



Urban Entertainment with Urban-Theme Short  
Films That Utilizes Internet Hypermedia via  
YouTube.

---

Frank Appiah

EasyChair preprints are intended for rapid  
dissemination of research results and are  
integrated with the rest of EasyChair.

June 17, 2021

# Urban Entertainment With Urban-Theme Short Films That Utilizes Internet Hypermedia via YouTube.

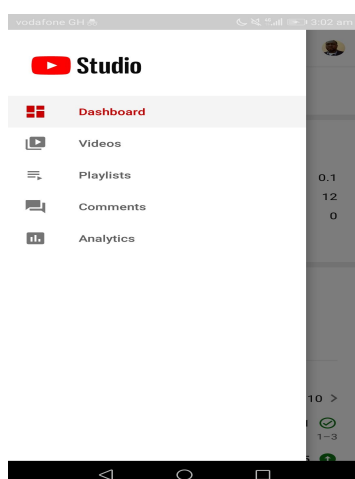
*(urbanenther)*

Frank Appiah  
King's College London  
Department of Informatics  
King's Engineers Group Oversea  
Strand, London, England,  
United Kingdom.

**Abstract.** YouTube is both a video sharing and social media platform that has a marketplace dimensioned in cyberspace to entertain the urban people. This incubator allows subscribers to develop a consistent and strong perception of all other experiences. Urban development has much greater impact with the focus on online video entertainment. In this work, I will describe the author's involvement in making a digital presence in the Hypermedia place.

**Keywords.** Short films, Hypermedia, Entertainment, Video, Internet, Urbanenther.

## 1 Introduction



YouTube is an online video sharing and social media platform owned by Google. Around the world, its users watch more than one billion hours of YouTube videos each day. YouTube creators, popularly referred to as YouTubers, upload over one hundred hours of content per minute. Urban Entertainment is a

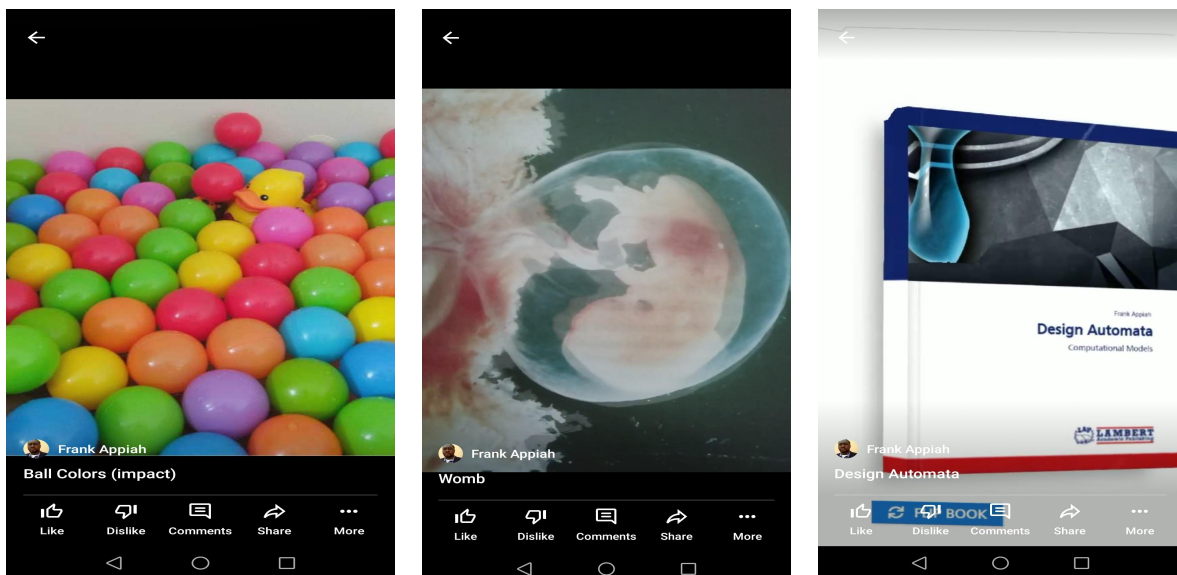
production that utilizes the Internet as an incubator for developing urban-themed film and television projects. Urban Entertainment also acquires exclusive television and Internet rights to independently produced features and short films and licenses such films to exhibitors. This research work is outlined as follows :

- (1) Provide a short listing on some video series
- (2) Describe the origin of some videos and
- (3) Production of videos are also explained.

## 2 Video as Urban Entertainment

Video has much greater impact on the urban environment with much focus on entertaining as people live in their urban area or space. With online sharing, urban people can upload countable short videos to their studio channel for many urban users.

Urban day-to-day activities are much of indoor living and watching TV along online videos are a source of urban experience.



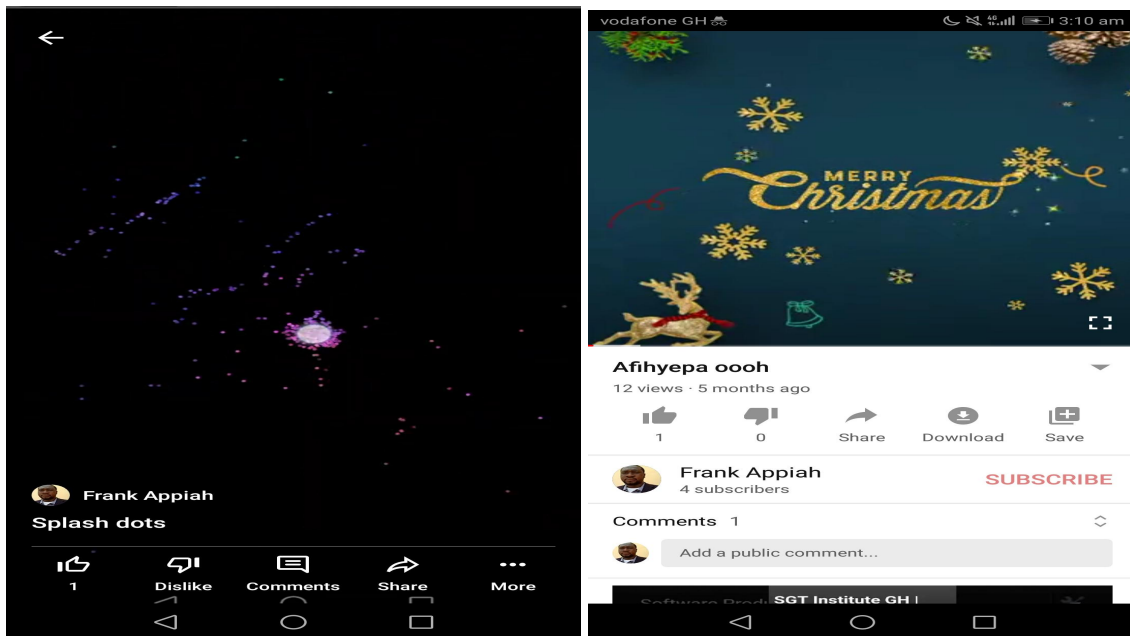
The list of video now showing includes the themes:

- **Ball Colors (Impact)** : This in particular is about pixel animation of small photo balls of many colors. It was made by a mobile tool called pixaloo. By attaching several directional points on the images, it then animates the selected area or region and

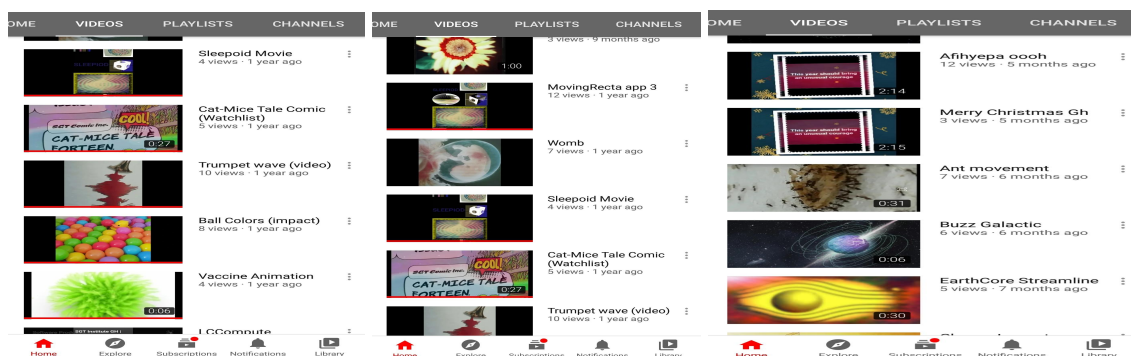
several times of it are compiled into video. By exporting from the tool, one creates an mp4 video file for online sharing. It did take into context collision effects as in real life.

- Womb: This is a video made in similar ways as the ball colors. Here, we are looking at some kind of living thing and directional breathing needs to simulate the more possible ways as in nature.
- Design Automata : This video is made to advertise a book on design Automata. Attachment points are made on the image at the tips so as to make it hover around and swing about back and forth. It is quite something to watch on display. Future presentations of book videos is very important in urban lifetime. Time is long spent indoors so having a book to read is essential to stay in touch with knowledge in the urban environment.

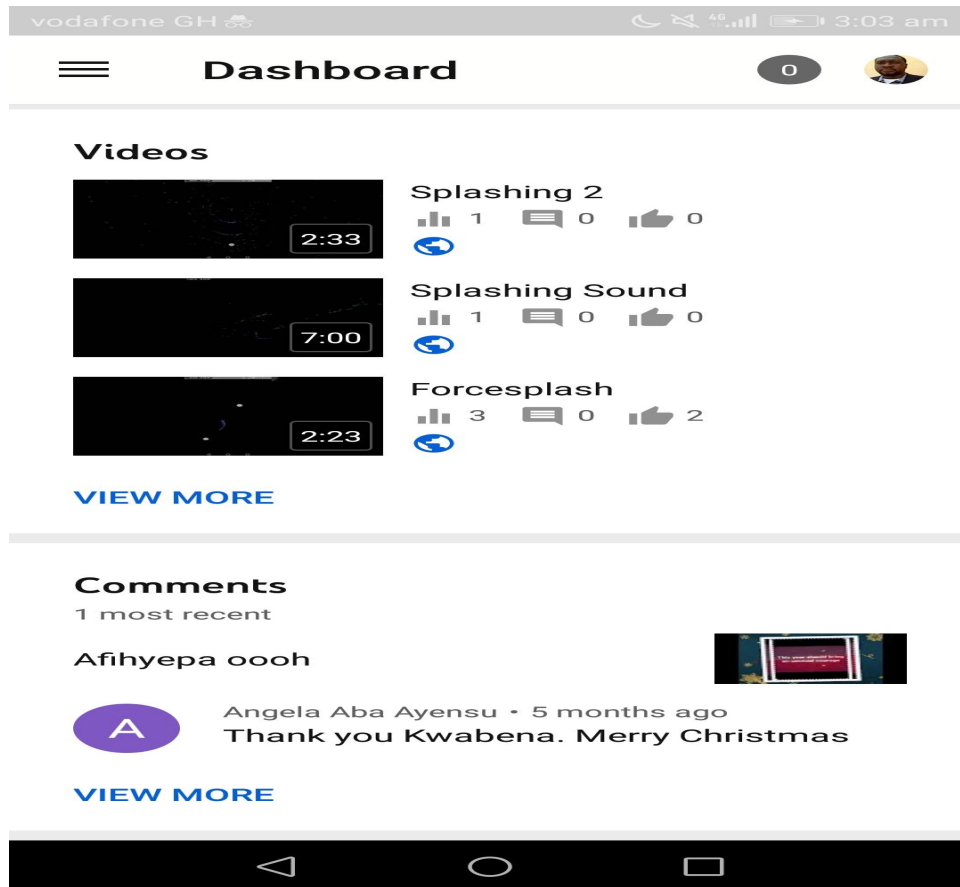
Below are some shots from the screen of YouTube Mobile App:



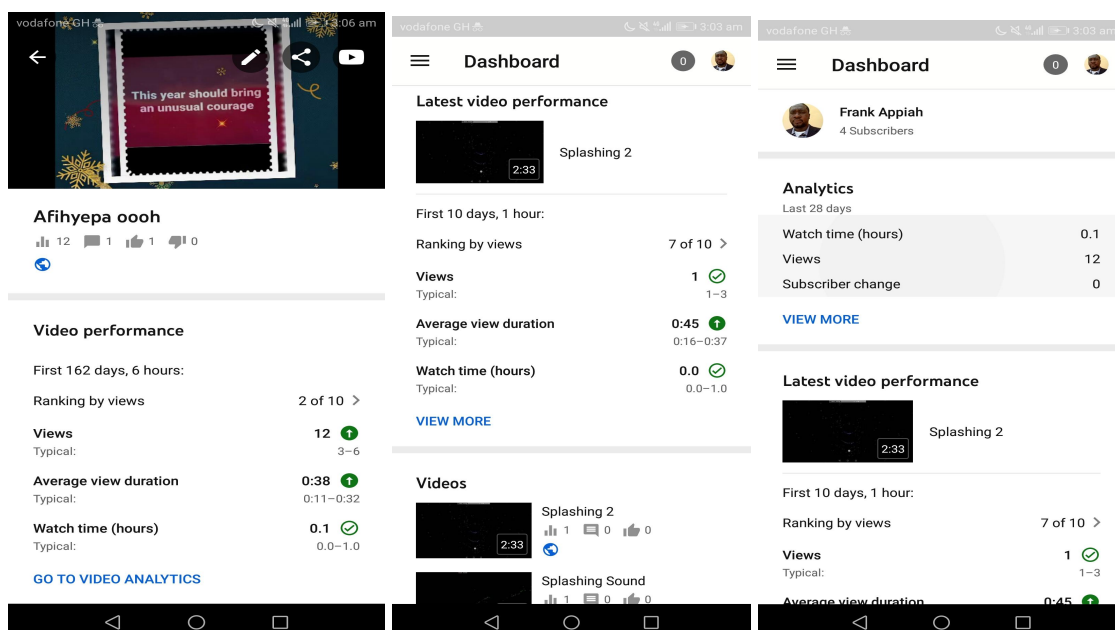
The rest of the videos in the author's YouTube channel are programmed as captured in the Pictorial :



There are about 50 videos in total at the author's YouTube channel. A comment view from a screenshot is shown below :



On visual analytics on the video performance, screenshot are shown as below :



## 3 Conclusion

This is about entertaining urban people in an environment. The basic idea of themed films is sourced as a means of urban experience delving on entertainment perspectives. The author did deal with the concept by providing an online social media resources made up of video short in a sense. With theses videos , fun and knowledge tasting is ideal in urban areas. The author dubbed this as "*urbanenther*".

## Further Reading

Fischer, C. S., Merton, R. K., & Merton, R. K. (1976). *The urban experience*. New York: Harcourt Brace Jovanovich.

Krier, R., & Rowe, C. (1979). *Urban space*. London: Academy editions.

Lefebvre, H. (2003). *The urban revolution*. U of Minnesota Press.

Kooijman, D. (2002). A third revolution in retail? The Dutch approach to leisure and urban entertainment. *Journal of Retail & Leisure Property*, 2(3), 214-229.

Zaidan, E. A. (2016). Tourism shopping and new urban entertainment: A case study of Dubai. *Journal of Vacation Marketing*, 22(1), 29-41.

Hollands, R., & Chatterton, P. (2003). Producing nightlife in the new urban entertainment economy: corporatization, branding and market segmentation. *International Journal of Urban and Regional Research*, 27(2), 361-385.

Lloyd, R., & Clark, T. N. (2001). The city as an entertainment machine. *Critical perspectives on urban redevelopment*, 6(3), 357-378.9

Bender, J. (2003). *An Examination of the Use of Urban Entertainment Centers as a Catalyst for Downtown Revitalization*.

An, Eun-Hee. "An Analysis of the Space Using Behavior with Space Organization in Urban Entertainment Center." *Journal of the Architectural Institute of Korea Planning & Design* 32, no. 1 (2016): 13-22.

Chae, J. H., Kim, Y. G., Kim, Y. H., Son, Y. H., & Zoh, K. J. (2013). A study on urban open space selection attributes as an urban entertainment destination. *Journal of the Korean Institute of Landscape Architecture*, 41(4), 56-67.

Chapin, T. (1999). Urban entertainment centers as economic development. *American Planning Association. Journal of the American Planning Association*, 65(3), 339.

Houstoun, L. (2002). Business Improvement Districts and Urban Entertainment and Cultural Centers. APA Online.

Lee, H. S., & Oh, J. A. (2012). A Study on the Planning Strategy of Tenant Variety and Placement for Urban Entertainment Center. *Korean Institute of Interior Design Journal*, 21(2), 174-185.

Wei, G. O. N. G. (2006). On Verbal Style of Urban Entertainment Media [J]. *Journal of Chongqing Jiaotong University (Social Sciences Edition)*, 2.

Tofte, C. S. (2003). *Urban Entertainment Destinations: A Developmental Approach for Urban Revitalization* (Doctoral dissertation, Virginia Tech).

Alpert, R. (2014). Urban Entertainment. *CineAction*, 36-2.

Frers, L. Urban Entertainment Center.

Zerlang, M. (2005). Urban Life as Entertainment. *The Urban Lifeworld: Formation Perception Representation*, 314.

Chatterton, P., & Hollands, R. (2002). Theorising urban playscapes: producing, regulating and consuming youthful nightlife city spaces. *Urban studies*, 39(1), 95-116.