Design and technological requirements for the production of the TV Media reports by 360 technology

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Abstract:

The television report is one of the important templates in the satellite channels, through the delivery of information, details of events and the impressions of specialists to the recipient in a professional manner according to the standards and traditions of television work, which is completely different from other news sources and other templates. Correspondents compete to find different ideas, each according to his point of view and the way in which the information arrives, and the details of the event, whatever the political, cultural, sports. Television journalism in general suffers from a significant lack of attention among viewers. On average it can not keep the viewer's attention for more than forty seconds. But the intense competition between satellite TV on the one hand and between state television on the other makes it difficult to keep the viewer tight in front of the television screen. In order to keep the viewer in front of the screen as long as possible. This will only be achieved by working to provide as much accurate and new information as possible in an attractive and simple template that the viewer accepts. Most television reports, or directed to social media platforms, were very ordinary, sometimes similar, containing the same images and angles. But the BBC produced 360-degree video stories that brought viewers to the center of the event without angles or photo selection. BBC was not the only one. The use of these technologies is an opportunity for interactive journalistic experiences different from those used by the public in the past.This research aims to identify the design and technological requirements and the most important cameras used to produce 360-degree media reports. From Wagih Search: Search adopted in the course on the descriptive approach and analysis Almstkhaddh methods for the production of media reports produced a 360-degree technology, access to how to keep pace, especially in the world of photography and Internet technology for technological development. Virtual Reality

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