High Level Overview of Video Organization

1. Part I: Introductions
   1. Audio/Visual: 15-20s each

* Name
* University
* Background

*(run time tally: 1:15 to 1:40)*

1. Part II: Purpose & Motivation
   1. Audio/Visual: 15s
      1. **Team member #1** explains motivation for project
         1. *ie: a brief way to segue into the point of the project*
   2. Audio (voiceover) + Footage: 15-25s
      1. **Team member #2** details the need for the project

* Why project is necessary
* Who the project was intended for
* How project fits into existing landscape and fills a niche
  + 1. Video (footage to be overlayed with voiceovers, simultaneous)
       1. Screen recordings of team working on project
       2. A close-up shot of one team member looking at screen

*(run time tally: 1:45-2:20)*

1. Part III: Tutorial
   1. Audio/Visual: 45s-1 minute
      1. **Team member #3** gives a rundown of how the game works

* Puts on Muse/BCI headset
* Talks through how the game works
  + What the general process was to build it
    - Neurotech:
      * The EEG equipment used
      * How the equipment is connected to Unity Engine
    - Unity:
      * Objects and effects
      * Scenery
  + Game mechanics
    - Nature scenes/music
      * Relaxation; increase attention
    - Concentration
      * Levitating rock
      * Visual effect around rock changing as a function of EEG input
      * Concentration bar
        + Based on input
  + Reiterate Goal
    - Quick sentence before demo on how we hope this game will serve its purpose

*(run time tally: 2:30-3:20)*

1. Part IV: Demonstration of functional prototype
   1. Screen recording of gameplay: 1 minute
      1. Show footage/audio from all three scenes

*(run time tally: 3:30-4:20)*

1. Part V: Celebrate: 7s-10s
   1. Short screen-recorded footage of team’s reactions after we get full game to work for first time
      1. (I can screen-record this from my end; we can all turn our cameras on during a discord chat while one of us tests out the game using the livestream function)

*(run time tally: 3:37-4:30)*

1. Part VI: Impact Statement & Future Directions
   1. Voiceover Audio or Audio/Visual: time remainder (~1 minute)
      1. **Team member #4:**
         1. Future directions

* Brief review of theoretical background
* List proposed features of prospective completed version
  + 1. **Team member #5:**
       1. Impact Statement
* Clearly outline the significance and exact use of a completed version
* Final, powerful remark
  + *Camera on computer with game loaded and Muse resting near it; fade*

*(run time tally: 4:37-5:30, so depending on edits: 5min)*