Programme Title:

**Duration:**

5-10 minutes

**Audience:**

My documentary is aimed at people of either gender 15 and onwards as I’d like the younger viewers to watch and be aware of how gaming has developed but I’d also like an older audience to watch my documentary and be reminded of their childhood.

**Format**:

HD

**Resume:**

Videogames are played all around the world and are extremely popular throughout all age groups. The technology that we have available to us is extraordinary and has made the gaming experience much more enjoyable. I want the documentary to make the viewer aware of this technology that has made gaming what it is today.

Some of the topics that I want to raise are graphics, online play and gaming chairs.

The main topic however being Old Vs New. I want to remind people of the old games that were around and how different they are to the new releases of this year.

I will be asking students around college as well as some staff and family member to find out what their favourite games are/were and why.

**Suggested elements:**

1. I will be using archive footage from YouTube of a variety of videogames ranging from old school Pac-man to modern releases such as Skyrim.

2. I will be using audio from [**https://8bc.org/**](https://8bc.org/)which has a variety of chip tunes and nintendocore files.