

Syllabus for
TVF 216—Workshop: TV Production
1 Credit Hours
Spring 2024

I. COURSE DESCRIPTION

This course provides experience in producing and executing the technical aspects of a live to capture news formatted TV studio production and live sports TV. Students with the approval of the instructor can work as part of the production team on this weekly news format TV show. In addition, students will have the opportunity to crew several NCAA Division 1 athletic games as part of the ORU Sports Network.

Prerequisites: None

Course fee: \$40

II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

As a result of successfully completing this course, the student will be able to do the following:

- A. Demonstrate proficiency in the various roles of live multi-camera TV production.
- B. Critically assess TV production work in the studio and in the field.
- C. Identify the relationship of the Whole Person Concept to television production and how it can be applied to benefit mankind and minister to people.

III. ASSOCIATED PROGRAMS

This course meets degree completion requirements for the following program:
Cinema/Television/Digital Media and Media Production.

- A. Outcome 1. Students will demonstrate basic competency in the aspects and processes of storyline development and cinematic storytelling.
- B. Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.
- C. Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.
- D. Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.

IV. UNIVERSITY OUTCOMES

This course aligns with the following University Outcomes as indicated on the last page:

- A. Spiritual Integrity
- B. Personal Resilience
- C. Intellectual Pursuit
- D. Global Engagement
- E. Bold Vision

V. TEXTBOOKS AND OTHER LEARNING RESOURCES

Required Materials

Textbook: Owens, J. (2020). Television Production. 17th Edition New York: Routledge.
ISBN #978-0-429-02758-1.

IV. POLICIES AND PROCEDURES

A. School or Department Policies and Procedures – not specified.

B. Course Policies and Procedures

1. Evaluation Procedures

Grade Sources and Percentages

Supervisor Evaluation 50% and/or Reaction Papers 50% (Breakdown determined by instructor and chosen semester emphasis) = Total 100%

Course is graded with a letter grade A-F.

Only one absence allowed (letter grade lower beyond one)

2. Other Policies and/or Procedures

- a. Each student will perform, with faculty approval, an area of participation for the semester as selected by the professor.
- b. The student will be expected to participate on a regular basis and attend all class sessions ON TIME.
- c. The student may be asked to keep a log of activity and will present those materials upon the request of the instructor in critique reports.
- d. The student may be responsible for a number of field productions or written reports which are assigned by the professor and directly relate to acquired production skills.
- e. All work must be turned in on exact due date or credit will be lost. WORK TURNED IN LATER THAN 48 HOURS FROM DUE DATE WILL RECEIVE NO CREDIT.
- f. Any examination not taken at the scheduled time due to an excused absence must be made up at a time arranged with or by the instructor.
- g. The classroom is intended to be a distraction-free zone. With that in view the professor will demand students to refrain from cell phone usage and activity. This also demands students refrain from viewing websites or using other software or other online programs or apps not directly applicable to coursework. No other computer use will be allowed unless specifically requested by the professor or approved by the professor.
Failure to comply with these provisions may result in temporary surrender of possession of a cell phone, laptop or tablet until class is over.

VII. COURSE CALENDAR – See D2L.

Course Inventory for ORU's Student Learning Outcomes
TVF 216 - Workshop: TV Production
Spring 2024

This course contributes to the University and program outcomes as indicated below:

Significant Contribution – Addresses the outcome directly and includes targeted assessment.

Moderate Contribution – Addresses the outcome directly or indirectly and includes some assessment.

Minimal Contribution – Addresses the outcome indirectly and includes little or no assessment.

Program Outcome alignment with University Outcomes	Significant	Moderate	Minimal
Spiritual Integrity			
CTD/MP Program Outcome 1. Students will demonstrate basic competency in the aspects and processes of storyline development and cinematic storytelling.		X	
CTD/MP Program Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.		X	
CTD/MP Program Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.		X	
Personal Resilience			
CTD/MP Program Outcome 1. Students will demonstrate basic competency in the aspects and processes of storyline development and cinematic storytelling.		X	
CTD/MP Program Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.		X	
CTD/MP Program Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.		X	
CTD/MP Program Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.		X	
Intellectual Pursuit			
CTD/MP Program Outcome 1. Students will demonstrate basic competency in the aspects and processes of storyline development and cinematic storytelling.		X	
CTD/MP Program Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.		X	

CTD/MP Program Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.		X	
Global Engagement			
CTD/MP Program Outcome 1. Students will demonstrate basic competency in the aspects and processes of storyline development and cinematic storytelling.		X	
CTD/MP Program Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.		X	

Bold Vision			
CTD/MP Program Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.		X	
CTD/MP Program Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.		X	