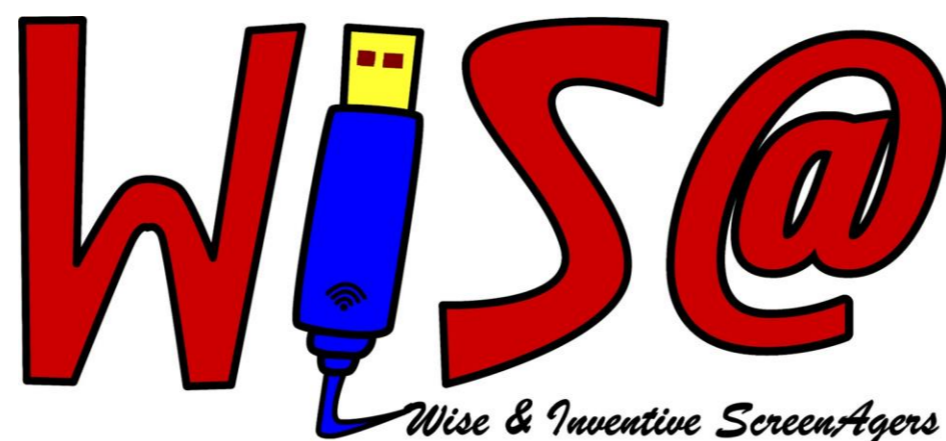
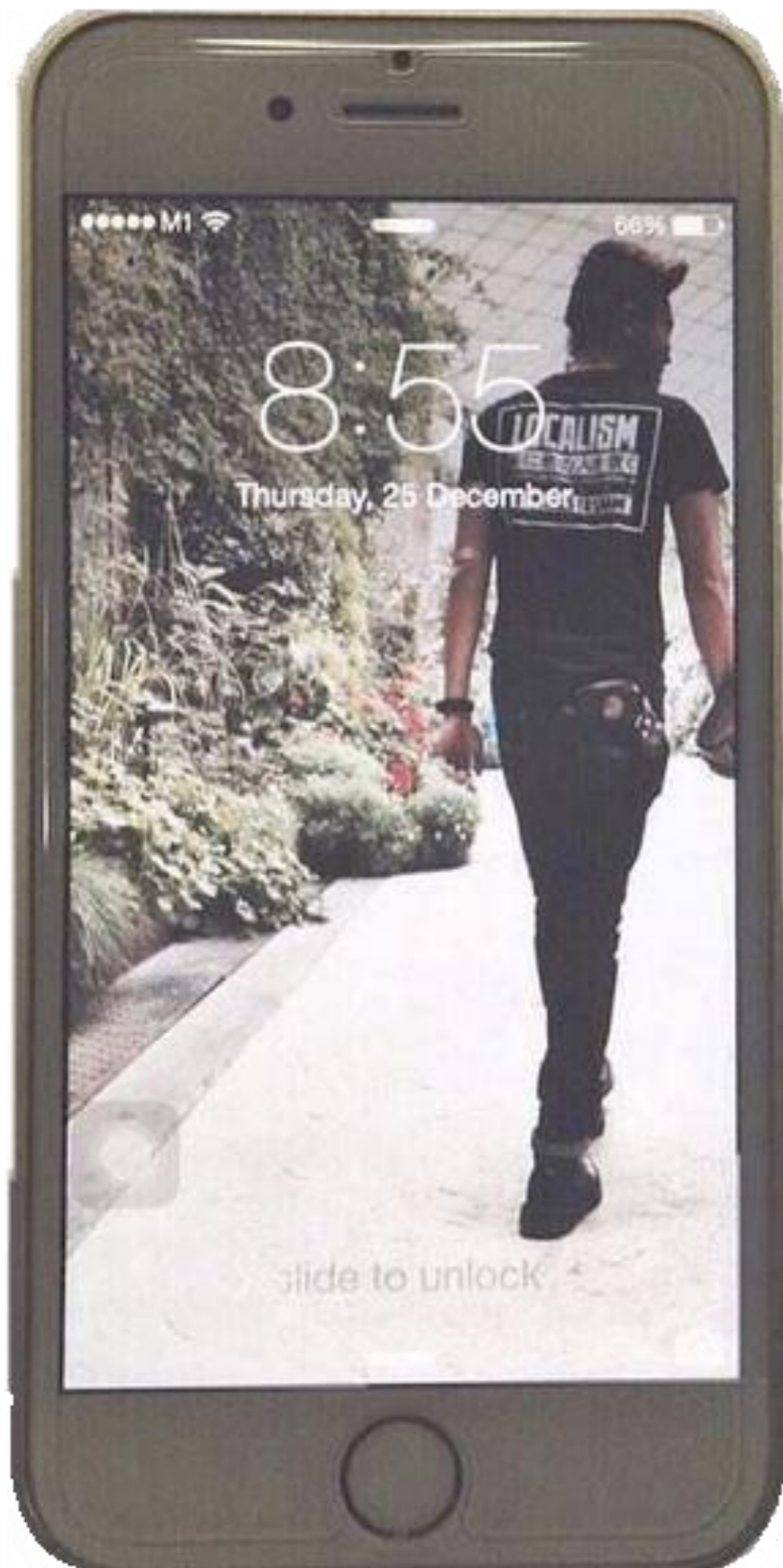




# WISE AND INVENTIVE ScreenAgers



*Wise and Inventive ScreenAgers, Erasmus+, KA2, nr referință proiect 2018-1-CZ01-KA229-048019\_4*



WE LIVE IN RELATIONSHIP  
WITH THE MEDIA

FROM USER PROTECTION TO USER EMPOWERMENT

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**“A CONSTELLATION OF LIFE SKILLS THAT ARE  
NECESSARY FOR FULL PARTICIPATION IN OUR  
MEDIA-SATURATED, INFORMATION-RICH  
SOCIETY.”**

Renee Hobbs  
Digital and Media Literacy Plan of Action



# MIL COMPETENCIES:

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1. ACCESS MEDIA AND INFORMATION: TECHNICAL SKILLS FOR ACCESSING SUITABLE MEDIA AND INFORMATION SOURCES,
1. USE MEDIA AND INFORMATION: ABILITY TO ENCODE AND DECODE CONTENT.
1. ANALYSE AND EVALUATE. ABILITY IN COMPREHENDING MESSAGES AND USING CRITICAL THINKING TO JUDGE THE MESSAGE QUALITY, ACCURACY, CREDIBILITY, OBJECTIVITY WHILE CONSIDERING POTENTIAL EFFECTS OR CONSEQUENCES OF MESSAGES.
1. CREATE MEDIA MESSAGES. COMPOSING OR GENERATING CONTENT WITH AWARENESS OF PURPOSE, AUDIENCE AND COMPOSITION TECHNIQUES;
1. REFLECT ON ONESELF SOCIAL RESPONSIBILITY
1. BE AN ACTIVE CITIZENS TO CONTRIBUTE TO SOCIAL CHANGES, WORKING INDIVIDUALLY AND COLLABORATIVELY TO SHARE KNOWLEDGE, USING THE POWER OF COMMUNICATION AND INFORMATION TO ADDRESS PROBLEMS AND PARTICIPATE AS A MEMBER OF A COMMUNITY AT LOCAL, REGIONAL, NATIONAL AND INTERNATIONAL LEVELS..

# WATCH THIS SPACE. INFOGRAPHICS ARE **IN**

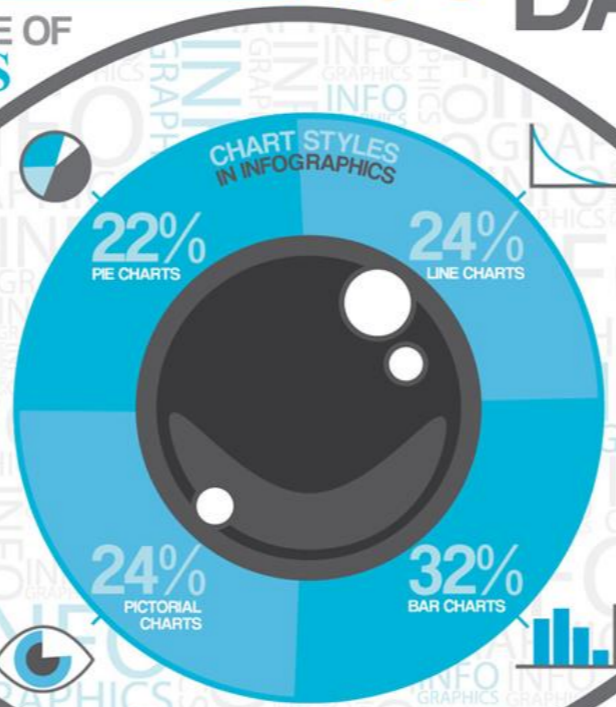
**100%** OF BUSINESSES CAN BENEFIT  
EVERYONE SHOULD CONSIDER THE POTENTIAL ADVANTAGES **RIGHT NOW**

INFOGRAPHIC PRODUCTION INCREASES BY **1%** EVERY DAY

THEY SHOW AN **EXPERT** UNDERSTANDING OF A SUBJECT AREA OR TOPIC

THEY CATCH THE EYE OF **JOURNALISTS** AND STAND OUT FROM DULL AND BORING TEXT-BASED PRESS RELEASES

**90%** OF INFORMATION THAT COMES TO THE BRAIN IS **VISUAL**



INFOGRAPHICS HELP TO VISUALISE **RELATIONSHIPS & STATISTICS** SIMPLY & EASILY

**40%** OF PEOPLE WILL RESPOND BETTER TO VISUAL INFORMATION THAN PLAIN TEXT

Learning Style	Percentage
Visual Learners	40%
Audio Learners	
Tactile Learners	

**≈ 13 MILLION** RESULTS FOR THE TERM 'INFOGRAPHIC' ON GOOGLE

INFOGRAPHICS **GO VIRAL**

INFOGRAPHIC OF **GRAPHICS**

SOURCES FOR DATA: AROUND 13 MILLION RESULTS FOR THE TERM 'INFOGRAPHIC' ON GOOGLE AS OF 28TH JULY 2011 (http://www.google.com/trends?q=infographic&cat=0&geo=all&date=all&sort=0); 40% OF PEOPLE WILL RESPOND BETTER TO VISUAL FORMS OF LEARNING ACCORDING TO (Teaching Students to Read Through Their Individual Learning Styles, Marie Carbo, Rita Dunn, and Kenneth Dunn, Prentice-Hall, 1996, p13); CHART STYLES IN INFOGRAPHICS ACCORDING TO (http://imgur.com/DKxvj.png); INFOGRAPHIC PRODUCTION INCREASES BY 1% EVERY DAY ACCORDING TO (http://www.btrebds.com/geek/funkadolic-facts-about-infographics/); 90% OF INFORMATION THAT COMES TO THE BRAIN IS VISUAL (http://www.visualteachingalliance.com/).

[easel.ly](http://easel.ly)  
<https://www.easel.ly/>

Camera technique  
Types of shots

ONE SHOT





# BUILDING BLOCKS

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# TYPES OF SHOTS



# EXTREME LONG AND WIDE SHOT

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# LONG AND WIDE SHOT

---





# MID SHOT

---



# CLOSE UP

---



# MEDIUM LONG SHOT

---



# EXTREME CLOSE UP

---





CUT IN

---



# OVER THE SHOULDER

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Extreme long shot: Write a short paragraph with a few sentences:

- one sentence could describe the scene, the settings and introduce the character.
- the other sentence might include three distinct elements of action/description.



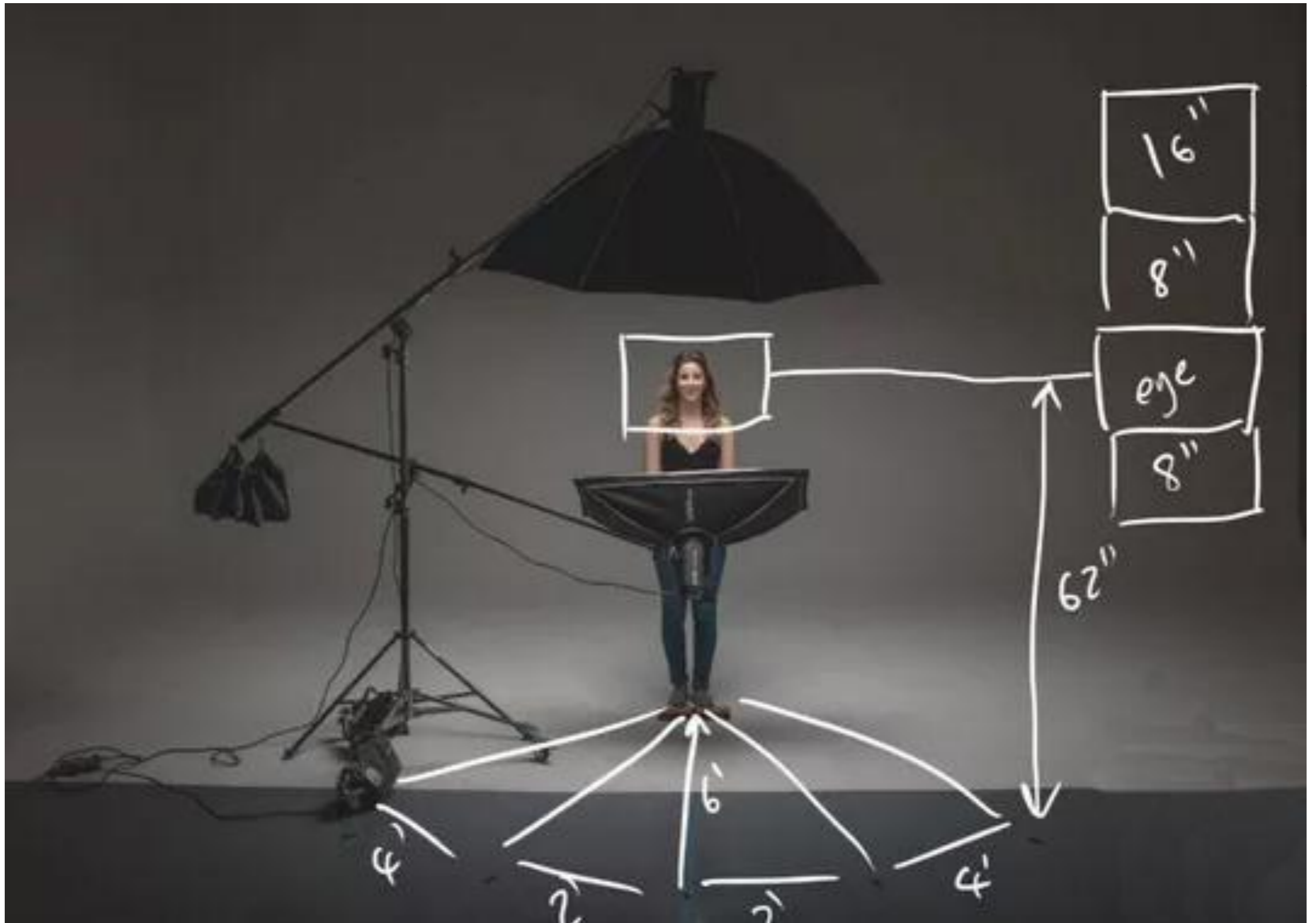
Medium shot: write a sentence which start with a word ending in "ing" or "ed".



Close up: create a possessive pronoun sentence starter or create a descriptive adverb sentence starter.

# SHOT SIZE & CREATIVE WRITING

# CAMERA POSITIONS





# TOP SHOT/BIRD'S EYE VIEW

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# WORM'S EYE VIEW

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# LOW ANGLE

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# HIGH ANGLE

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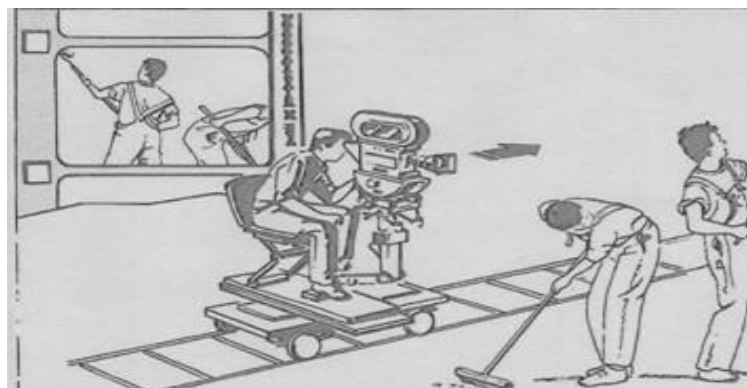
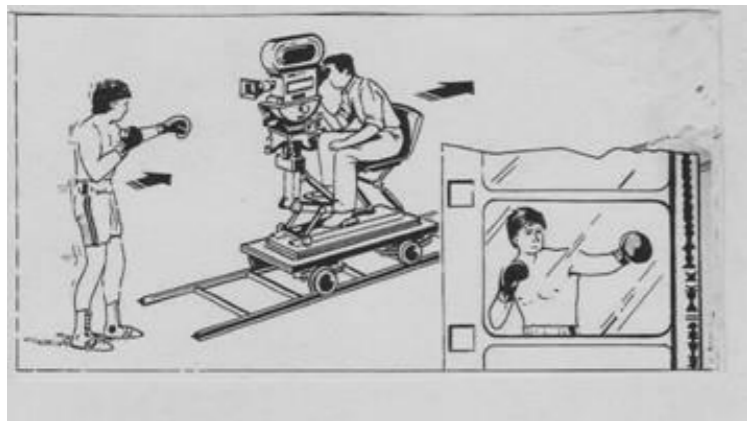
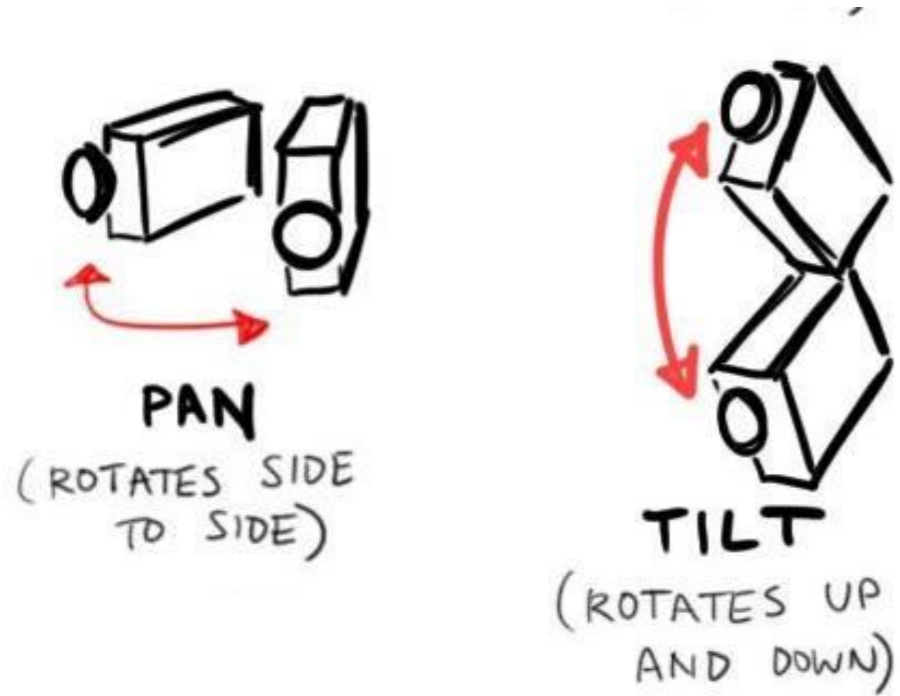
# EYE LEVEL

---



Să ne prefacem că suntem toți prieteni ?

# CAMERA MOVEMENTS



CRANE



STEADYCAM





SOUND

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HOW SOUND DESIGN YOUR LIFE

SETTING

---



## The Big Question

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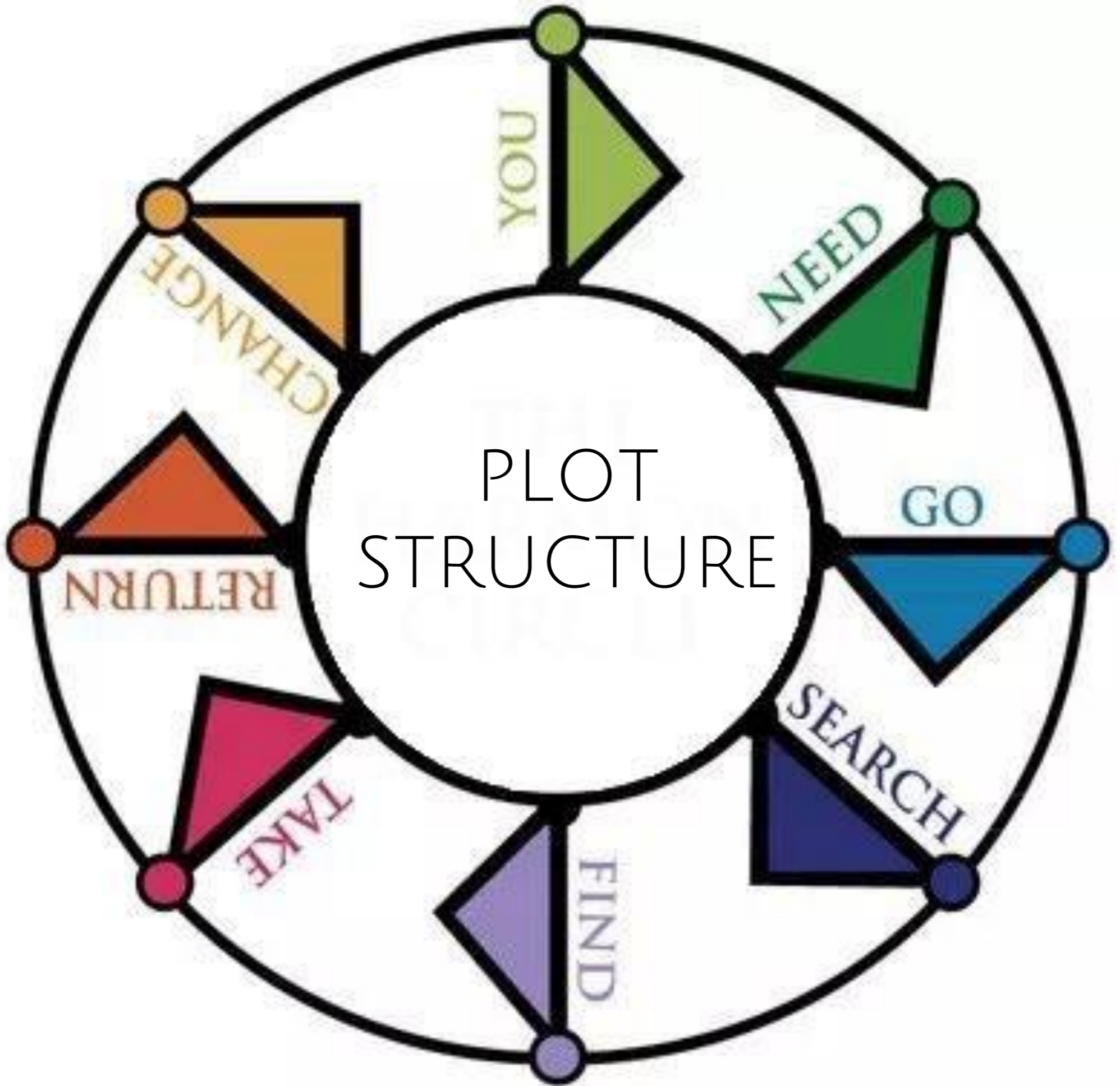
Q:

**What's the most important element of a good story?**

---

Filmed by *The Atlantic* at the Aspen Ideas Festival, 2014







A glowing blue brain silhouette with a network of nodes and lines, symbolizing neural activity or AI. The word "THINK" is written across the center.

THINK



THE BIG BLUE

Screenplay by  
Luc Besson, Bob Garland, Marylin Golden.

1998

EXT. VILLAGE - DUSK

← slugline/scene heading

JACQUES walks up a steep road bordering the port, almost dry now.

Two boys about his age run up the streets; call out, catch up with him and gesture toward the port.

← action

THE BOYS

← character

dialogue → Jacques! Come quick!

EXT. PIER - DUSK

The little boys tug JACQUES to the end of the pier and point to something in the water.

BOYS

Look! Right there! It's shining!

JACQUES walks over, and sure enough sees something shining a few feet down in the water.

JACQUES

(squinting)

A coin.

← parentheticals

FIRST BOY

I found it.

SCREENPLAY

THE LAST LINE - Voice over Script

EXT - OUTSIDE CONNORS HOUSE - DAY

Connor and Lucy get out of their car and the press are bombarding them.

VOICEOVER - CONNOR

It's a constant battle, everywhere I go; even just near my home. They won't leave me alone. Always wanting a shot, story, something? There comes a time when you have to wonder, is it all worth it?

EXT - OUTSIDE CONNORS HOUSE - DAY

Connor walks out of his house, after his girlfriend leaves him.

VOICEOVER - CONNOR

Now Lucy's left, the one person who always believed in me from the beginning. My reputation's gone downhill because of this stupid rumour. Before this, offers were pouring in, every director wanted me. My life's over. The answers don't come from the bottom of the bottle. But where the hell do I turn now?

SCREENPLAY

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This presentation is done with the help of Associazione  
Jump Gioventù in riSalto  
Special thanks to Romina Mazzotta

THANK YOU!!





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