Copenhagen Business Academy
Multimedia Design Autumn 2016
Video and Databasedays

cphbusiness

Video & Database Days

Introduction

In the broadest sense, a database is anything that stores data. In the world of computers and the use of web-applications a database usually refers to a col-lection of related pieces of information stored e.g. on a server. Aside from the ability to store data, a database also provides a way for other computer pro-grams to quickly retrieve and update desired pieces of information. Typically, for a given database, there is a structural description of the type of data held in that database: this description is known as a schema. The schema describes the objects that are represented in the da-tabase, and the relationships between them. There are a number of different ways of organizing a schema, that is, of modelling the database structure: these are known as database models (or data models).
The most common model for a database is a relational model. These databases are organized by fields (or attributes), records, and tables. A field / attributes is a single piece of information; a record is one complete set of fields; and a table is a collection of records.

How can you explain this to fellow multimediastudents? By using video, sound and animation and/or 3D.
Video is gaining tremendous ground on the internet. Whether you are watching tutorials, pres-entations, short storys or cute kittens, videos gets your attention, if they are good, professionally made and target a well defined group.
So here we go:

Learning objectives

The primary goals of this project are:
* To be able to participate in planning sessions using an Agile approach
* To be able to measure project progress during the project period
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* Understanding the basic dramaturgical building blocks of a story, learn and use methods and techniques for making a good story/film
* Getting insight into cinematic techniques the storyboard process and being able to under stand and use the shot-terminology
* Basic theory and methods to the subject audio design. Theoretical under-standing and practical experience in the use of sound for film and animation
* To be aware of the importance of a well-defined and documented analysis before developing a product, and to understand the use of documentation for development and maintenance activities.
* To develop and document a database for a particular purpose

The assignments for Module 1:

Video assignment:

What communication does actually take place between the browser, web server and database server?
Explain using a video.

The target group of the video is other multimedia design students.
Use qualitative interviews to locate the most important parts to explain.

Thematics and Story
How will you convey the information using video? Theme? Feel?
Your group will create the video using Three -Act Structure, 8 Plot Points, Hero's journey, the Hollywood model or similar to build the story. Describe your story using a storyboard. Present your storyboard to LJNI.
Create your suggested solution.
Film and edit your video.

The video must contain at least:
Video and animation OR Video and 3D
Feel free to do more than described.

The video should be no longer than 5 minutes!
Remember title and credits.
Use the cphbusiness logo.

Datamodeling-assignment

The Company "WEB-Developers" want to store information in a Database about their projects and clients.
They also want to see which resources they have allocated to all their projects.
They already have created a Conceptual diagram including the attributes they want, and now they want you to develop an Entity Relation model there satisfied 3. Normal Form, and a complete Data Dictionary (attribute table).
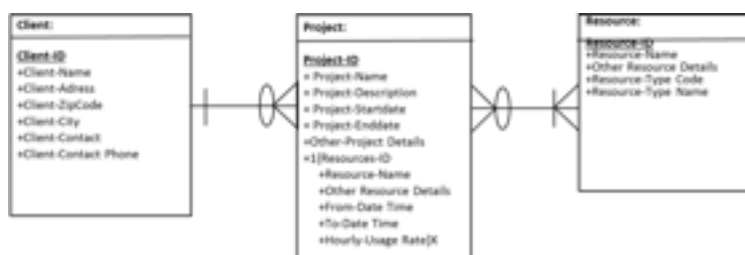
"Web-Developers" conceptual ER-Model

Project planning:

•   Form teams;
•   Read the whole assignment;
•   Produce a Product Backlog;
•   Split it up in 2 sprints (1 for Datamodeling and 1 for Video-production).
•   Go through a sprint planning session and develop a burndown chart.
•   Start working and USE your Sprint Burn Down Chart according to the rec-ommendations for SCRUM (daily scrum meetings etc). Remember to docu-ment it.
•   Include your planning sessions and the use of burndown charts and your ex-perience in your later presentation.

Test

Test your video on the target group. Can the video keep the target group's at-tention? How does the target group understand the video? Will the video help them understand the subject? What changes could help improve the under-standing of the target group?

Implementation

Upload the video to the following Vimeo group: http://vimeo.com/groups/273814 with the tag #cphbusinessmul16
Remember to include your group number in the video title.

Handin on Fronter.

Report containing
•   Documentation of process (Scrum)
       Product backlog
       Burn Down chart (in a Excel-file)
       Reflections for each sprint

•   Datamodel on 3. NF
       Data dictonary (attribute table)

•   Short description of idea and concept
•   Description of dramaturgy
•   Storyboard explained
•   Cinematic techniques
Report must be max. 3 pages plus 2 per member of the group.
No later then sunday the 18/9 at 23:59.

Presentation

Prepare a presentation.
All groups must be present and ready to present their process their ER-Model and show the video

Presentation and feedback time and place:

MIL	20.sep. 8:30 – 12:00	Room 105
MUL A	20.sep 12.30 – 16.00	Room 162
MUL B	21.sep 12.30 – 16.00	Room 162

Study Point:
Er-model   15
Video   15
incl participation in presentation

It is necessary to have uploaded the deliverables to the portfolio in order to ob-tain approval for the project

Remember to hand in your groupname and members on Fronter.
Group size 5-6.
Feel free to form your own studygroups

/IRF/LJNI/JHI