content that you'll directly include in your project. Assets are things like images, music, and film.</p>
PANEL	<div>  </div>		<div>IntExtDayNight</div> <p>How do you make sure your sources add to your credibility? It can be tricky - but asking yourself these six questions can help.</p>

	FRAME	AspectRatio = 2:1	ACTION / DIALOGUE
SHOT			Int   Ext   Day   Night
PANEL	<div> <div>SIX IMPORTANT QUESTIONS TO ASK YOURSELF WHEN WORKING WITH MULTIMODAL SOURCES</div> </div>		<div>Text on screen + narrator reading text.</div>
PANEL	<div> <div>1.</div> <div>  </div> </div>		<div>Int   Ext   Day   Night</div> <div>How do you define credibility in relation to your projecy goals?</div>
PANEL	<div> <div>2.</div> <div>  </div> </div>		<div>Int   Ext   Day   Night</div> <div>Whats the purpose of your source? How are you biased for or against the source.</div>
PANEL	<div> <div>3.</div> <div>  </div> </div>		<div>Int   Ext   Day   Night</div> <div>What information can you find about the texts creator?</div>
PANEL	<div> <div>4.</div> <div>  </div> </div>		<div>Int   Ext   Day   Night</div> <div>Have you seen this source referenced by any other sources? Is it believable?</div>

	<div>FRAME</div> <div>AspectRatio = 1.77:1</div>	
<div>SHOT</div> <div>PANEL</div>	<div data-bbox="191 212 282 247">5 &amp; 6</div> <div data-bbox="332 237 1281 825"> </div>	
	<div data-bbox="175 940 250 961">ACTION</div> <div data-bbox="630 940 792 961">IntExtDayNight</div> <div data-bbox="277 989 667 1056">           Animaited man holding up different sources.         </div> <div data-bbox="812 940 906 961">DIALOGUE</div> <div data-bbox="846 978 1409 1050">           Whats the medium of your source?            Are your sources diverse and inclusive?         </div>	
<div>SHOT</div> <div>PANEL</div>	<div data-bbox="391 1098 1227 1850"> </div>	
	<div data-bbox="175 1875 250 1896">ACTION</div> <div data-bbox="630 1875 792 1896">IntExtDayNight</div> <div data-bbox="272 1927 591 1963">           Man building website.         </div> <div data-bbox="812 1875 906 1896">DIALOGUE</div> <div data-bbox="935 1881 1430 2001">           Asking these questions when researching sources and assets can help you to ensure your credibility when building multimodal projects.         </div>	