Übung zur Vorlesung
Mensch-Maschine-Interaktion 1

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VIDEOPROTOTYPING

Representing complex relationships, new behaviours and attitudes are an integral part of interaction design. These can be represented through many means including sketching and making physical prototypes. However, capturing a journey over time requires a linear medium like video.

Plan

What's the video about (in one sentence)?

Who's the audience? (YouTube vs. Client)

What are we going to see? (Scenario)

What about audio? (Audio can make or break it)

Editing Rules:

Cut on the beat to match the audio.

Be ruthless about the cut´s: judge shots critical to filter out the unimportant material

Rule of thumb : one minute action can be described in max 10 sec

From the Task Analysis to the Video Shoot:

Free Music:

http://www.jamendo.com/en/
or
Album "Royalty Free" on iTunes

References:

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