Video StoryBoard and Script

Working Title of Project: New Era, Same Game: The Role of D&D Beyond in *Dungeons & Dragons*

	What's on screen?	Script A rough draft of the narration	Time
1	Old D&D books (70s-80s); old dice sets	D&D has been around for a while—since 1974, in fact. During that time, we've seen the rise of computers and the internet.	0:00-0:10
2	Image of computer and/or phone	Now, in 2020, we have smartphones with internal computers that have more processing power than the computers that brought us to the moon.	0:10-0:20
3	Pictures and logos from appropriate shows	Amid it all, D&D remains, perhaps stronger and more popular than ever. Shows like *Stranger Things* and livestream internet shows like *Critical Role; High Rollers; Dice, Camera, Action,* all draw large audiences and have helped bring D&D, previously relegated to local game and comic shops into places like Barnes & Noble and Target.	0:20-0:45
4	Montage of character sheets from AD&D-5e	While the game has gone through multiple editions with varying rules and character options, the core values remain the same—bring your imagination and join your friends on an adventure.	0:45-0:55
5	Image of dice & character sheet & books	And, while you can still play with pencil, paper, some dice, and a *Player's Handbook,* the digital era has afforded us some new options.	0:55-1:00
6	Video of exploring D&D Beyond website as each tool option is mentioned	Websites like D&D Beyond, an official toolset for D&D, allow us to incorporate technology into our games. With D&D Beyond, for example, "you can access digital tools, such as a character builder and digital character sheet, monster and spell listings that can be sorted and filtered, an encounter builder, and an interactive overlay Twitch Extension. In addition to official D&D content, it also provides the ability to create and add custom homebrew content.	1:00-2:00
7	Short clip from one of the weekly dev updates	D&D Beyond also publishes regular original video, stream, and article content, including interviews with *Dungeons & Dragons* staff, content previews and tie-ins, and weekly development updates.	2:00-2:30
8	Clip of D&D Beyond ad that merges into their now theme	Shows like Critical Role have popularized the use and existence of tools like D&D Beyond with their partnership. During their weekly streams, the cast of Critical Role—who all use D&D Beyond for their current campaign—shoutout the company before the show with what have now become infamous ads from Sam Riegel.	2:30-3:50
9	Image or video of dice. If video—rolling dice as transition	So, how do you decide whether to go digital or stick to the roots of D&D and use pencil and paper? Why not both? Let's see how a literal D&D group—a humble band of adventurers of varying races and classes—decides what to use in their game.	3:50-4:00

10	Calm video of a living room or open books; overlaying font when writing appears in book	Narrate my story	4:00-9:00
11	Time lapse of typing the email at the end of the story	Narrate the email	9:00-9:50
12	Roll credits!	Ending credits & resources	9:50-10:00

*Note... to add additional rows, place your cursor anywhere in the last row > select the **Table** menu > click on **Insert Row Below.**