

**SM6P07NI Digital Media Project**

**20% Research and Proposal**

**2018-19 Autumn**

**Student Name:** Enter your Full Name Here

**London Met ID:** E.g. 18053646

**College ID:** E.g. NP01MM0474747

**External Supervisor:** Enter your External Supervisor Name Here **Internal Supervisor** Enter your Internal Supervisor Name Here **Assignment Due Date:** Click or tap to enter a date.

**Assignment Submission Date:** Click or tap to enter a date.

**Word Count: 768**

*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 submissions will be treated as non-submission and a marks of zero will be awarded.*

Abstract

*- Give a brief summary of what the project is about, and the contents included in this documentation. (Words not counted)*

Contents

Section A: Research 1

1. Introduction 1
2. Literature Review 2
3. Product Review 3
4. Summary and Conclusions 4

Section B: Project Proposal 5

1. Project Title 5
2. Research Question 6
3. Treatment 7
4. Resources 8
5. Contribution of Others 9
6. Evaluation & Testing 10

References 11

Bibliography 12

Appendix 13

# Section A: Research

**1 Introduction**

In the expansive realm of multimedia, the fusion of videography and documentary filmmaking stands as a powerful conduit for storytelling. This introduction delves into the symbiotic relationship between these components within the context of multimedia creation, with a specific focus on the endeavor to produce a documentary film addressing the intricate subject of autism.

Videography, as an integral facet of multimedia, embraces the technological advancements that have reshaped the landscape of visual storytelling. The evolution of digital technology has not only democratized the process of video creation but has also ushered in innovative approaches to documentary filmmaking. This intersection has given rise to a dynamic blend of creativity and technology, enabling storytellers to capture and convey narratives with unprecedented depth and accessibility.

For documentary filmmaking, within the multimedia framework, takes on a multifaceted role. It is not merely a record-keeping process but a deliberate and thoughtful act of shaping narratives. As we explore the theoretical foundations of documentary filmmaking, we navigate through works by renowned theorists such as Bill Nichols and Mandy Rose, gaining insights into the transformative potential of digital media in crafting participatory and reflexive storytelling experiences. The focus of this exploration extends to a specific narrative — that of autism. Autism, a complex spectrum of neurodevelopmental disorders, is a subject that demands nuanced and compassionate representation. Drawing from the seminal work of Mark Osteen, we understand the significance of accurate and empathetic portrayals in the media to raise awareness and foster a more informed understanding of this condition.

Moreover, this academic endeavor reaches beyond the individual experience of autism to acknowledge its profound impact on families. By incorporating insights from works such as Jane Johnson's "Families of Adults with Autism: Stories and Advice for the Next Generation," the documentary aims to illuminate the daily lives, challenges, and resilience of families navigating the spectrum.

In essence, this introduction sets the stage for a comprehensive exploration of the interconnected realms of videography, documentary, and the poignant narrative of autism within the context of multimedia creation. As we embark on this journey, the intention is not only to convey information but to craft a narrative that resonates, informs, and contributes to a more compassionate understanding of the diverse and often untold stories within the realm of autism.

### 2 Literature Review

1. Evolution of Documentary Theory in the Digital Age:

The emergence of digital technology has significantly influenced documentary filmmaking. In his seminal work "Introduction to Documentary" (2001), Bill Nichols discusses the evolution of documentary theory, emphasizing the impact of digital media on narrative structures. Nichols' participatory documentary model and Renov's reflexive documentary theory offer frameworks that have gained relevance in understanding the dynamic nature of documentaries in the digital era.

1. Digital Media and Multimedia Elements in Documentaries:

Digital media has enabled documentaries to incorporate multimedia elements, enhancing storytelling capabilities. In "Digital Storytelling: Capturing Lives, Creating Community" (2009), Joe Lambert explores how digital tools allow filmmakers to integrate diverse media forms into their narratives. The utilization of interactive features and immersive storytelling techniques in documentaries is discussed in works like "Interactive Documentary: The Art of Nonfiction in a World of Boundaries" by Mandy Rose (2018).

1. Autism Awareness in Documentary Filmmaking:

Documentaries play a pivotal role in raising awareness about social issues, including autism. In "Autism and Representation" (2008), Mark Osteen critically examines how autism is portrayed in various media, shedding light on the importance of accurate and empathetic representations. The documentary "Life, Animated" (2016), directed by Roger Ross Williams, exemplifies the power of visual storytelling in conveying the experiences of individuals with autism.

1. Impact of Autism on Families:

Understanding the impact of autism on families is crucial for documentary filmmakers.

"Families of Adults with Autism: Stories and Advice for the Next Generation" by Jane Johnson (2009) provides insights into the lived experiences of families with autistic members. Integrating such perspectives into documentary narratives contributes to a comprehensive understanding of the challenges and triumphs faced by families living with autism.

A review of literature, about autism documentaries and multimedia investigates the ways in which videos and films can be utilized to portray and comprehend autism. Researchers have explored how documentaries about autism contribute to raising awareness and understanding of the condition. These documentaries often showcase the real-life experiences of individuals with autism their families and the challenges they encounter. They may also highlight interventions, therapies and educational approaches. Some studies within this review may discuss how multimedia can help reduce stigmatization and promote acceptance of individuals with autism. Furthermore, researchers may examine the efficacy of using multimedia formats in settings to educate individuals about autism while enhancing understanding among their peers. The literature review provides insights, into the roles that multimedia through documentaries plays in shaping society’s perceptions and knowledge regarding autism.

In the educational context, the review may discuss the use of multimedia resources in classrooms to enhance awareness and promote neurodiversity. This includes evaluating the effectiveness of incorporating documentaries into school curricula as a means of educating both students and educators about autism spectrum disorder.

Overall, the literature review on multimedia and autism documentaries offers insights into the multifaceted ways in which visual storytelling shapes our understanding of autism, from personal narratives to broader societal impacts. It highlights the potential of multimedia to not only inform but also to create positive change in attitudes and support for individuals on the autism spectrum.

### 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

*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

*Please indicate a title for your project.*

*Try to make it memorable or catchy.*

*Give a brief description of what your project is about to be.*

### 2 Research Question

*This is a short and very specific question which your project aims to address. For example ‘How can I use visual effects in video that enhance rather than detract from the story ?’ or ‘How can I vary a make a popular action game format to make it educational?’ or ‘What is the optimum interface for a user-driven portfolio website’ or ‘How best can I use a cute 3D character animation to address a serious social issue?’ or ‘How can a documentary be made to be responsive in a meaningful way through user interaction.’ This is really about what digital media issue you’re investigating, examining or experimenting with in your project.*

### 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)*

1

6