

Abstract

This work studies the influence that non-linear editing of visual materials and usage of digital news production system have on the final form of news programmes. I also compare these advanced technologies with the older linear editing and analog playout, illustrate it by describing the principles of both methods and explain it on a hypothetical example. Two chapters are devoted to the integration of digital archives and graphics tools. The examined period used for comparison of new and old technologies is the week from 2 to 8 April in 2010 and the same week a decade earlier. The news programme examined is Udalosti on Czech television. The aim is to point out how the technical possibilities can change the workflow and form of newscast, not just in theory but also practically.