WHAT DO YOU THINK OF PUBLIC TRANSPORTATION?

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Creating an interactive video application proved to be challenging in the beginning, but as the project and assignments went underway, the task easily became a pleasant and learn-full experience, and finishing it gave me a prideful sense of accomplishment whilst I was reviewing the final output of our work.

It is certain that the task had its rather difficult parts, but most of them were decision-wise, rather than unsolvable problems in implementation, which is mainly what you would hope for from such a course, as it should provide the student with everything that is needed to fulfill a task, but let him think of a way to use them conveniently so that he obtains a finite product. Essentially the goal of this assignment, for me at least, was to understand how an interactive video should work, what tools are offered to emulate such a task, and finally create a demo application that helps me prove to myself that I've actually accumulated something. I am confident that knowing how to make such an application will benefit me, since there is no way that this would not become and innovative trend in the near future. Two example off the top of my head where I consider this technology to help:

- Watching a basketball game or any sort of competition on a stream, could be enhanced to give the user more control, giving him the ability to switch cameras/sides as he pleases.
- The movie industry could also consider adding interaction to their products. I can only imagine how amazing a horror movie where the viewer directly influences the outcome of the story would look.

I will now briefly discuss each phase of development:

- Concept - the idea of making the video about the viewers opinion on public transport was kind of last minute, considering the fact that we were planning to take the most out of interaction and to create a game using the Unity engine. We were initially thinking of creating a story where scenes where created in Unity and where the user could promptly influence the outcome. But given Ximpel, an the large quantity of video content available online (no matter the subject) we considered Amsterdam's public transport system to be a valid option.
- Storygraph and Scenario – this was also quite difficult to create, because we had no complete idea on whether we would be able to find the video content that would enable us to carry out the task successfully. We took a leap of faith in deciding on what we want to present, and luckily we managed to find everything that we needed.
- Assets – this stage was definitely the most time consuming and it did present benefits, because the harder we looked, the more valuable content we could find. We initially based our ideas on few videos that we already knew, and after thoroughly searching everything that was available on YouTube related to the subject we manage to find parts that would suit every aspect of our story.
- Application and Viral Video - in creating the actual program, the challenges that we were faced with were getting to understand how to use Ximpel, but also finding the tools that could provide the much needed cutting and splitting of the .FLV Assets. The viral video was also created using fragments of assets that either were not needed for developing our App, but would still prove as a good point/theme towards it, or actual significant videos that we've used in our project. Again the challenge was to find the tools for video splitting / editing.

  Reflecting on the experience of creating such a project, I consider it to be of notable importance, as the ability to interact with a video will be used more and more often, and knowledge of what such a technology requires / implies will always be an asset for us as computer programmers.