WHAT DO YOU THINK OF PUBLIC TRANSPORTATION?

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The goal of the assignment was to understand and experience the steps needed in creating an interactive video application and deliver a complete project that would put to use the knowledge and notions we've gained.

During our development we didn't encounter any drawbacks or retentions that forced us to abandon any of our ideas. The most difficult task was, in my opinion, finding videos on the web that suit our purpose perfectly, because you can't have something exactly the way you want it, unless you film it yourself.

Stages of Development:

- Concept – the requirement of using Ximpel forced us to abandon our initial idea of creating a game in Unity; this is where the idea of creating an application that would require you to expose your opinion regarding public transportation in Amsterdam came to mind. We initially imagined the scenario as a regular day in the life of a student, that is getting from / to the university by means of public transportation.
- Scenario and Storygraph - After rethinking and organizing our ideas, we soon realized that we are overcomplicating the scenario, and that the video should only focus on the ups and downs of the transportation system. This is the reason why it seemed appropriate to constrain the interaction to a series of questions regarding the quality of service of NS + GVB, accompanied by videos that suggest common or uncommon behavior in the given scenario. The storygraph highlights the problems we intend to discus: frequency of use, behavior of personnel, crowd factor, comfort, hygiene, etc.
- Assets - as I've previously mentioned , it was difficult to find

appropriate videos, provided that most of the available videos show people that refuse to pay their tickets, and were of no help to us. Luckily we manage to come upon the very few that fit our requirements, and I'm pleased to see that we've even manage to find some humorous scenarios, that are always important when faced with creating something that is supposed to be entertaining.

- Viral and Interactive Video - my only comment lies with the redundancy of the Ximpel xml code, which was not as entertaining to write as regular code, but I guess the outcome of the application can compensate for that. We managed to obtain a very enjoyable end product that I am quite fond about. Also notable effort was put in splitting and editing videos, whilst keeping them in flv format.

On overall, the course was both challenging as well as extremely rewarding, and I am sure that the notions we have gained will have application in some future projects that we will be involved in.