**SUMMARY OF NEW CONCLUSIONS OF DOCTORATE THESIS**

Candiate: **Dang Thu Ha**

Thesis title: ***Film dramatics in multimedia works (streaming films, commercials, and video games)***

Major: **Film and Television Theory and Critic.**

Code: **9 21 02 31**

Instructors: **Assoc. Prof. Dr. Nguyen Thi Hanh Le**

**Dr. Nguyen Cao Thanh**

University: **Hanoi Academy of Theater and Cinema**

1. *Film dramatics in multimedia works (streaming films, commercials, and video games)* is a thesis of systematic research with discoveries about the application of the basic principles of film dramatics to the writing of three forms of multimedia works (streaming films, commercials, and video games) - some of which are still quite new. With these discoveries, the thesis can add to the theories of film dramatics in its application not just to the writing of fiction films but also other fields of media and entertainment (commercials, video games, etc.)

2. In analyzing and comparing the process of applying film dramatics from the theories to the result, the thesis identifies the methods of using film dramatics in multimedia works. This allows the thesis to become the foundation for the practice of multimedia storytelling (multiple forms, multiple platforms, and multiple methods of expression), allowing students, writers, and content creators to build on their existing knowledge of film dramatics to create multimedia works. On the other hand, authors, journalists, and content creators in multimedia communication can study the thesis to better understand film dramatics and the language of film, in order to improve the artistic quality of media works, contributing to the human resource of multimedia storytelling to meet the demand of current digital creativity.

3. The result of the thesis shows that film dramatics can be used in a wider, more diverse range, and demonstrates the interaction between film dramatics and the writing of multimedia works, thus confirming the role and effectiveness of film dramatics in multiple forms of digital works. In turn, digital technology and multimedia creation can also influence cinema, so it can develop to meet the demands of audience in the digital age.

*Hà Nội, November 11, 2023*

|  |  |
| --- | --- |
| **Instructors** | **Candidate**  **Dang Thu Ha** |