

Syllabus for  
**TVF 316—Workshop: Production Experience**  
1-3 Credit Hours  
Spring 2024

I. COURSE DESCRIPTION

This course facilitates experience in various types of hands on productions. Students, with the approval of the instructor, work as a production team and/or in individual projects. These may include working for the ORU Chapel recordings, class production projects, small team projects, and individual projects, all of which are for a client or under the supervision of a professional. (May be repeated for credit.)

Emphasis is placed on skill development by practice, feedback and repetition, to achieve implementation and professional performance.

The general course design is intended to promote and encourage production experiences that focus on the student's area of interest and that may unexpectedly become available in the course of the semester.

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 and apply production skills.
- B. Critique production procedures and practices.
- C. Describe the production process as it relates to a variety of formats.
- D. Demonstrate professional entrepreneurship by arranging, producing and delivering a media product that meets a client's expectation, OR a service to a supervisor in a professional project.

III. ASSOCIATED PROGRAMS

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

- A. Cinema/Television/Digital Media and Media Production major.
  - a. Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.
  - b. Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.
  - c. 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. Intellectual Pursuit
- B. Global Engagement
- C. Bold Vision

### III. TEXTBOOKS AND OTHER LEARNING RESOURCES

Required Materials: None

### IV. POLICIES AND PROCEDURES

- A. School or Department Policies and Procedures – not specified.
- B. Course Policies and Procedures

#### 1. Evaluation Procedures:

In this **performance-based** workshop class, the grade starts with a “B.” What this means is that to show up and do good work earns a “B.” In order to achieve an “A” grade, the student should demonstrate initiative, be eager to learn, ask questions, be forthright, take advantage of time and opportunities to practice, and have an exemplary attitude. Perfectionism is not the goal, but effort, risk taking and learning.

Grading is highly determined by the **evaluation** of the supervisor or client.

Grade breakdown depends on the productions that integrate the course in a particular semester, and in some cases specifically for an individual student. Here are some examples of past Grade Breakdowns:

#### For Media Production majors:

Practicum	50%
(5) Games crewing Sports Network	50%
Final Reflection Paper	(minus 10% if not done)

#### For MMI students:

Chapel Supervisor Evaluation	40%
Practicum	40%
Field trips, guest speakers,	20%
Final Reflection Paper	(minus 10% if not done)

#### For CTD seniors:

Chapel Control Room	50%
Practicum with UMP	50%
Final Reflection Paper	(minus 10% if not done)

Grading Scale:     A= 100 to 90 points  
                          B= 89 to 80 points  
                          C= 79 to 70 points  
                          D= 69 to 60 points  
                          F = 59 points &below

- 2. Whole Person Assessment Requirements: None

3. Other Policies and/or Procedures:
  - a. Every production needs to be approved by the professor.
  - b. A written agreement between the student and the client, or the student and the supervisor, delineating the expectations of the student's participation must be submitted to the professor prior to beginning of the student's experience.
  - c. Students enrolled for more than one credit hour will need to complete additional productions as proposed or determined by the professor. Additional work will be proportionate to additional credit hours enrolled.
  - d. **Attendance:** When somebody is counting on the student's participation, no absences are allowed.
  - e. **Communicating** with the supervisor when faced with unforeseen circumstances that prevent attendance or arrival on time take a high degree of importance in a workshop class. Neglecting this matter will directly affect the student's grade.
  - f. The student is expected to report **10 minutes** before call time and demonstrate professional work ethics and earnest effort to learn and perform with excellence.
  - g. The student may be asked to keep a **log** of activity and to present those materials upon the request of the professor in critique reports.
  - h. The student may be invited or required to participate in **additional production experiences** that might become available during the semester, as assigned by the professor and at the professor's discretion.

For the students in the Media Mastery Institute:

- a. The student must participate in **Bootcamp** taking place three days prior to the beginning of the semester to be trained for Chapel crew.
- b. The student must crew **Chapel**, typically on an every-other-Chapel rotation, and will report to the director of University Media Production.
- c. Each student will participate in a **Practicum**, a production in which the student produces a media piece for a client or where the student works under the supervision of a professional (see instructions attached.) The student will be responsible for finding and proposing such project. At times, the professor will suggest opportunities that become available throughout the semester.
- d. The student will participate in guest speaker presentations and workshops, as well as field trips and **other activities** pertaining to the Media Mastery Institute.

## VII. COURSE CALENDAR

Week 1-2	Orientation and project discussion.
Weeks 3 – 13	Written agreement. Execution. Delivery.
Week 14	Final Reflection Paper Due / Practicum or Project presentation

## PRACTICUM

**Purpose:** To gain professional experience.

**Task:** Work with a client or a supervisor who is a professional in the industry, to develop a media project.

**Description:**

This is an opportunity to further develop the area in media you were called to.

Find a project that will allow you to get your feet wet or bring you closer to what you would like to do after graduation. Or maybe, you would like to give it a try at do something you always wanted to do but haven't had the chance. The goal is not perfection but giving it your best shot.

A good Practicum typically takes about 20 hrs. This includes time in all of the five areas of production: research and development, pre-production, production, post-production, marketing and distribution.

- Steps:**
- 1) Find a project. Get it approved by the professor.
  - 2) Make an agreement with the client or supervisor. Produce a written record of this.
  - 3) Submit written agreement on D2L. (10% bonus by Sept. 30 or Feb. 20.)
  - 4) Produce and deliver the project as agreed with your client or supervisor.
  - 5) Submit the product to review by the professor.
  - 6) Send client or supervisor the five evaluation questions below.
  - 7) Submit a one-page self-evaluation of the experience and its educational value.

**Logistics:**

- You may use equipment from the Media Equipment Office
- Your professor is available if you would like to run ideas, ask questions or get feedback at any of the stages of your Practicum. The best time is during office hours and if you make an appointment you can get uninterrupted time.
- Yes, you are allowed to make money with the Practicum.

**When you are done with your Practicum, you need to email your supervisor or client, with copy (cc) to your professor, thanking him/her for the experience and request he/she replies ONLY to the professor with the answer to the following five questions:**

- 1) How well did the project/service fulfill your request that was agreed upon?
- 2) In what ways could it have been better?
- 3) What are three words that describe the student's work and work ethics?
- 4) In what ways were you pleasantly surprised?
- 5) What's one suggestion to the student to improve his work and his career?

**The answers to these five questions are a high percentage of your grade.**

**Cinema/Television/Digital Media and Media Production**  
**TVF 316— Workshop: Production Experience**  
**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
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<b>Spiritual Integrity</b>			
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 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.		X	

<b>Personal Resilience</b>			
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	

<b>Intellectual Pursuit</b>			
TVF 316 - Demonstrate and apply production skills. - Critique production procedures and practices. - Describe the production process as it relates to a variety of formats.	X		
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 3. The student will demonstrate competency with industry standard video editing software, including concepts of importing, organizing, assembling footage (both video and audio) on a timeline, and exporting.		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		
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<b>Global Engagement</b>			
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TVF 316 - Demonstrate and apply production skills.	X		
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	

<b>Bold Vision</b>			
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TVF 316 - Demonstrate professional entrepreneurship by arranging, producing and delivering a media product that meets a client's expectation, OR a service to a supervisor in a professional project.	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	