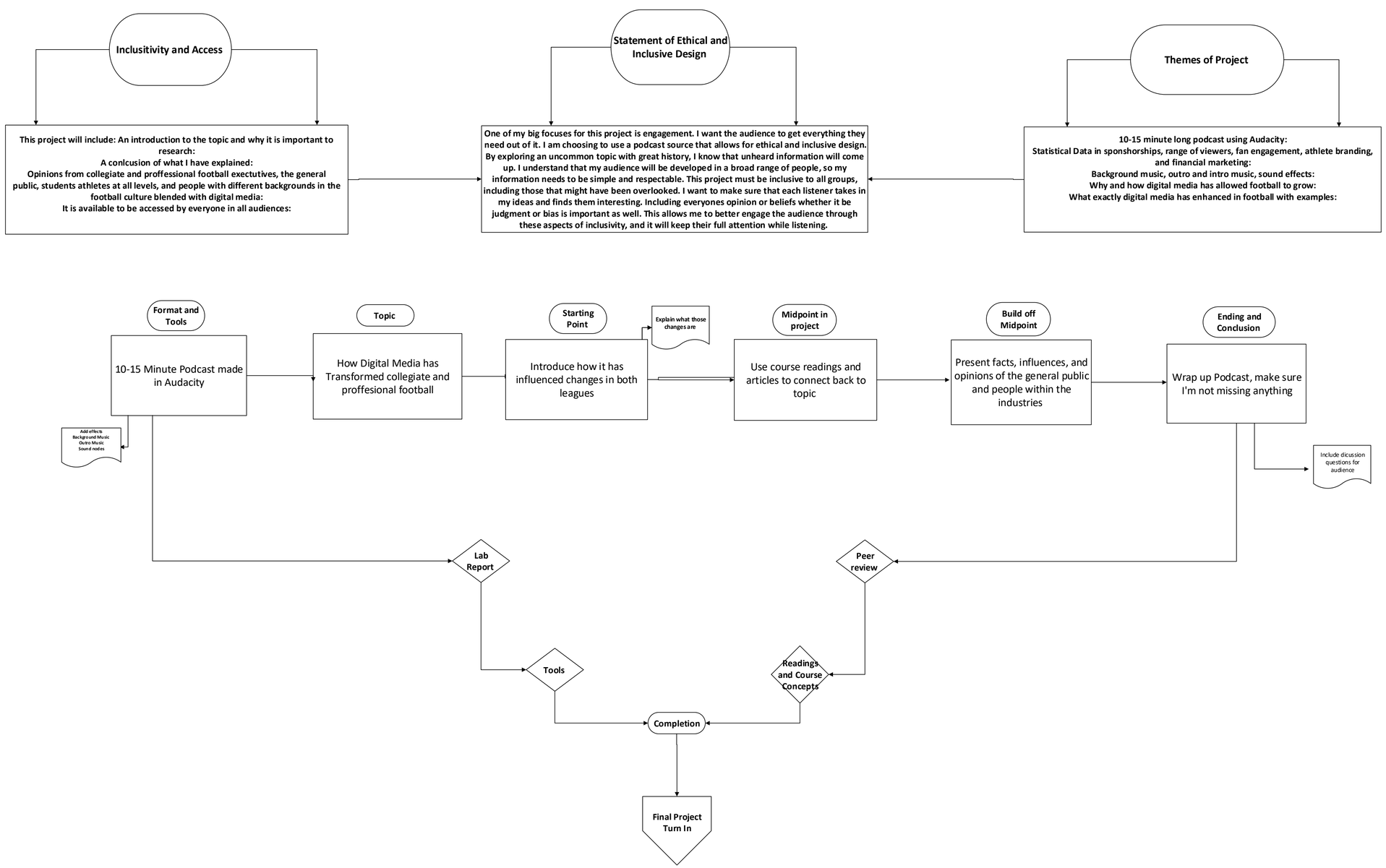
Inclusitivity and Access
This project will include: An introduction to the topic and why it is important to research:
A conlcusion of what I have explained:
Opinions from collegiate and proffessional football exectutives, the general public, students athletes at all levels, and people with different backgrounds in the football culture blended with digital media:
It is available to be accessed by everyone in all audiences:
Statement of Ethical and Inclusive Design
One of my big focuses for this project is engagement. I want the audience to get everything they need out of it. I am choosing to use a podcast source that allows for ethical and inclusive design. By exploring an uncommon topic with great history, I know that unheard information will come up. I understand that my audience will be developed in a broad range of people, so my information needs to be simple and respectable. This project must be inclusive to all groups, including those that might have been overloooked. I want to make sure that each listener takes in my ideas and finds them interesting. Including everyones opinion or beliefs whether it be judgment or bias is important as well. This allows me to better engage the audience through these aspects of inclusivity, and it will keep their full attention while listening.
Themes of Project
10-15 minute long podcast using Audacity:
Statistical Data in sponshorships, range of viewers, fan engagement, athlete branding, and financial marketing:
Background music, outro and intro music, sound effects:
Why and how digital media has allowed football to grow:
What exactly digital media has enhanced in football with examples:
Format and Tools
10-15 Minute Podcast made in Audacity
Add effects
Background Music
Outro Music
Sound nodes
Topic
How Digital Media has Transformed collegiate and proffesional football
Starting Point
Introduce how it has influenced changes in both leagues
Explain what those changes are
Midpoint in project
Use course readings and articles to connect back to topic
Build off Midpoint
Present facts, influences, and opinions of the general public and people within the industries
Ending and Conclusion
Wrap up Podcast, make sure I'm not missing anything
Include dicussion questions for audience
Lab Report
Tools
Peer review
Readings and Course Concepts
Completion
Final Project Turn In