Our group chose to use Windows Live Movie Maker to create our video project. Although we found some interesting tools online, we found nothing that we liked as much as Windows Live Movie Maker. There were a lot of interesting tools online for things similar to what we are doing. Many of them, however, were missing at least one tool needed to complete our project. We also chose Windows Live Movie Maker because we were already somewhat familiar with how to use it from prior projects.

Our group began by picking Windows Live Movie Maker to use for our artifact. We then began to brainstorm ideas to use in our video. It took a lot of brainstorming and explaining our ideas to finally get a plan in place. Once we came up with a general idea we then had to begin creating our storyboard. After much discussion we eventually came up with a final storyboard. Our storyboard had descriptions of all of the scenes that we were going to film with rough time estimates for each. Once we had a plan, it was time to get started on filming. We had to develop a plan for filming which was fairly simple since we already had our storyboard done.

We began filming different scenes starting in the morning and lasting all through the day. We filmed at various camera angles including first person, third person and on the tripod. We filmed various scenes from the day including walking to school, various classes, passing periods, learning lab and even Logan getting hit by a car. Just a normal day at school. After getting plenty of film we began to compile it all. We began by uploading the video onto our laptops. We then went through and deleted any unnecessary video. We began cutting our video on Movie Maker. We inserted videos, pictures and sound effects. We then used time lapse to speed up our video. We were then able to show basically the entire day within just a few minutes instead of hours. To add sound effects and background music to our video we had to compile a list of things that we wanted then, we took that list and put it on a non-school computer. Then we went to youtube and downloaded said sound effects using Real Player, and transferred them back to the laptop we were using to make the video. After we took those files and edited them in audacity so that they fit with our video, cutting down music to make it fit in the fair use guidelines and put it into the video. Next we added speech bubbles to our still pictures using Microsoft publisher and then replaced the blank still pictures with the new ones. Finally we added our edited pictures, which we edited using pixlr and ipiccy, to the video.We then had to add transitions to the video to make it flow smoothly. Once the video was put together it all flowed nicely.

We began to have problems when the cameras died without lasting an entire day. When we went to upload the videos it also took much longer than we expected. To upload all of our video it actually took an entire night. We also had problems with the laptop being too slow to view our video in progress. Once we began to add audio it began to mess up our entire video. When we inserted sounds it began to push the other audio back making it hard to line up with our video. It also takes a long time to cut the video which became a problem.

We would use this tool for a video project because most of our problems stemmed from the audio recording and computers, not the software. This tool has a lot of features and is also nice because it is already downloaded on our computers. There are other good tools on the internet, but this tool seemed to be the best and would be good to use on another project.