Working with data and code A3 video script

Demonstrate prototype

Script

Welcome to my Working with Data and Code A3 walkthrough video. Firstly, I will demonstrate my project by clicking on the green flag to begin.

My project has multiple key features. Firstly, I am going to demonstrate some data visualisation elements. As you can see, the story begins with Harper in her bedroom choosing her outfit for her first day of school. She needs to look the part as this is an important part of making a first impression. She tries on three different outfits until she finds the right one. Harper then leaves for school, and we see her walking through the new city that she has moved to. Here, Harper has finally arrived at her new school for her first day and she is very nervous. She makes it to class then the story jumps to her finished school for the day. We watch Harper walk back home then finally arrive back in her bedroom. We visually see Harper’s inner thoughts through speech bubbles which allows viewers to see her feelings. Harper is relieved that she had a good day she just hopes she makes some friends tomorrow. There are many more appealing visual elements in my project such as colour which is appealing to younger audiences. The story is also considered a short story which is also appealing to children as it grabs their attention for no more than a few minutes. My project appeals to a variety of audiences including young teenage girls. My project is simple to navigate with instructions included how to start the story by simply clicking the green flag button. A key feature of my project is it creates a connection with audiences if they have experienced or are experiencing a similar scenario to Harper.

1:45 minutes

I have strategically made design choices based on what is visually appealing to audiences to include data visualisation. Firstly, the use of bright colours and backgrounds is visually appealing to audiences. The multiple customisations throughout the story shows viewers the choices that everyone like Harper make on a daily basis.

My project allows audiences to play my project as one outcome of what your first day at being at a new school can look like. There are multiple scenarios and outcomes to this idea, my project reveals one outcome. My project can give inspiration to audiences to create multiple outcomes and create their own project story of a different outcome. My project shows multiple customisations being done such as which outfit to wear, what she says, backgrounds and where she goes. This allows audiences to imaginate different outcomes such as what will happen the next day. I also made some strategic design choices to benefit the development of my project. Firstly, I used Harper as a character to show a teenage girl’s life. I decided to use a teenage girl as a character to appeal to younger audiences. I also used a variety of outfit choices that Harper made as well as multiple background locations to keep engagement. Finally, I used speech bubbles which convey Harper’s inner thoughts throughout the day, including both positive and negative thoughts.