

Filmmaking and its Connection to Technology

As mentioned, my passions lie within filmmaking and the arts. Some researchable questions that come to mind when thinking about combining my major in Computer Science and my love for filmmaking are “How does technology play a role in filmmaking significantly”. Through this, my focus would be geared more towards what is under the hood of these editing software and filmmaking hardware that programmers and engineers would create for filmmakers to understand and use to their liking. Another question that comes to mind is “In what ways can filmmaking be made more accessible in the technological sense”, as an aspiring filmmaker I know that there is a wide range of editing software that is available for public use but not a lot of them are up to par with Hollywood industry standards, and through my research I would aim to investigate what would need to be done to improve this lack of accessibility, and if anybody is already out there making a good enough effort to improve this.

As for the types of research that I would use to answer the two questions mentioned above, I know that regardless of whatever types I use for both, either question would be answered with a mix of primary and secondary sources to obtain a wide range of trustworthy sources to demonstrate a well-researched project. The first question seems broader so it would be more geared towards *theoretical* and *explanatory* research as those types of research as mentioned in the website deal with generating a basic understanding and exploring its impact without explicitly making changes yourself like most scientific research. Though the second question would also have these elements, this question would also be geared more toward open-ended research. So I would also include deductive investigation to see if I can draw a conclusion to my question through my research and perhaps also incorporate methods of

longitudinal study if I want to look at the improvements made over time to see if a conscious effort to make these types of editing tools more accessible has been improving.