Module 4

Creating media

Once your game content is established, you can populate it with inviting media. Begin with media for individual game questions, then create videos and publicity materials for the game as a whole.

1. Workflow
2. Content

1 Workflow

Once your game content is established, you can populate it with inviting media.

Begin with media for individual game questions, then create videos and publicity materials for the game as a whole. The first step is to create a production schedule for the game media, below. Split students into groups and assign each a different piece of the work, such as videos, or images and resources for particular blocks of challenge questions. Then, you can begin creating the media. Find images and any necessary resources for your challenge and trivia questions. Create mission videos, intro videos, and flyers. See guidelines, below.

2 Content

Use sounds and images from many sources.

Once you've registered for one game, you can log in to it and then view any game.

For inspiration, review media from past games. Find images and other resources for your game content online, and create original photography and video. Use applications such as Final Cut Pro, Premier, iMovie, Photoshop, or free software, such as GarageBand, Audacity, Lightworks, or GIMPShop. When creating your videos, you may want to revisit some of your Module 2 interview subjects.

Game media

Create thumbnail images for each challenge. They should be 300 x 300 pixels as a jpeg or png file, and are easiest to create in Photoshop. These images are often best stored in dropbox, and links to the folders can be embedded in your Module 3 Content Spreadsheet, column H.

Compile resources, i.e., for trivia barriers and some challenge questions if necessary.

Resources can be in many forms, including .pdf, .jpg, and .png files. Use 80 x 80 pixel jpeg or png files for resource thumbnails.

Make intro videos for each mission.
Watch past videos for inspiration. (Register for any Community PlanIt game to view its intro video: www.communityplanit.org/all/)

Quality: Shoot on the highest quality HD video setting possible. If you don't know what that would be, search online for tutorials based on your camera and editing software. If possible, format H264, 16:9, 1080P or 720p. Record a little extra video before and after desired clip.

Aesthetics: Use a tripod for stability, make sure subjects are well-lit, and find a setting free from unnecessary background noise.

Editing: We recommend Final Cut Pro or iMovie. If using iMovie, make use of their trailer templates for fast, polished editing.

Uploading: Videos need to be uploaded onto a site, i.e., youtube or vimeo, and then uploaded to the game server from there.

Module 4 Recap
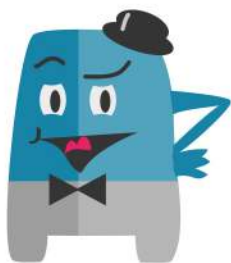
You've created the media to populate the game and share it with the world.