Decoupage - live streaming

	Scenes	see 👁	hear 👂
	1. Simon has just completed her live streaming. She feels relieved and she wants to share her experience with the real audience.		
00:20	1.1	Screen recording of a laptop	Sustainability Thank you for being here today. This was green tuesday by free birds ngo.
	1.2	Comments and hearts on the screen 👋❤️	
	1.3	Wide frame. Establishing the location	Exhalation
	1.4	Freeze frame. Opacity goes down. Medium shot of Simon. Pop up graphics. ✍️ real time interaction 👋 keeps audience attention for longer, packing in a lot of rich information 🙂	Voiceover of explaining two points. VO: live streaming can help social impact organizations increase their reach, engagement, transparency, credibility, and flexibility. By using it you can connect with your audience in new and meaningful ways, ultimately leading to greater social impact.
	1.5	Frame unfreezes and Simon talks to the camera	ON:Do you want to know how to make live stream videos?
	1.6	Backward video of preparation until the beginning	ngrjnsrsriosij
	2. The road to success, presentation of Do's and don'ts. Pre Production: - Stable internet connection - Cell phone or laptop in good condition (battery, camera, microphone) - Proper background and light conditions - Basic, content points preparation		
	2.1	Simon prepares her **empty desk** (opens backpack or something)	To begin with, for a smooth experience you need some preparation. Let's start with your device. Make

			sure it is fully charged.
	2.2	Step 1. Internet connection (back of the laptop with graphics of connection)	Make sure the background doesnt take the attention from you
	2.3	Step 2. Laptop (plug in the power, microphone, clean the camera)	It is also important that the lighting condition is appropriate
	2.4	Step 3. Background (**messy background** and Simon is cleaning it)	Check if the internet connection is stable. Try out the microphone and the camera.
	2.5	Step 4. Simon changes her clothes	Organize your talking points and keep track of time
	2.6	Step . Content points (Simon is writing the points to her phone and setting up the timer)	Last but not least, choose the right outfit
	2.7		Now just relax and connect with your community!

3. Online:
- Remember to introduce and include your audience to the content
- Get supported by a friend to keep out trolls
- Be interactive, it keeps audience's attention and creates better connection
- Keep time helps you focus to get all your points discussed
- Save your finished live streaming media for reuse to feed other platforms

What could go wrong?

	3.1	POV: Simon is speaking then her voice goes more silent	ON: Hello everybody, welcome to our live video. blablabla(without context)

The most commonly used type of UPS is also the most effective, generally called a *full-time* or *full double conversion* UPS. For any UPS, incoming utility power is alternating current (AC), which is also what is required by most information technology equipment (ITE).

Batteries, on the other hand, are direct current (DC) devices, so all battery-type UPSes must convert -- or *rectify* -- the incoming AC power to DC to charge the batteries.

Lets move on

The UPS must also still deliver AC to the ITE, so DC power must be converted

		back to AC through a device known as an inverter. ups
3.2	Audience is confused ??????? (someone else is watching her livestream and looks confused. Starts typing) 😕 Symbol of waiting (loading)	Blablabla
3.3	CM SHOT: above Simon head appears a title of the "Remember to introduce and include your audience to the content" Loading finishes	ON: Okay let´s move on
3.4	POV: Simon is using the computer and a title appears The negative comments are appearing.	V.O.: remember that not everyone on the internet is friendly
3.5	CM SHOT: Close up of Simon feeling sad Title : "Get supported by a friend to keep out trolls"	ELEPHANTS IN AFRICA
3.6	POV: of neutral faced people watching Simon´s live stream and then one of them starts yawning while hearing Simon´s boring voice	ON: simon speaks something boring
3.7	MS: SIMON IS BORING she reads a book	

	3.8	POV: 4 neutral faced people in close up shots. They leave one by one (we show this by making their screen black) and the title appears "Be interactive, it keeps audience's attention and creates better connection"	
	3.9	MS: Timelapse of timer graphic to show how time passes and Simon keeps speaking	VO: Keeping track of time helps you to focus on getting all your points discussed
	3.10	CS: Simon looks at her phone and checks her checklist. The same timer going to 0?	
	3.11	CS: Simon is anxious	
	3.12	POV: she has the same anxious face and she ran out of time and she is goodbaying her audience	
	3.13	MS:She completed her video call and she closes the laptop	ON: ok, that was it for today, I hope next time I cover all the points, but it was nice anyway, See you on next green tuesday
	3.14	MS: a message pop up and ask for part of footage for media use	V.O. Remember to save your live stream video so you can share it with others
		MS:Simon feels a lot of self critisism (grabs her head with both of her hands and tilts it down)	
4.⭐ noW it's your time to shine, go online and enjoy ⭐			
	4.1		

Livestreaming services have become increasingly popular in recent years, and for good reason. For social impact organizations, implementing livestreaming services can provide several benefits:

1. Increased Reach: Livestreaming services can help organizations reach a wider audience beyond their usual reach. By streaming their events and programs live, organizations can attract viewers from all over the world, not just those in their immediate vicinity.
2. Engagement: Livestreaming is an excellent way to engage with your audience in real-time. Viewers can ask questions, give feedback, and participate in discussions, making them feel more connected to your organization and its mission.
3. Cost-effective: Compared to traditional methods of broadcasting events and programs, livestreaming is much more cost-effective. Organizations can reach a large audience without the need for expensive equipment or production costs.
4. Transparency: Livestreaming services provide transparency, allowing organizations to showcase their work and demonstrate the impact of their programs and events. This transparency can increase trust and credibility with donors, partners, and other stakeholders.
5. Flexibility: Livestreaming services offer flexibility, allowing organizations to stream events and programs on their own schedule and at their own pace. This flexibility can help organizations accommodate the busy schedules of their audience members.

Overall, implementing livestreaming services can help social impact organizations increase their reach, engagement, transparency, credibility, and flexibility. By using livestreaming services, organizations can connect with their audience in new and meaningful ways, ultimately leading to greater social impact.

Livestreaming is a way to show your events or programs online, in real-time. It's cool for social impact organizations because it can help you reach more people and engage with them. It's also cheaper than traditional methods, and it shows transparency, meaning people can see your work and its impact. Livestreaming is flexible too, so you can do it when it suits you and your audience. By using livestreaming, you can connect with more people and create a bigger impact.

Livestreaming is a popular way for social impact organizations to share their events and programs online. By livestreaming, they can reach a wider audience, engage with viewers in real-time, and get feedback and questions from them. Livestreaming is also cost-effective and flexible, meaning organizations can show their events on their own schedule. By using livestreaming services, organizations can connect with their audience in a meaningful way, get feedback, and ultimately create a greater social impact.

Scene 1

Character & Props	Description
Simon Formal clothing	The person who just completed the live streaming
Real audience	Off-screen
Laptop	Used for the live streaming screen recording
Other equipment	Required for live streaming (not specified)

Visual Effects	Description
Pop-up graphic	Used to convey a message to the audience
Freeze frame	Used to highlight a moment in the scene
Backward video	Used to show a reverse playback of Simon's preparation process
Opacity adjustment	Used to make the freeze frame less prominent on screen

Scene 2

Character	Description
Simon Informal clothes	The person preparing to go live wearing informal clothes
Laptop	Used for the live streaming
Backpack	Used to store equipment
Microphone	Used for audio input

Camera	Used for video input
Phone	Used to write content points and set up a timer
Background	Area behind Simon that needs to be cleaned up
Other equipment	Required for live streaming (not specified)

Visual Effect	Description
Graphics	Used to indicate the status of the internet connection and that Simon is going live

Scene 3

Character	Description
Simon	The person speaking in the live video
Audience	People watching the live stream
Friend	Someone supporting Simon to deal with trolls
Laptop/Computer	Used for the live streaming and checking the comments
Phone	Used to check the checklist and the timer
Timer	Used to track time and progress during the live streaming
Title 1	The title that appears above Simon's head to introduce the topic

Title 2	The title that appears on the computer to indicate the negative comments
Title 3	The title that appears to encourage audience interaction
Sad music	Background music to convey the mood

Visual Effect	Description
Titles	Used to introduce the topics and provide guidance to the audience
Negative Comments	Appear on the computer screen to indicate negativity
Black Screens	Used to show that the audience members have left the live stream
Timelapse	Used to indicate the passage of time during the live stream