



3A Leung Fung Ting, Jenny



## **Introduction**

The following proposal is submitted as part of TVC'S TV Talent Competition. A comprehensive programme called 'Teenage Paradise' is described in this proposal.

## **Content**

This teenage show will be divided into six sections. The first section will be about jokes, IQ questions and Math puzzles. We can collect ideas from students or teenagers. The second section will be about cooking. We can invite some parents to join this show to teach cooking. The third section is Music Station which will broadcast some pop songs. The fourth section will be about teenage problems, e.g. love, school life, puberty. The fifth section will be for reciting Chinese and English poems. The last one is a talent show. It will provide a chance for teenagers to show their talents.

## **Length**

It will have 100 episodes and each episode will be one and a half hours.

## **Host**

Some teenagers who have experience at being a Master or Mistress of Ceremony (MC) can be the hosts of this show. They have good potential to be trained to be the charming hosts.

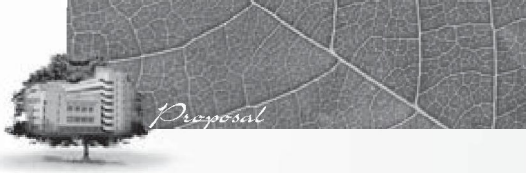
## **Target audience**

Students, teenagers, teachers and parents will be the main target audience of the programme. This show can attract adults like teachers and parents because they may get to know more about their students and children from this show and they will enjoy the show too.

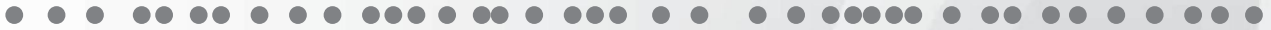
## **Time of broadcast**

This show could start on the third Friday of next month. It will be on at 6 p.m. every Friday, as school children will be at home after school at that time and they are more relaxed with no school the next day.

This proposal was prepared by Jenny Leung.



3E Ma Wing Chung, Isaac



## **1. Introduction**

The following proposal is submitted as part of an entry to YTV Student talent Competition. A new music programme called Asian Music is described in this proposal.

## **2. Content**

Asian Music is a programme about Asian pop singers. Every week, the presenter will visit a different country around Asia.

## **3. Length**

The programme will be shown once a week. There will be 25 episodes and each episode will last for an hour.

## **4. Presenter**

It is proposed that the presenter is James Koo, who won the most popular singer award in Hong Kong. He has a positive and healthy image.

## **5. Target audience**

In recent years, music programmes have become more and more popular. However, most of these programmes have been produced for adults. Therefore, it is suggested that Asian music should be aimed at teenagers.

## **6. Time of broadcast**

It is proposed that the programme should be shown on Monday evening at 7:00p.m. At the beginning of a week of hard work, a lot of teenagers need to cheer themselves up. So, Monday evenings are a suitable time.

This proposal was prepared by Chris Wong



To: Vision Video

Date: 13<sup>th</sup> March, 2009

Prepared by: Chris Wong

## **Introduction**

As a video game fan, I would like to make the following proposal for a new video game:

## **Title**

Graduate School Zombies

## **Type of game**

This is a horror game about zombies. The story tells the players about how students in the school become zombies. The game player would help other people who are still alive to get out of the school building in a given amount of time.

## **Story and characters**

A researcher at the school developed a new kind of bacteria. He brought a dead body to the school to do experiments on the dead body. But the experiments turned out to be failures. The dead body came back to life. He attacked the researcher and killed him. A professor, that is the game player and the main character, John, has to save the lives of the students and the staff at the school. His partner is Mary, the sidekick of the story. So, game players can play the game in pairs.

## **Target market**

It is aimed at teenagers, who are zombie fanatics, and people who like action games.

## **Rationale**

Graduate School Zombies will be popular because:

- most teenagers like horror-themed games
- action games have a stable and large market
- teenage boys and girls would love the school setting