

Syllabus for  
**TVF 477—Production House**  
1-3 Credit Hours - May be taken more than once.  
Spring 2024

I. COURSE DESCRIPTION

This course provides opportunities for advanced production experience, typically focusing in a particular area of production under the guidance of a professional mentor.

Through the professional mentorship and accomplishment of a particular task/job/project, the student will gain advanced production skills specific to one area of production.

II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

Upon successful completion of this course, the student will be able to do the following:

- A. Demonstrate advanced production skills in a professional project.
- B. Describe the qualifications needed to succeed in a particular profession.
- C. Explain how to get started as a professional in the visual media industry.

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.
  - a. 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.
  - b. Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.
  - a. 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 ANDS OTHER LEARNING RESOURCES

Required Materials: Textbooks: None

## VI. POLICIES AND PROCEDURES

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

B. Course Policies and Procedures

1. Evaluation Procedures:

Advanced Experience	75%
Research Paper	15%
Reaction Paper	10%
Total	100%

2. Whole Person Assessment Requirements: None

3. Other Policies and/or Procedures:

a. The **Advanced Experience** may take shape in different formats:

i. **Main Project:**

The professor may set up a major project and assign each student a role/position.

ii. **Apprenticeship:**

The student will pitch the Apprenticeship to the CTD faculty explaining:

- How this experience will help the student after graduation
- Details on the work, project, schedule, etc.
- Who is the mentor who has agreed to participate and why this mentor has been picked

The mentor will request the student for the Apprenticeship, flowing from an actual need of the company, instead of being a project dreamed by the student (which is the case of the Senior Project.)

When approved, a contract is drafted and signed by both parties and the CTD faculty. The student can then begin the Apprenticeship.

The mentor is committed to spend at least 5 hrs. of one-on-one time with the student per credit, and the student is committed to invest 25 hrs. per credit in the apprenticeship during the semester. The amount of weekly involvement is determined by the specific job that needs to be accomplished and not by set weekly hours.

The mentor is not to instruct the student in a class they did not take, but to guide into advanced, new knowledge, that applies to the project.

The mentor will provide a midterm student evaluation and an exit student evaluation at the end of the semester.

iii. **Other:**

The course will remain open to opportunities that may arise that could provide students with professional practical experience. All Advanced Experiences need to be approved by the faculty prior to the student beginning work in the project.

b. **Research Paper:**

It is to be done before/while in the position and should take about 3 to 4 hrs. per credit. It should include a description of:

- The qualifications of a worker in that position/to accomplish project.
- How do workers get hired for this position/how do they enter the workplace and move up to this position?
- The nature and logistics of the work. What skills are needed? What skills need to be continually developed?
- Examples of successful workers on this area.
- Examples of companies that hire this type of workers.
- How much people earn at entry level/5 years/10 years.

c. **Reaction Paper:**

After holding the position/doing the project, the student should spend about 1 to 1 1/2 hrs. per credit on a paper that reflects on the educational and professional value of the experience. A good paper includes:

- An evaluation of the experience working on the task/job/project.
- List and description of lessons and skills learned.
- Examples of experiences narrating educational gain.
- Application of the new knowledge to the student's calling and vision for the future.
- Conclusion, implications and recommendations.

VII. COURSE CALENDAR

For option **Main Project**, the faculty will communicate the calendar to the students.

For the **Apprenticeship** option, the course calendar should roughly follow the schedule below:

Prior to Week 1	Search for Mentor and Apprenticeship
Week 1	Orientation—Signing of the contract
Weeks 2 - 7	Apprenticeship
Week 8	Mid Term Mentor Evaluation and Research Paper Due
Weeks 9 - 14	Apprenticeship
Week 15	Final Mentor Evaluation and Reaction Paper Due

**Cinema/Television/Digital Media and Media Production**  
**TVF 477—Production House**  
**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>			
TVF 477 - Demonstrate advanced production skills in a professional project.			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 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.		X	

<b>Personal Resilience</b>			
TVF 477 - Demonstrate advanced production skills in a professional project. - Describe the qualifications needed to succeed in a particular profession.	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

<b>Intellectual Pursuit</b>			
TVF 477 - Demonstrate advanced production skills in a professional project. - Describe the qualifications needed to succeed in a particular profession. - Explain how to get started as a professional in the visual media industry.	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			X

every stage of the production process for a dramatic visual media product.			
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

<b>Global Engagement</b>			
TVF 477 - Demonstrate advanced production skills in a professional project.		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>			
TVF 477 - Explain how to get started as a professional in the visual media industry.			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	