

Media studies.

Film theory.

Semiotics.

Simulation.

Statistics.

Marine biology.

Computer data processing, programming statistics.

Structure & form, audio impression, phonetics, imagery.

Inter subjectivity, interaction, Kinesics, connective imagery, form, analogousness.

Computing, social statistics, tourism, demographics.

Animal behaviour, example: filmed deer herd, key identifying images, animation.

Physical and simulated domain, data to simulation input processes.

Initial reactions, subliminal data, superego, suppression.

Technology comparisons, cognitive function.

Commercial video applications, effects.

Stock material: Film. Deer in the forest. Fallow and red deer, further filmed material.

Date 17/04/23. Further Dissertation: Social science. Computer studies & media technology.

Further information: plusafilm@gmail.com

Andrew D Livingstone M.Sc