Summary Statement

Many films have hidden messages that many people either don't notice or think about. My goal is to make people really analyze or think about the images in movies. In this Case, Stanley Kubrick’s the shining. I hope I can shine some light on a few of the theories surrounding this film. This will hopeful shape many minds to think in a slightly different way and understand these theories. This will also inform the few who do not know what the shinning is. Unfortunately there may be some spoilers, but I will do my best to avoid them as much as possible.

User personas

The first user I am designing to be Film students. I am going to try and capture their interest with their love for the art that is film. Then I will describe the massive about of detail that is used in the shining and why some of these theories have been made because of these small details that are used throw out of the film.

The second user I will be designing to will be conspiracy theory fanatics. This subject will obviously capture their attention I hope that I will teach them something new, about these theories and hopeful tell them one that they didn't know.

The third user I will be designing to will be interactive multimedia students. Will be designing to impress them visible with my presentation.

Technical deployment

This presentation will be viewed on a desktop computer 25.6 inch BY 19.2 inch

UI/UX Specifications

I plan to have one home page in PowerPoint with three buttons, each one of the button will lead to one of the theories that I will be presenting. The first slide will be a video of the scene that the theory is based on. The next slide will be explaining the theory in great detail with some stills from the previous scene. The last and final slide will be a summary of everything that just took place and it will also show where the work was obtained from. The other two buttons will have the same formula, there will just be different theories on different scenes from the movie.

Typography/ Color scheme

Calibri and black for color scheme