

Class Participation Assignment 2
Course: SYSC5409W WINTER 2014
Professor: Ali Arya

Students Group:

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CP-2 Describe how digital media has helped "fandom", i.e. the way fans of a particular entertainment item can experience it. This was a group task. Make sure only one person submits but lists the name of all involved.

Answer: Today's digital media has given a complete makeover to entertainment. Fandom enjoy movies, television shows, games like never before. **Some of the entertainment types our group discussed during discussion are:**

- 1. These days we enjoy movies in 3 dimension (3D movies) using specially designed 3D glasses.**
- 2. We can download high definition movies from the internet and can watch on our home theatres that gives the same experience as one gets in a movie hall.**
- 3. Advanced Motion sensors have enabled high performance gaming for game lovers.**
- 4. Google Hangout is a very advanced video chat feature which helps in communication throughout the world.**
- 5. In Sports these days measuring pulse rate of players, in cricket for e.g., by measuring the speed of the ball and length of shot played, snickometer etc are making sports more and more entertaining.**