

SCOUTING HOUSTON

by

Alice K. Webb

APPROVED BY

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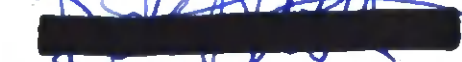
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ABSTRACT

SCOUTING HOUSTON

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The capstone project for my Digital Media Studies program entails a video promotional concept about the Boy Scouts of America (BSA), and how their philosophy builds character, leadership, and good citizenship and promotes physical fitness for the youth in America. I feel a need to recognize the positive impact this program instills in the youth who participate in today's Boy Scouts of America. The video focuses on the Sam Houston Area Council, which encompasses Houston and the surrounding counties. The ultimate goal is to make this a weekly television show, titled "Scouting Houston", and upload the program to YouTube to cast an even broader net. With the ease of uploading video today and with video's popularity having exploded on the Internet, the timing is right to push this project forward. The Internet is global; therefore, this program will eventually spread globally to all youths and adults and hopefully make a positive impact on the world.

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INTRODUCTION

The years of adolescence should be innocent and fun. Wouldn't it be great to offer kids a program where learning and fun are one in the same? While experiencing new things in the outdoors, they wouldn't even realize they are nurturing their bodies and minds? This program would be full of outdoor adventures, from camping, rock climbing and shotgun shooting, to waterskiing, sail boating and hiking. You name it; they could experience it over a period of two to seven years. This program would aim to build character, leadership and good citizenship along with life skills. Thankfully, there is such a program, and it has been around for more than 100 years.

The Boy Scouts was founded by Robert Baden Powell back in Europe in 1908 and brought to America in 1910 by W. C. Boyce, forming the Boy Scouts of "America". The program was designed with the youth in mind. "The Boy Scouts of America believes – and, through over a century of experience, knows – that helping youth is a key to building a more conscientious, responsible, and productive society" (BSA, para. 2).

I have developed a passion for the Boy Scouts of America after witnessing the success of this program firsthand. In the past 18 years, I've seen a number of 11-year-old boys enrolled in the Boy Scouts; at this age they are immature and totally unsure of themselves. Once they're in the program for three to four years (sometimes as many as seven years), their characters start to develop; they build confidence and transform into positive and respectful young men. This process is truly gratifying to any proud parent, or adult volunteer. I'm inspired every time I work with the youth enrolled in the program

or with another volunteer involved with Scouting. It's the helpful attitude and conviction to succeed that is instilled in everyone who goes through this program that inspires me. It's the goal-oriented philosophy that also focuses on giving back to the community.

Once a youth experiences Scouting, the chances of him returning to Scouting as a volunteer after he is grown are very high. This is one of the largest volunteer organizations in the United States. Every year, adult volunteers give over 288 million hours of service to the Boy Scouts (BSA, 2003, p. 19).

My enthusiasm for Scouting and my thirty plus years of broadcast television experience have now crossed paths. I've chosen as my master's project to produce a 30-minute pilot program about Scouting in Houston, thus titled "Scouting Houston". I feel compelled to spread the word about the Boy Scouts of America through my talents as an award-winning photojournalist. For 15 of the 30 years I've spent in broadcasting, I was a news photojournalist, telling daily news stories through video.

LITERATURE REVIEW

The thought process for "Scouting Houston" started back in 1999 when I watched a children's program about teenagers at a summer camp. The program followed teenagers around camp, but didn't really have much of a story line. This was the start of an idea to do the same type of program but to make it more informative and entertaining for the viewers. The program would focus on Scouts and the life skills they learned through the Boy Scouts of America.

At that time I started a production company with this show idea as my goal. My investment was \$40,000 for a broadcast camera and a video editor back in 1999. At the time, I also worked for the local Fox Television News department as their operations manager. Before becoming an operations manager I was a chief photographer and a news photographer for almost 15 years. Photography has always been my first love. I wanted to get back into telling stories, so I carried my camera gear on camp-outs and to summer camps. I soon realized this was too much for one person because the technology just wasn't there at the time. The equipment was tape-based, and uploading something to the Internet took forever because the bandwidth was too small. From 1996 to about 2000, the end user had to figure out the use of a number of Internet media players including RealPlayer, Windows Media and Apple's Quicktime-4. Most connections were running a 56k dial-up connection that just couldn't handle the data (Treepodia, 2013).

Trying to convert analog to digital was also no easy task, so the Scouting program idea was put on hold about 2001. Over the last 13 years, I have witnessed the fast paced

improvements in digital technology. The constant improvements in this technology were the main reason I enrolled in the Digital Media Studies program at University of Houston-Clear Lake (UHCL). These studies guided me to a better knowledge of the digital realm. I am in a unique situation. My many years in television and my recent education at UHCL have revealed how "Scouting Houston" can be produced, financially supported, and distributed today.

This is an exciting time in the history of video. With the move from analog to digital since 1999, and the radical improvement in the digital world, this project was made possible. An example of improved technology is the change in video cameras. In 1999, the camera I used weighed 27 pounds, and the video was shot on a three-hour tape. You had to carry around very heavy batteries, each weighing about four pounds and lasting only one hour. Today I can use a high-definition (HD) camera that totals four pounds, including the battery. The camera can continually videotape for more than two and a half hours on one 32 gigabyte SD card. Better video quality at a cheaper price and much lighter in weight is technology at its best.

Another improvement in the technology is the conversion rate to upload video to the Internet. As the video is shot in the field, the data are digitally compressed so there is more information on one small SD card than many old analog tapes. Since the video is already in a digital format, you can perform a file transfer from the camera to the computer. This transfer is as easy as dragging and dropping a file. Though the speed of the upload depends on the file size being uploaded, the overall process is much faster today. We are talking minutes, as opposed to the hours it took in 1999 (Haskell & Puri, 1997, p.3). The video craze on the Internet exploded once the ease of uploading began.

In 2008, it was reported that 57% of all teens were watching videos online, and 14% had already tried uploading videos to the web (Fredrick, K. 2008).

“Scouting Houston” will play right into the hearts of the youth. It will be posted on YouTube, which is now the second most popular search engine on the Internet (Pinnacle Marketing Communications, 2013). Throughout my time at UHCL, the one thing that kept coming back was that a newly developed product is successful when it’s made convenient and easily accessible for the consumer. “Scouting Houston” will be available for easy access and provide quality entertainment, an excellent combination for success. This combination is exactly what works for YouTube, which can be accessed via a cell phone, computer, laptop or tablet, as long as there is an Internet connection. With all the new devices, access to video has become ubiquitous. Studies have shown that when videos are used in educational settings, retention is higher (E-learning, 2014, Technology section, para. 2). Educational videos online are proving more effective than classroom teaching by at least 9%. This effectiveness is expected to increase as Internet video uploads increase (Guest Author, 2009).

Posting “Scouting Houston” on YouTube will make it available to everyone, young and old. The age range for YouTube’s demographics is 18-66 years (Diode Digital, 2013). “Scouting Houston” was produced for those who might be interested in what the Scouting experience has to offer.

The World Organization of the Scout Movement has over 36.5 million members around the globe (World Organization of the Scout Movement, 2012). This is another plus to posting “Scouting Houston” on the Internet – more of the Scouting community can be reached. As the target audience will include those outside of the United States, the

story selection is essential. It takes special talent to let the subject tell its own story without depending on a reporter. When you let the subject talk and the video matches what they are saying, you draw the viewer into the subject's point of view. Years of photojournalism have giving me a unique opportunity to develop my skills in storytelling, while the Internet and other advances in technology have given me the tools to share that story.

TECHNICAL PROCEDURES

Good storytelling should move young and old hearts alike. The goal with this show is to introduce the audience to something they may not know about the Boy Scouts of America, and to make the information useful to everyone watching. Having a formula and format for the show will help keep it on track. Its format is similar to a newscast with the idea that a host is in the studio and a field host, a Scout, is out collecting the stories. Because these two hosts are both involved in Scouting, they share the same values as those involved in the stories.

To get this project underway a rundown (outline) is created. The rundown is a list of possible stories that could be covered in the 30-minute program. In this pilot show, there are commercial breaks, running two-and-a-half minutes each. This created four show segments or blocks as they are referred to in broadcast television. Some of the stories changed after my proposal because the media director from the local office of the Boy Scouts of America, the Sam Houston Area Council (SHAC), had special events on the horizon. She suggested videotaping a big event called "Land Stewardship Day" happening in November 2014. SHAC will be calling for Scouts to volunteer on one single day for 100,000 hours of community service to commemorate SHAC's 100-year anniversary of serving the community. Remaining flexible, I added this story and switched out a story on Orienteering and replaced it with Geocaching, a new merit badge.

The first segment will open strong with something new to the audience intended to capture their interest. In this case it will be something newsworthy about Scouting in

Houston. The second segment focuses on outdoor cooking and may include new merit badges introduced in the last couple of years. The third segment focuses on a Troop participating in something of importance to help the community. The last segment is the Eagle Spotlight. This segment focuses on an Eagle Scout who has become successful in his career and used the Scouting skills to help him get to where he is today.

A photojournalist learns to find human-interest stories or stories with unusual twists, also called "news pegs". One example is the first story in the A-Block, "Girls in Boy Scouts". The majority of people, including a lot of current Boy Scouts, do not know that girls can join the Boy Scouts of America too. "Girls in Boy Scouts" might also pique the interest of parents who have daughters and want them to experience a co-ed adventure in the outdoors. Another interest group might be teenage girls themselves or boys who are currently in Scouting who may want to join a co-ed group. The division that allows girls in the Boy Scouts of America is called Venturing. The youth in this division, both boys and girls, are allowed to join from the ages of 13 to 21. We interviewed girls in the Boy Scouts and their leader to get their viewpoint on the Venture program. The day they were interviewed, they were practicing man-over-board drills. Needless to say, it was tough for the females to lift a person out of the water unless they worked as a team. However, this is one of the main concepts in Scouting, teamwork.

A lot of positive stories are overlooked in the local media and should be recognized. The story that flows right after the man-over-board drills is a real water rescue, which will capture the interest of the general public. A Scout who was only 11 years old rescued a five-year-old from drowning, using the skills he learned in the BSA program.

The next segment, or B-Block, is the cooking segment where I used two cameras so I wouldn't miss any tight shots as the recipe was coming together. The key element to telling this Dutch oven cooking story was noting the secret ingredient used, Coca-Cola. This secret ingredient was the "news peg" for this segment. If the topic is easy to tease, then the story is usually good enough to tell. An example of a tease for this one is, "Coming up, a secret ingredient that may give you an edge in a Dutch oven competition".

Next, a new merit badge called Geocaching is highlighted. The best way to videotape this was to demonstrate Geocaching. One Scout, who does this all the time, set up a mock course for the show. A wireless microphone was placed on him and he walked two other Scouts through the process, explaining how it works. The "news peg" for this story was finding buried treasure the high-tech way. I didn't want to tease the obvious -- a new merit badge -- since the object is to pull the viewer in with something exciting and unique, and to encompass a wider audience than Scouts.

The program can also be a launching pad to promote any upcoming events that involve the Sam Houston Area Council. For example, in the C-Block, I inserted the story about "Land Stewardship Day", which the media director at SHAC recommended.

My favorite segment, "Eagle Spotlight", the D-Block, is saved for last. In my proposal, it was called "Eagles' Nest", but then I decided that "nest" implied Eagle Scouts are still infants and haven't "left the nest". The object of this segment was to focus on someone who is successful in his career, who lives by the ideals of Scouting and who used the knowledge he learned as a Scout to get where he is today. Since NASA is in our own backyard, I wanted to interview an astronaut. I knew a few Eagle Scouts were astronauts, but I didn't know who at the time of my proposal.

Social media is great. I knew a friend that worked at NASA and reached out to her through Facebook. She recommended Astronaut Mike Fossum, who is still heavily involved in Scouting. He has been to the International Space Station (ISS) twice and the last time he went he was commander of the ISS. The “news peg” here was that he still made time to volunteer in Scouting despite his rigorous schedule and the demands of being an astronaut. Plus, doesn't every kid dream of being an astronaut and flying into space? After speaking with my friend, I looked him up on Wikipedia, and sure enough, I found out he is an active Scoutmaster with Troop 1598 out of Webster, Texas (Michael E. Fossum, 2014). A Scoutmaster in Boy Scouts is an adult leader for the Troop who oversees the boys' activities. This is a very demanding position.

Since the U.S. is now using Russian rockets to travel to the International Space Station, Astronaut Mike Fossum was in Russia during my scheduled shooting dates in the fall of 2013. My time was running out for shooting. When I reached out to him via email upon his return sometime in December, thankfully, he was very interested and said he would be glad to help out. “A Scout is helpful” – this is one of the 12 points of the Scout Law, (Boy Scouts of America, 2009). He received his engineering master's from UHCL. When I explained what I was trying to do for my master's project out of UHCL, he was even more willing to help.

The idea was to interview him and show him interacting with the youth during one of their weekly Troop meetings. We both decided we needed NASA's approval even though I wouldn't be videotaping on NASA property. It took another six weeks to finally get to the right person in the media office. The interview was taped on February 10, 2014. Everything went great; the interview was even better than I had hoped for. He

stated that everything he learned in Scouting he placed into practice as the commander of the International Space Station. If that's not an endorsement for the Boy Scouts of America, I don't know what is. It was a great way to end the first "Scouting Houston" program.

I gathered all these stories with an HD Canon XA-25, a GoPro camera, a Canon Vixia HF20, a Canon 6D, a Sony 44b hardwired microphone, a Sennheiser EW 100 G3 wireless microphone, a tripod and Lowel lights. Each of these stories took an average of four hours to videotape. The real work came after transferring (downloading) the video to the laptop. I needed to log all the video that was shot. Then place them in categories and transcribe the interviews, as seen in figure 1 below.



Figure 1 - Logging and categorizing each shot. Timecode is a burned-in clock on the video.

Each shot has a burned-in clock called the timecode, as shown in figure 1 above. The timecode is not shown in the final product unless the editor sets up the software to

superimpose the timecode over the screen. The clock will never change, so it's easy to mark an "in" and "out" point for editing. This is also very important when playing back the interviews for transcribing. The producer can pick the most important parts of an interview and edit out unimportant parts. He or she can then write down the timecode for the "in" and "out" points. This took me approximately 100 hours. At this point, the editor can take the producer's logging information and find the interview's "in" and "out" points quickly. The timecode also helps the editor find good video to match with the interviewee's topic. Logging the video and audio saves an enormous amount of time and prevents a lot of searching for video. If you're organized at the front end of a project and take the time to log, then the editing process moves faster on the back end. Another advantage of categorizing is that the editor ends up with a great idea of what is available before the project begins.

Video editing is where the magic happens. It's the key to storytelling. Even if a story isn't photographed very well, the story can still be told in an exciting way through editing. I edited the full 30-minute program on a 17-inch Mac laptop with a terabyte external hard drive. The editing software I used was Final Cut Pro X, and the full amount of video footage for this project was approximately 265 gigabytes of video. Approximately 16 gigabytes of HD video is equal to 60 minutes, so I shot approximately 17 hours of video for the complete project. The time I spent on editing alone totaled about 480 hours. This again shows the progress in technology. I couldn't have done what I'm doing today back in 1999. The internal processor of the laptop would have been too slow to keep up with the effects and the edits.

During the editing, in between the commercial breaks, I inserted what we call “cluster busters”. These are 30-second teases designed to keep viewers from changing channels during commercial breaks. An example of this is demonstrating how to use a charcoal chimney to start your coals instead of using lighter fluid. The aim is that, once the viewer sees the cluster, he or she will know the program is about to start up again soon and stay with the channel. With the invention of the digital video recorder (DVR), consumers have started fast-forwarding through commercials, so the cluster busters have become even more important. They trick the viewer into stopping the fast-forwarding process to watch the cluster and continuing to watch the last commercial at normal speed.

Videotaping and scripting for the studio intros had to come after the editing. With the short stories complete, it was easier to write an intro to each since, at that point, I knew what each story was about. All the studio intros were videotaped in one afternoon with the studio host (talent), a teleprompter and a green screen.

One of the best examples of improved technology is the chroma key background I used for the studio set. The chroma key technique is where someone stands in front of a green wall or cloth, as seen in figure 2 below. The green color is taken away or “keyed out” electronically, as shown in figure 3 below. The chroma key software can replace the green with any image source. A perfect example of this is when the weatherman in the studio stands in front of a green wall, yet the viewer sees the temperature and maps superimposed electronically behind him.

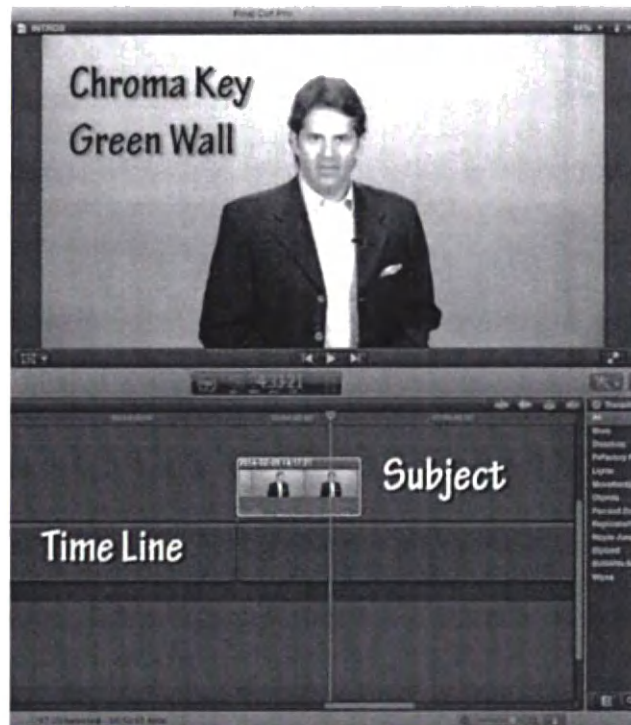


Figure 2 - Subject stands in front of a green chroma key screen or wall.

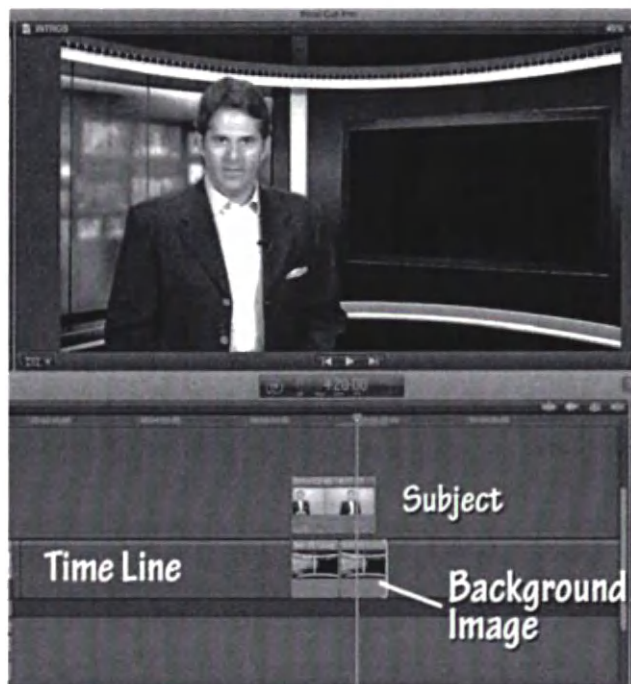


Figure 3 - The green color is "keyed-out" electronically, and replaced by a background image source.

The editing software in 1999 was incapable of achieving this key effect cleanly on a laptop. The only way to capture this quality back then was with even lighting. No seams or shadows were allowed on the green wall, and a \$100,000 switcher at a production house or television station was required. When you key out the background using today's software, the subject blends seamlessly without too much tweaking. The subject can truly look as if he is standing anywhere in the world. An outdoor scene as an image source was my first choice, but I felt it would not look right because matching the lighting would be difficult. Instead, I used a virtual studio image for the background because studio lighting was used on the subject. A very important backlight was used on the subject because I needed to separate his dark jacket from the background. The lighting on his shoulders and hair was crucial to the final product. If this backlight weren't used, his shoulders would blend with the background preventing separation.

Still, anyone today can buy a green screen or cloth, and it doesn't have to be evenly lit or smooth to function as a chroma key backdrop. This forgiving technology is a game changer for video companies. It can save hundreds of thousands of dollars on the cost of a set. The backdrops I used were from VideoBlocks (2014), a copyright-free membership website that offers a choice of virtual sets.

Moving on, the opening of the show needed to say Houston, and Boy Scouts of America together. In figure 4 below, I used a skyline shot of Houston taken by a friend and put it into Adobe Illustrator where I turned it into a PNG file.



Figure 4 - Original shot of the skyline of Houston.



Figure 5 - Masked the original shot and made it a PNG file from Adobe Illustrator.

In figure 5 above, I masked the bottom of the picture because of the bayou on the bottom, which would have been too busy for text. In figure 6 below, in place of the mask, I used a rough background texture.

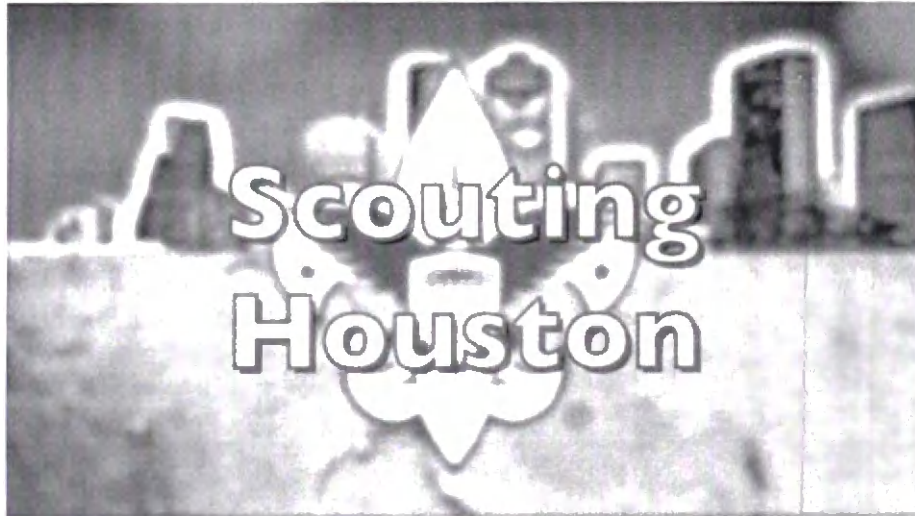


Figure 6 - Added texture to the masked area and matched the lettering to the BSA logo. I produced the movement of the Scout logo and the titling in Final Cut Pro X, using key frames. The colors for the opening were black, white, red and blue. I used red and white lettering to match the logo, but because red generally isn't a good color for television text (it's difficult to read) I made the inside of the font white and only the outline of the font red. The font was Helvetica Neue Condensed Black, and the white portion was large enough to overpower the thin red outline. The music throughout the program was copyright-free music from a website called www.videoblocks.com.

The timing of the show is critical if "Scouting Houston" is ever to be aired on broadcast television. Everything on television is to the second, literally! The credits, which come in last, are where you can add or take away from the total run time (TRT) of the show. The initial rundown called for 1:15 minutes of credits, but in the final show, the credits totaled 50 seconds. You can also take time away from teases, or shorten intros, if your other stories go too long.

RESULTS

Now that the technical portion of the project “Scouting Houston” is complete, I will need to apply my knowledge acquired from my Digital Media Studies from UHCL, and take it to the next level. Having a clearer picture of the digital world, including marketing through the Internet, will help make this project even stronger moving forward. The ultimate goal for “Scouting Houston” is to turn it into a weekly broadcast show that will be entertaining and educational. To produce this as a weekly broadcast show, funding or sponsorship will be needed.

Whether “Scouting Houston” is eventually broadcast on television or only uploaded to YouTube, a website will also be needed. The website will be an outlet for interaction and cross promotion. A good example of something that would promote interaction is placing the Dutch oven apple cobbler recipe on the website, or if people want to hear more of Astronaut Fossum’s interview unedited, allowing them to log onto www.scoutinghouston.org and www.scoutinghouston.com to do so. These two domains are already registered in my name.

The program is uploaded to YouTube as a full 24-minute program. “Scouting Houston” can be found on the Internet at <https://www.youtube.com/watch?v=xR8NYibXmj0>. Each story within the program will also be posted separately. The category for YouTube should be educational and/or entertainment. Though my goal is to reach all audiences, by posting to YouTube, “Scouting Houston” will be able to attract, specifically, the younger audience. The

exposure online, as I've said, will be global, whereas broadcast television would start out on a local level and probably stay local depending on funding.

The objective is to expand to other major cities with the broadcast version, "Scouting Dallas", "Scouting Tulsa", "Scouting New Orleans", etc. The initial thought for "Scouting Houston" was to partner with the BSA's national magazine called "Scouting" and travel around the U.S. with a crew doing Scouting specials, similar to the National Geographic programs. The title for this national show would be "Scouting America". I've had the corresponding domains registered since 1999:

www.scoutingamerica.com, www.scoutingamerica.net, www.scoutingamerica.org.

Funding to get the weekly broadcast show off the ground will be an issue; there are two avenues to research. The first avenue is to play "Scouting Houston" in front of local investors or corporations, so they will understand the vision and concept. There could be sponsors solely for segments, such as for the cluster buster demonstrating how to prepare coals faster using a chimney. For this example, a sponsor could be Kingsford. Another sponsor for the show could be local Igloo Products Corporation, whose headquarters are in Katy, Texas. Videotaping a company's product in use, i.e., product placement can bring dollars to the show. An example of this would be using an Igloo ice chest, or some sort of water bottle, during a camping segment. These sponsors would have a commercial spot within the program or a tag line at the end of a segment, plus their name in the credits.

The second avenue for possible funding could be crowdfunding. Crowdfunding is the popular method of using the Internet to raise money for artistic or humanitarian projects. Kickstarter.com and Indiegogo.com are two well-known crowdfunding

websites that provide a way for people all around the globe to contribute to these projects. Using these funding venues, the show could potentially expand to not only reach a global audience, but also to be global in scope. For example, "Scouting America" can become "Scouting England", "Scouting Japan", etc.

Now that the project is complete it's always good to look back and reflect. This is also a philosophy in Scouting. After you have accomplished a goal you take time to find out what worked, what didn't work and how to improve upon the task for the next go around. I believe one improvement for the pilot program would be to have the studio host intro the stories from the field, or on location. The studio host needs to be in the elements. For example, standing in the woods, or by a campfire, or experiencing hiking along a wooded trail. The young Eagle Scout field host needs to have more interaction with his subjects. He will get better with more experience.

CONCLUSION

Looking back at the beginning of this Masters journey, it was exciting to know that there was so much more to learn in my new field of digital technology. I am a digital immigrant being immersed in a fast paced digital world. From the first class to the last, it was exciting to talk about where digital media is going and how to stay ahead of the trends. Critical thinking and pushing the envelope are necessary in this day and age because digital media is in its infancy. I've had courses that prepared me for this final project, such as Web Design, and Graphic Design, understanding the importance of a vector-based program like Adobe Illustrator. The significance of marketing a product in the digital medium plays into the success or failure of a project of this magnitude. You can't just place an advertisement and hope you hit your target market. You have to understand the target market and play to that specific market. I learned that a consumer buys when the product is convenient or easily accessible to them. This is why "Scouting Houston" is posted to YouTube, for easy access to the youth of America, and the world.

The knowledge I have gained in Digital Media Studies has helped me produce a worthy project that may further the interest of the youth today to explore not only the outdoors but also reach beyond their potential. Kids today are spending more and more time sitting in front of television screens watching downloaded movies or playing videogames for hours on end. "Scouting Houston" will help make the youth of America aware that there are still fun activities outside of the little black box called a television, laptop or computer screen. The Boy Scouts organization offers so much to the youth of

America and to the youth around the globe. As stated in the first paragraph, kids are the key to the future of our society. Kids learn faster when they experience things by doing. Through "Scouting Houston", the youth can be entertained and informed on what the Boy Scouts of America has to offer: leadership skills, good citizenship and positive values. The Boy Scout program is an institution that has stood the test of time, existing for 106 years to be exact, and I hope it will stand for another 100 years.

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RUNDOWN

“Scouting Houston” - Episode S1. E1. – Original Airdate 4/15/2014

Total Run Time (TRT): 24:00

Total Show Time (TST): 30:00

Abbreviations:

HEADLINES – Teases the program coming up

ONCAM – On Camera

PKG – Package

SOT – Sound on Tape

BLOCK – Program Segments

HEADLINES: :29

Commercial Heading into Program

A-BLOCK | 5:50

0:24 INTRO: Show Open/Michael

3:05 PKG: Girls in Boy Scouts (man-over-board drills)

0:23 ONCAM: Michael

1:23 SOT: Honor Medal Award (Ryan Voice Over)

0:08 ONCAM: Michael congratulates Sammy, tosses to Ryan

0:15 B-BLOCK TEASE: Ryan teases apple cobbler and hunting for treasure

Break One: 2:30

Cluster Buster :29 – How to use a charcoal chimney

B-BLOCK | 6:40

0:10 ONCAM: Michael

2:56 PKG: Dutch Oven Cooking/Cobbler

0:16 ONCAM TOSS: Michael to Ryan/Geocaching Merit Badge

2:56 PKG: Geocaching

0:16 ON CAM: C-Block Tease

0:12 Factoid: Who brought Scouting to America?

Break Two: 2:30

Cluster Buster :29 – Factoid Answer

C-BLOCK | 3:37

0:23 ONCAM: Michael

0:43 SOT: Conservation

0:14 ONCAM TOSS: Michael

1:54 PKG: Eagle Scouts Give Back

0:08 ONCAM: D-Block Tease

0:15 Factoid: How many Astronauts participated in Scouting?

Break Three: 2:30

Cluster Buster :29 – Factoid Answer

D-BLOCK | 5:05

0:19 ONCAM: Michael

4:33 PKG: Eagle Spotlight (Astronaut Mike Fossum)

0:16 ONCAM: Goodbye

Credits: :50
