

I plan to create a short film based around the problems and pressures of social media on young people and how more young people should put down their social media addiction and escape into the countryside.

*For this assessment, I have decided to look at the problem of a lack of young people in theatre in West Wales.*

*Based on my experience of a young drama student in West Wales, although there are plenty of theatre groups spread across the region, there isn't enough being done to encourage young people to join these groups. This isn't just a problem for young people who wish you go into careers like acting, directing, and facilitating in the future, but it also has a detrimental effect on the future of small theatre groups, as without young people the groups become smaller and less active, generally resulting in them ceasing to exist.*

*Therefore, my project will be look at ways to help bring young people into theatre. I will do this by doing the following activities:*

- *Research*

*I will research theatre groups in the West Wales region, and get an idea of the areas they are based in. This help me to gain a perspective on how I can use the areas resources to help benefit these groups.*

*As part of the research, if I can, I would like to contact a group and ask what actions they are currently making to help encourage young people to join their groups.*

- *Plan*

*I will then plan a drama workshop which aims at helping to bring in young people into these groups, by using a mixture of relevant exercises, that are likely to be of interest to young people.*

*With the workshop, it would be designed to be a touring workshop, that would 'set up shop' in different theatre groups, as a way of drawing more attention to them.*

*My general aim is to help these groups have a solid future.*

The issues I may look into investigating are is there enough small productions to help get people interested in acting or to help new actors kick start their careers, how to promote yourself as an actor to get opportunities and are you only a successful actor if you have this big break within the industry by achieving a role in a blockbuster Hollywood production or can you still feel successful doing minor roles.

*Two key areas of challenges that face communities around South Wales are how to engage their communities in areas of physical and social health, and how to make use of historical industrial sites that no longer serve their purpose. To help tackle this locally, I will be exploring the proposition of introducing a gate to an unused tidal dock in Burry Port to create a body of water that can be used for outdoor recreational and social activities such as supping, kayaking and swimming. It would also have potential business ventures for the local community. To further investigate the problem and potential solutions I will use a mixture of questionnaires and interviews as well as research into local council plans and tactics around these areas.*

I would like to produce a small-scale show that could be replicated in schools and youth groups to help teach children about the age of 12 of their Welsh heritage, as I believe it is a subject that it not taught well enough in our history/literature/art.

This will involve a basic design layout for stage that should be easy to make and adaptable, but still entertaining.

Designs for any characters, and props.

A prototype of the stage via modelmaking, and a prototype of any props.

Accessible Lighting that could be used.

I will need to decide what to base the show on my mind goes to the short stories in the Mabinogion, but I would like to investigate this more to see what would be most appropriate for the age group.

The value this will produce in the end is that children will be entertained in the short term when viewing these shows, if older children were performing and setting it up for the younger children with the guidance of a teacher/supporter they could be learning skills/attributes such as confidence, and creativity but also in the longer term these children will have a better knowledge of who they are, and what they're culture is.

*An issue I want to research further is peoples knowledge on recycling. My proposal is to make a short film talking about the problem with putting non recyclables in the recycling. I will start by researching through trustworthy websites like the Carmarthenshire county council websites and books from the library. I will then plan out a short film targeted at my age range especially students by myself instead of a group piece.*

As a group we have decided that we are all very interested in looking into the topic of women working in the film, tv and production industry. It has been brought to our attention that there are ongoing issues with diversity in the workplace, particularly when looking at women working in the industry. As young women aspiring to be within the film, tv and production industry we each feel strongly about this topic and are eager to play a part in the efforts to demolish diversity, starting with an area that we can each relate to.

*Consent is a big societal issue, and over the past decade has increased in awareness. I think it is important to talk about consent from a young age, but a heavy topic to bring up especially to children. This is why I thought about making a puppet, that would talk to the children, to engage and interact, rather than have an intimidating figure of authority standing in front of them reading from a PowerPoint slide.*

For my 'problem', I'd like to investigate how the use of machines separates the skilled worker from his/her work, and therefore makes them less skilled as a result.

What I mean here is to delve into the ideology that as technology progresses, the skill required to use it diminishes. One example I can think of would be as simple as how the use of AutoCAD means less and less people know how to accurately use a pencil, or how the use of electrical tools and machines in construction makes the prospective woodworker a glorified machinist.

Perhaps my problem is not the existence of these innovations, but rather to look into if people are aware of the tradeoff they make when they stop using the manual version of something. I could use my fellow students as a 'test group', as they are taught in both digital and analogue methods, mostly. Perhaps my investigation of this 'problem' is to see if people see it as a 'problem' at all.

I could look into old studies taken during the industrial revolution to see what the general consensus on the mechanising of everything was when it first took place. I could also find out what trades and crafts are currently being completely digitised/mechanised and find out what the people who used to do it think of the situation.

I can't really identify stakeholders for this idea, as most stakeholders are only interested in profit which this flies directly in the face of.

*The overall Problem I would like to create a project for is... how covid has affected the mental health of young people. Many Children have missed very important developmental years in educational and social settings. Which I believed has causes an incredible lot of anxiety.*

*I want to create a series of workshops with the aim of engaging children who have felt isolated and lonely and like they are at a catalyst with their mental health. I want to try and create a happy safe environment for them to relax in. To further my understanding on how covid has affected young people I will create surveys and send them out to parents. This will give me another perspective.*

The problem is waste and bad housekeeping in the workshop. I will find a system to combat problems. The important social value, front-line intervention created by our industry.

- 1) Using a medium of your choice create a summary of the problem you are investigating, including your problem definition and /or research question. Include recognition of the potential social value that could be created.*

*My medium of choice would be writing, and my research question is below. I believe that this could make people reflect on how their perception of species of animals can be moulded by the media they consume. Additionally this could help filmmakers and photographers understand better their impacts on the wildlife that they are documenting.*

- a) Identify an issue you would like to investigate. This can be done as an individual piece of research or as a team using design thinking.*

*Finding out if an increase in wildlife photography and filming has had an effect on the wildlife, be it positive or negative – or neutral, and also how the public's perception of wildlife and certain species can be altered by pieces of media.*

- b) Apply primary and secondary research techniques in the investigation of the problem. As a primary method, I could use questionnaires and interviews to get an insight of people's opinions.*

*My secondary research could use libraries, search engines like google and google scholar and online journals.*

*2) Using a medium of your choice pitch the solution you are proposing to identified stakeholders and get feedback.*

*I would use Microsoft PowerPoint and present my ideas to the stakeholders in small groups, and then I would be able to consolidate the feedback that they give me.*

*a) Practice presenting ideas and engaging with stakeholders/collaborators.*

*I think it could be a good idea to get permission to film the presentation so that I could go over what went well and what could be improved upon.*

*3) Using a medium of your choice present the findings of the feedback.*

*a) Analysis of feedback*

*In terms of the medium I would use; PowerPoint would be my chosen tool to present the feedback I receive.*

*I would have to then analyse the feedback, whether it was positive, negative, or neutral, try to understand why the people had that response, if there are any patterns to the feedback, try to understand the value of the feedback to my project and how it may influence my project overall.*

*The last stage would then be to collate all of this information into one document, I could use Microsoft Word or a PDF, and then hand it into Turnitin on Moodle.*

Dance can be used as a therapeutic tool to help people express, and learn to cope with, their emotions. The global pandemic has shown us that we can be connected even when at a distance, which led me to question how we can make dance more accessible to larger audiences as a form of cathartic release.

I propose to explore innovative ways of leading dance sessions. I intend to compare and contrast teaching a short piece of choreography via a meeting platform and augmented reality.