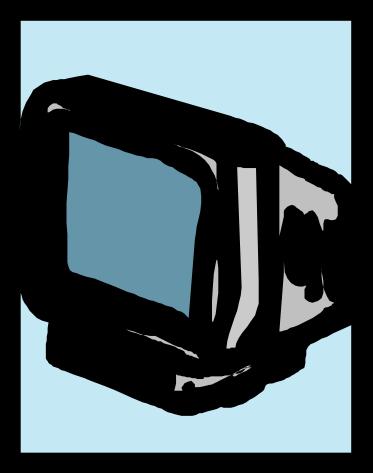
'New skills required for Interactive Services'

by

Gary Hayes
Senior Producer, BBC Interactive Television

"TV's Do Not Crash!"





Six Key Areas to Develop as Interactive Producer THE MEDIUM - Ensure you have a thorough understanding of the complexity and dynamism of the new environments PROCESS - Bring expertise from the programme production to inform the development of the interactive project EMPATHISE - completely immerse yourself in the two new critical areas - 'interactive design' and 'programming' INTEGRATE - Interactive skills flow both ways. Linear and nonlinear help each other - interactivity is not an afterthought STAY ON TOP - keep at the forefront of creativity and innovation in the field

CONVERGE - comprehensive grasp of the technical and creative merger - this drives realistic timelines and budgets

PRESENTING

BUSINESS MNG

EXPERIENCE

DRIVE

SCRIPT

STORY TELLING

PROJECT MNG

EDITING

DIRECTION

PERSISTANCE

SALESMANSHIP

CAMERA

CONTACTS

TEAM LEADING

COLLABORATION



Gary Hayes, Senior Producer 4/3/00

Interactive TV

APPLICATION PROGRAMMING

INTERFACE DESIGN

Your Interactive 'attitude'

- •It is dangerous to think interactive is a poor cousin to linear
- •Be flexible to massive strategic and technical change
- •Think VERTICAL a convergent producer needs to
- •Think NON-LINEAR let the viewers explore retrace YOUR research, your ideas, your passion for the project
- •Let go Interactive TV is unfinished. The viewer finishes it
- •Understand the medium & really get familiar with and use popular interactive services
- •Communicate with the audience find out what worked and what didn't

THE END