DESIGN AND DEVELOPMENT OF CINEMATIC VIDEO BASED ON MUSIC VIDEO GAME "LEGEND OF ZELDA – OCARINA OF TIME" USING ADDIE METHOD

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ABSTRACT

Technology has been advantages in these recent years, they are easy to use and fast, especially when it comes for media like video games. Digital geography is now a major and very widespread interest. In human geography, there are two main theoretical approaches to video games. The first has considered the representational strategies and politics of video games: how video games depict the world, and the ethics of that depiction, the second is looking at the representational approach as a poor place to capture the contingencies of the digital world, and the embodied interactions between games and gamers. Based on discussion that has been discussed, we will design and develop a cinematic video, the design is that we will make a cinematic video using background music from a video game called *"Legend of Zelda - Ocarina of Time"*, the applications used to make the video are **Adobe Premiere Pro CC** and **Adobe After Effects CC**, we will combine several gameplay clips from other games and then the writer will combine them with some of game soundtracks from *"Legend of Zelda - Ocarina of Time"* which will resulting a cinematic video, and we also added a Japanese poetry called *haiku* for the video storyline, and when it is finished, we will upload the video result to YouTube.

Keywords: *Information System*, *Cinematic Video*, *Video Games*, *Haiku, Design, Development*.

INTRODUCTION

Video Game is the latest form of evolution that have been present in every niche of modern human cultural life. Video games are a product of digital consumerism that has the aim of entertaining. Video games have now become an immanent media for reflection (Kirby, 2020) and have become an alternative way of life in human daily life in this modern era. In this modern era of human culture, games are no longer an entertainment tool that can only be found in entertainment venues such as amusement parks and amusement arcade, but it can be found in your own home such as game consoles like *PlayStation* and *Xbox, Personal Computer (PC)*, and Portable Consoles like *PlayStation Portable (PSP)*, *PlayStation Vista*, *Nintendo Switch*, and even smartphones for mobile gaming. People these days are rarely play games to entertain themselves in special entertainment places such as amusement parks and amusement arcade, but most people can simply entertain themselves at home because they already have their own availability of game equipment that can be played

at their own home without having to bother going to amusement park or arcade game store.

Music is a part of human culture and can be found in various forms in each culture from time to time (Agustiningsih, 2018). Many ethnomusicologists see the interaction between music and culture in terms of language, religion, and nationality. Music is a product of *beliefs, technology, social habits,* and *psychology of a particular culture*. Throughout history, music has been regarded as an *expression of movement, tension, human character, identity, beauty, religious beliefs,* and *social conditions*, but in general music is considered as an expression of human emotions, just like video game music, video game music can shape human culture for the future, for example, an intense music plays when fighting against an enemy boss. When the player listens to the intense music while fighting an enemy boss, the player has a fighting tense, then the player can find their various way to defeat the boss or based on the tutorial that have given from the game. The reason why the player has this tense because they have been did a lot of progress to complete previous missions, knowing the game's story lore, and this moment is a moment that the player have been waiting for, to fight the last enemy boss, the feeling that the player want to win, then without realizing it, this tense affects the attitude of players to a real world, because of many game players in this world, without realization, it can shapes human culture as well. Therefore, we chose the music game ***The Legend of Zelda - Ocarina of Time*** (TLOZ OT) because we considered that the game is a game that has a lot of background music that can be used for cinematic video that we work for.

Creative thinking competence for humans is very important in today's era of global competition, especially during this pandemic, everyone around the world these days are facing the problem about how they will survive during pandemic, and one example way to survive is they must stay at home and they only can be able outside only if there are something important to do for them like going to work, school, or buying their needs in grocery store and market, but if people are stay at home continuously they can easily got bored because they have nothing to do at their home, which is why they need some entertainments than doing nothing at their house, because the level of complexity of problems in all aspects of modern life is getting higher and one of them is in terms of entertainment, namely video games and music. Creative thinking is classified as high-order competencies and can be seen as a continuation of basic competencies. Creativity plays an important role in advanced critical thinking cycles. The ability to think creatively is important because this ability is one of the abilities that are desired for all daily life, especially in the work environment. Creativity can often seem like a paradox, simultaneously appearing to be entirely personal yet also universal. Creative work can be defined by our childhood experiences, open-minded visions of the world, and even to the commonalities of regional experience. The creative force can be particularly evident by best work and it's not just it can shaped only by our imaginations, but by the ability to use the most current technology to compliment it (McClelland, 2020).

Based on the topics that have been discussed, we will build on the design and development of cinematic videos entitled ***"Design and Development of Cinematic Videos based on the Music Video Game "Legend of Zelda - Ocarina of Time" using the ADDIE Method"***. We hope that with the learning media known, us and the public can be able to design and develop this cinematic video.

LITERATURE REVIEW

There are three authors which are Relis Agusten, Nurul Umanah, and Sumarno, they've analyzed their data, discussions, and results of the development of two-dimensional animated video learning media at the Pekauman site in Bondowoso with the ADDIE model for history subjects in a high school 10th class Social Science, they have conclusions that are: The two-dimensional animated video learning media of the Pekauman site in Bondowoso with the ADDIE model has been validated by experts, namely: validation of content experts in the field of study has a percentage value of 80% and is included in the "Good" category, and validation of media experts and learning design get a percentage value of 78% and is included in the "Good" category (Agustien et al., 2018).Next section is these author, Putu Darma Wisada, I Komang Sudarna, Adr. I Wayan Illia Yuda S. are designing and developing a video with a 6-minute duration with ADDIE development method, the validity of their video is based on expert testing, which is are content expert test, media, and learning design, as well as product testing. Their video is effective for improving the ability of student class in institutional financial accounting for their 2018/2019 academic year (Wisada et al., 2019)

Fitra Cholifatoul Muthoharoh is developing a learning media with narrative video with an ADDIE Method, based on her results of her research that has been done, there are several conclusions which is are her development of narrative video-based learning media with a metacognitive approach to employment material in economics subjects was declared feasible based on the material validation sheet which obtained an average score of 80% which was categorized as "valid", also the effectiveness of narrative video-based learning media with a metacognitive approach is obtained from testing through pretest-posttest sheets with an average value of 85%, and The practicality of narrative video-based learning media with a metacognitive approach was obtained from teacher and student questionnaire sheets with an average score of 89.18% (Muthoharoh, 2021).Rita Wahyuni Arifin with her partner Henri Septanto and Imron Wignyowiyoto are developing an animated video-based learning media with an ADDIE model in blended learning activities, they use an application called "Powtoon" to create the video, based on their conclusions that the use of this application can be part of solution in displaying lecture materials to be more attractive so that students are motivated and enthusiastic about learning and reading lecture materials, students can learn without having to meet their lecturer physically, suggestions for further research are to carry out activities in the implementation and evaluation stages of the ADDIE model stage and add voice overs to explain each text or material in the video (Arifin et al., 2018).

The Authors who designed a video-based learning media about a local network which are Deviana Mapicayanti, Jamaludin, and Ahmad Fathoni, the purposed of their research and discussion on designing this project is to make a learning media based tutorial videos about Material Designing Local / LAN Networks in Class X TKJ students at 1 Sakra Vocational High School, with an available display in the form of intro, menu page, profile page, KI / KD page, 2 pages submenu material namely theory and videos, subject matter pages, learning goal pages, and quiz pages. Their test results are viewed from 2 aspects are categorized as very eligible (87%), their material experts is also very eligible (95%), and based on the response of media usage by 33 students of class X majoring in TKJ, it was also categorized as Very Eligible (83%) (Mapicayanti et al., 2018).Sandy Candra Prasetio, I Wayan Rai,

and Kadek Yogi Parta Lesmana were developed a learning media video about athletic materials about *"Gaya Tolak Peluru"* which means shot put with an ADDIE model, their research is to aim to develop a learning video media for the student of SMP Negeri 3 Sukasada about athletics material that can be used to learn (Prasetio et al., 2018)A research supervised by Eugenie Graceillia and Soni Mulyawan Setiana (Graceillia et al., 2021) developed and designed *Haiku No Hajimari* as an alternative learning media, their study aims to determine the current *haiku* design media as an alternative media learning *Nihon Bunkashakai Nyuumon*, their media they were using and created is the *Thunkable* application, and they were used ADDIE method model, their media discussed the development of *haikai* starting from the Premodern era, their media had designed to help students who are taking *Nihon Bunkashakai Nyuumon* courses to help to understanding material of *Haiku* and their design media application has succeed, and they had helped students to understand more about the development period of *haikai* and *haiku*.

Lastly, there's research by Fitri Nurrohmah, Fredi Ganda Putra, and Farida, they were developed a video scribe assisted learning media by using an ADDIE methodology, their research aims to how to develop *Sparkol* video scribe assisted mathematics learning media and to produce a valid, practical, effective, and responsive media. Based on their research and discussion is that in the early stages of needs analysis and analysis of student characteristics that students need an update on learning media in this assignment material (linear program) so that Researchers use *Sparkol* Video Scribe as a tool in making media in the form of videos. The video was made by adjusting the needs and characteristics of the students themselves. The learning video was validated by material experts and media experts by obtaining valid criteria with

an average score of 3.37 for material expert validation and achieving a score of 3.56 as well as test results on small class trials and large class trials on average achieved a score of 3.55 with very interesting criteria. So it can be concluded that the development of learning media assisted by *Sparkol* Video Scribe on assignment material (linear programming) is feasible and interesting to use for students (Nurrohmah et al., 2018)Based on the results of the research that have been previously explained, the conclusion is they've designed and developed all kind of videos with an ADDIE methodology for their research, which is the reason about we are doing this project is, and we've decided to develop a cinematic video with ADDIE method and using **Adobe Premiere Pro CC 2020** and **Adobe After Effects CC 2020** as our main applications to create this project, and we hope that our project can contains good purpose for our viewers and the other authors who want to design and develop all kind of project in the future.

And this project is by the help of article about musical orientation in virtual space by an author called Philip Kirby (Kirby, 2020), this article explained about detailed case study of the score of the video game *The Legend of Zelda*, his article has two different main sections, the first one is about an review recent debates over the efficacy of the representational and the non-representational which approaches to the geographies of popular culture, and based on our explanation before, one of the culture they've mentioned is about music, and which is why we picked TLOZ OT music soundtracks to make our current cinematic video, and the other they've mentioned are video games, this is why we've picked some of video gameplay clips which is used to our current cinematic video project, and second, their article analyses about the TLOZ musical style and topic about how does this game's music series relate to the broader regional

and historical approaches to musical form, about how does this effective to situate in this game event, and how do regularized musical passages the specific spatial knowledge, their article concludes several offering recommendations for their future work in the geography of video games and music.

And our cinematic video project contains *haiku* that was inspired by a research project about design an alternative learning media by (Graceillia et al., 2021), *Haiku* is a traditional Japanese poetry with a three-line poem with seventeen syllables. *Haiku* is usually focus on images from nature, emphasizes simplicity, intensity, and directness of expression. Haiku first emerged in Japanese literature during the 17th century, as a terse reaction to elaborate poetic traditions, though it did not become known by the name haiku until the 19th century. The term *haiku* is derived from the first element of the word haikai which means a humorous form of *renga* or linked-verse poem, the second element is the word hokku which means the initial stanza of a *renga*. The *hokku* often interchangeably called *haikai* and became known as the haiku late in the 19th century when it was entirely divested of its original function of opening a sequence of verse. Today the term haiku is used to describe all poems that use the three-line 17-syllable structure, even the earlier hokku, which is we are interested to add a Japanese poetry *haiku* on our current project, because our video project is matched for this poetry, the reason is that our video contains a cinematic scenery like the beauty of nature, the intensity of war, and the directness of the expression after the war, and also because it's straightforward to understanding about the video's situations.

PROPOSED INNOVATION

Our proposed innovation is that we want to design and develop a cinematic video based on the music video game **"Legend of Zelda - Ocarina of Time"** using the **ADDIE (Analysis, Design, Development, Implement, Evaluate)** method, we design a cinematic video using the **Adobe Premiere Pro CC 2020** application as cinematic video editing, and **Adobe After Effects CC 2020** as material assets and templates as the cinematic video's features, the materials used for this design and development are video gameplay clips from other games, visual effects such as *smoke effect, vignette effect, rain effect, light effects*, and 3D text template that can be used as the main video title, and *haiku* poetry subtitle for our video storyline.

RESEARCH METHODOLOGY

In the research and design phase, we use *the ADDIE (Analysis, Design, Development, Implement, Evaluate)* method to design the video to be created. In the implementation phase, it will be divided into several steps:

Figure 1. The ADDIE Method

1. *Analysis*

   This initial stage purpose is to create a cinematic video, we've analyzed how to integrate a TLOZ OC music and some gameplay clips that we've downloaded into a one cinematic video and the required software to be able to initiate this project. The development of this video can be applied by a problem in existing video.

2. *Design*

   After getting the approved solution

concept and the analysis stage is done, the cinematic video design is designed to get visualization that is felt by the audience. This visual will later be created through *Adobe After Effects CC 2020.* We will use assets such as *smoke effects, vignette effects, rain effects, light effects*, and *3D text* for video titles, we will download the effects and templates from the several websites that can offer free assets and templates.

3. *Development*
The first step is we will open *Adobe Premiere Pro CC 2020* and create a new project on the menu, after that we will create a new sequence with DSLR Full HD 1080p resolution, then we will import all the gameplay clips and cut parts of video clips that look suitable for cinematic, after that we will sort the clips time duration on the current sequence that we've created in appropriate order, then we will add effects and templates as feature, we will download After Effects assets and templates from the websites that offers free assets and templates, then we will edit the assets and templates in *Adobe After Effects CC 2020* that have been downloaded to suit the video that have been edited in Premiere Pro, such as changing text, changing color, light, and contrast in the template, after we have edited the assets and templates, we will import them into the current project in *Adobe Premiere Pro CC 2020*, then we will put the assets and templates into the sequence duration of the current project cinematic video in appropriate duration order.

4. *Implement*
After the development process of the cinematic video is completed, the next step is rendering the result of the video using *.mp4* format. After the video has been rendered, the video will then be evaluated by the lecturer first, and if they approved the video, the video will be uploaded to YouTube.

5. *Evaluate*
The final stage by making the cinematic video is evaluating the problem based on viewers' feedback, the whole previous stages and results will be reassessed and revised, we will review on some viewers to evaluate and the efficiency of the cinematic video and get rid of the video issues (like *haiku* subtitle mistyping and video result error) and some problems that rise during the finalization period and add some feedbacks about how to improve the cinematic video, and the last is the video needs to get a better templates, but we having a hard time because almost all good templates are paid and we could not able to afford them. This step will be our last step to fix every video error and problem before we reuploading the video on YouTube and make the video become available to viewers.

RESULTS AND DISCUSSION

In this section, we are going to explain about how we are going to developing the cinematic video. When we are going to add the assets which we've downloaded for the video, first we need to learn and analyze how to combine TLOZ OT soundtracks, cinematic effect templates, and gameplay clips into one which will be applied to the video. The soundtrack of TLOZ OT we're used are: The main title theme, the house theme, the common battle theme, the middle boss battle theme, the Ganondorf battle theme, Dodongo's cavern theme, the "Meet Zelda Again" theme,

and ending credit theme as the video credit. By learning provided articles, we can be able to apply the most needed features properly and precisely. We also need to analyze what software that required to make this project, which are **Adobe Premiere Pro CC 2020**, and **Adobe After Effects CC 2020**, first off, we created a new project, and then created a new sequence with a 1080p 24fps presets. Next, we started to find some assets from some websites that offer free asset templates that's required for our video project, after we found all the required assets that have been fulfilled, we've edited some of the assets first by using *Adobe After Effects CC 2020,* and almost all of assets we've downloaded contains fonts that our computer haven't installed yet, and we've downloaded some of available fonts names that the templates' required to be able to run them properly, but some of these required fonts are paid, so we have to forced to used other fonts.

After we've edit After Effects templates, we've imported them into our Premiere Pro current project, included the gameplay videos, TLOZ OT soundtracks, and the effect assets from the website that offer free effects, after the import is completed, the next step is we've dragged our gameplay clips into the project's duration, sort the clips, and cut the unimportant part of all clips that we've sorted on duration. After we've sorted and cut the clips, we've also sorted all the effects into the duration appropriately, and we've edited the clip's quality such as the color saturation, sharpness, temperature, and tones, we've done this part on every single clip.

After we've finished configuring all the clips' quality, the next thing is we've added the main title from our template that we've edited and added the *haiku* subtitle for the video's storyline. The following section are all our *haiku* subtitles that we've used for our cinematic video:

"The world is simple
A place where I can call home
Life was a simple joy"

"Human advancing
More exciting places appear
Ready to explore"

"Threat from land beyond
Look for other nation loots
Men are marched for war"

"Dragons become foes
Men and creatures in battle
Wounding each other"

"Heroes of both sides
Struggle for their own beliefs
None admits defeat"

"So many dead soldiers
Even more soldiers wounded
One of the worst wars to happen"

"A sudden sunrise breaks open
The silence of the dark night
Bringing hope again"

The final step before into the video render process is the implementation process, we've implemented by checking and fixing all the video's issues, errors, and some clips' quality problems we've faced, we've also checked the format for our video and its resolution, Here's the result of our testing:

Table 1. Cinematic Video Testing Results

Topic	Result
Haiku Poetry	All *haiku* poetry inserted, the *haiku* will tell about the video's poetry storyline, it

	will display every scene from at the beginning of the clip until the end.
Effects	The video contains special effects, they will appear on the intense scenes, the effects we've used are smoke effect, vignette effect, rain effect, flame particle effect, and rain effect.
Video Format	The format of the video is *.mp4*
Video Resolution	The resolution of the video is DSLR Full HD 1080p with the frame rate 24fps.

And finally, after we've checked everything, next is we're going to render the video with a *.mp4* format, after that our result cinematic video will be uploaded to a streaming website called *YouTube,* our viewers can watch our cinematic video and give us feedback by asking questions related to the overall cinematic video itself.

Figure 2. The Result of the Cinematic Video after being Rendered

The Evaluation Section, by this section we've evaluated all the feedbacks and suggestions to improve our cinematic video and its effectiveness to our viewers. To improve our video's effectiveness, we will be conducting a Usability Testing, here are our viewers' suggestions and feedbacks that we've received, it showed in the table 2.

Table 2 User Feedback

Topic	User Responses
First Impression	Interested, enjoyable.
Video Storyline	It's good, but it needs more *haiku* poetry for the storyline, the more *haiku* for the storyline the better.
Video Effects	They are okay, but it needs better cinematic effects.
Video Quality	The quality is good, only few clips' quality is poor and not match in the current resolution.

Based on the feedback above, the result of our cinematic video is that they are interested and enjoyable to watch. And we will add some feedback from our viewers that can improve the cinematic video itself. Next is based on development results that have stated above, video game music can be used to make a cinematic video. Video game music are expected to be able contribute to more on developing a cinematic video, and with the additional of Japanese traditional poetry called *haiku*, it makes our cinematic feels more alive because it will tells you what happened about the story event from our video from beginning until the end, so that makes our video more cinematic, the reason why this poetry makes our video feels alive is because *haiku* is a poetry that usually focus on the images of the nature, emphasizes simplicity, intensity,

and directness of expression, and our cinematic video matches for this poetry, and they are short and easy to understand to our video storyline.

The lack of video game music can affect any kind of video purpose. Which is why cinematic video being important to be part of it because of many variations of videos in media can help viewers to motivate learning about design and developing a cinematic video who are interested in it. Cinematic videos are one of the media that can help viewers to entertain themselves especially in this current era that we're facing the fear of pandemic.

And the importance for feedback from our viewers which can help our project. The term "feedback" is used for how to describe the helpful information or criticism about prior action or behavior from an individual, the importance of how communicated to another individual or even group who can use that information to adjust and to improve current future actions, and behaviors. Feedback will occur when an environment reacts to an action or behavior. For example, the customer's feedback is the buyers' reaction is about company's products, services, or policies. And the employee performance feedback is about an employee reaction to feedback from their manager for the exchange of information that involves to performance expected, and performance exhibited. Common sense and research makes it clear that feedback and opportunities to use their feedback to help to improve and enhances an individual, group, business, business unit, company, and organization, so that information can be used to make a better informed decisions.

It also allows us to build and to maintain communication with viewers. His method as a learning about design and developing a cinematic video if the other authors use a cinematic video for giving positive results and presents for their viewers by using this method and they've approved them, then finally they can utilize cinematic video to able teach viewers much more especially in every single video streaming social media, or they can be able to use other kind of video.

LIMITATIONS

We have limitations and affliction at making design and development, the first one is because of the limited availability of unpaid assets that makes it very difficult to make a cinematic video to look good and has the standard of quality, many paid assets are good for cinematic video's material but we have some financial problems and we couldn't able to buy the paid assets, especially during the COVID-19 pandemic that affects the world especially when it comes to economy.

FUTURE WORK

After this project above concluded, we will try to overcome some of the limitations that had been stated above, first, is to buy paid asset templates that suited for the cinematic video itself and we're going to learn and create assets for our own by ourselves. Next is, we're planning to add some more features in the video, like more effects, correcting lighting, improving the video quality, improved the video's story so that our viewers can enjoy watching our cinematic video with more comfortable that can help them to understand the video with additional features, we hope our future project can be better and our viewers can enjoy our cinematic video without facing the same issues that they've faced before.

CONCLUSION

After finish implementing concept of cinematic video, the conclusion of this project that has been conducted above are: TLOZ OT music can be used as cinematic video. The method we used is an ADDIE method, as well

with some apps used to fulfill this project are **Adobe Premiere Pro CC 2020** and **Adobe After Effects CC 2020**. The result of this project is a cinematic video, that can help viewers to learn about cinematic video. ADDIE method can be utilized to make a cinematic video. Due the method itself is effective to create a video and it's characteristic very standardized for viewers.

Based on the feedback we received from our viewers regarding of our cinematic video. The summary of the feedback is the video is interested and enjoyable, the effects that we used is good for cinematic feeling, the storyline of the video itself is fine, for some other assets like 3D text title could be better if used other better template, but we can only find good templates that are paid and we couldn't be able to afford them, including other good effect templates, and some mistyping error text that need to be fixed.

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