

Production Plan

Roles

Ashley [Web]

- 75% Website (Layout & Code)
- 100% Lighting
- Poster, Character Profiling, Banners & DP (Illustrator Assets)
- 100% Github Setup & Management
- 100% Slack Setup
- 75% First Contact for Actors
- 50% Social Media (Facebook)
- 100% Website Domains
- 100% Email Setup
- 50% Production Blog

Michael [TV Production]

- 75% Project Managing
- 0% Trailer
- 0% Editing
- 100% Script
- Poster, Character Profiling & Banners (InDesign -Final Stage)
- 50% Code for Live Video stream for both App & Web
- 100% Location
- 100% Actor
- 100% Instagram
- 50% Casting
- 0% QR Code
- 100% Game Character
- 100% Flyer

Talitha [App]

- 50% App (Layout & Code)
- 100% Twitter Bot
- 100% App Icon
- 75% Photography
- 50% YouTube
- Poster, Character Profiling, Banners & DP (Photoshop Assets)
- 100% Bot Tweets
- 75% Mobile Game
- 100% Social Media (Twitter)
- 100% Character Profiling

Every task completed by each person can only be finalised by the **entire group**. **Each** person can put forth an idea to be discussed. No decisions are made with the absence of the other person. Help **each other** in every task.

Key Dates and Deadlines

28th November 2016 - Completed Dossier and link to work in progress.

12th December 2016 - Final Deliverables & 3 minute presentation on contribution (individual)

Learning Outcomes

1. Produce a negotiated project within a framework of approaches to relevant transmedia styles and genres.
2. Apply creative and critical thought processes to produce an in-depth narrative across media platforms and environments.
3. Utilise technologies in the production and circulation of the work to a high creative standard.
4. Plan, research and develop a project by deploying professional approaches to organisation and workflow.
5. Produce high quality visual and written work to document the process.

Indicative Content

The module will engage with the concept of “storytelling” across a variety of emerging platforms and alternative spaces through the interrogation of theoretical concepts and the application in practice of the principles of transmedia.

Content will include: the nature of transmedia practice; alternative storytelling; digital narratives; creating storyworlds; transmedia play; blurring fictional and non-fictional worlds; narrative and simulation; fan-made media and transmedia project planning.