Syllabus for
TVF 499—Senior Research Project
3 Credit Hours
Spring 2024

I. COURSE DESCRIPTION

Specialized research culminating in a professional website and approved media projects.

Prerequisite: Permission of instructor.   Course Fee: $55

II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

After successfully completing this course the student will be able to do the following:

A. Design and execute several media projects that will effectively communicate to a target audience.

B. Develop concepts, skills, or technique, and apply it to a media project.

C. Demonstrate leadership skills as a producer, director and crew member

D. Promote his/her professional work online.

III. ASSOCIATED PROGRAMS

A. 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 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.

d. Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.

e. Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.

IV. UNIVERSITY OUTCOMES

A. 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

A.   Required Materials
       Textbooks: None

VI.   POLICIES AND PROCEDURES

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

B.   Course Policies and Procedures

a.   Evaluation procedures:

1. Project 1:

  a   Client Paperwork: 50

  b   Client Deliverable: 150

2. Project 2:

  a   Client Paperwork: 50

  b   Client Deliverable: 150

3. Project 3:

  a   Client Paperwork: 50

  b   Client Deliverable: 250

4. Demo Reel: 75

5. Website: 75

6. Pitch Presentation: 75

7. Leadership Reflection: 75

Grading scale: A = 90 – 100 %
                B = 80 – 89 %
                C = 70 – 79 %
                D = 60 – 69 %
                F = 59 % and below

b.   Whole Person Assessment Requirements: Webpage and Final Products.

c.   Other Policies and/or Procedures

      1.   Every senior, to be eligible to graduate, is required to complete original creative projects. Approval of the students projects rests with the course professor and area instructor. Students must have received a minimum of a B grade in the previous applicable course of the proposed area of study.

      2.   Students will produce three client-serving projects with faculty approval. Projects need to be pitched by the student during the prior semester and will be evaluated based on the research /preproduction component, difficulty and significance of the product, and marketplace respect. (If the student changes projects, a new proposal is required and must be approved by the professor before any work is done on the project.)

      3.   Students must fill out a Prospectus providing the essential information, before the student begins work on the paper or project itself.

      4.   Students will submit all project per deadline date list (see D2L).

      5.   Students must turn in all work in the accepted format presented in previous media classes. Failure to utilize proper format will result in a grade reduction.

      6.   To allow for fair access to equipment for all students to meet course deadlines efficiently, students should respect fellow classmates by not holding on to equipment or studios for unnecessary long periods of time. Failure to do this may result in a grade reduction and/or a loss of privilege to use the ORU equipment and resources.

      7.   Students should follow acceptable university procedures for shooting class projects in University buildings and campus locations. Proper requisitions must be completed and turned in advance of proposed shooting dates.

      8.   Students must obtain permits and releases for all materials contained in the project, including universal and perpetuity duplication, broadcast, and distribution rights.

      9.   All creative works must conform to the ORU Honor code. All content whether spoken narration/dialogue or visual content must not violate the Honor Code and must conform to the Philippians 4:8 standard. No crude or profane language is allowed in any content.

      10.   Every student must have their own self-designed and produced professional website that displays their demo reel and previously produced media projects.

      11.   Every project must be planned with distribution in mind and must be distributed in a professional manner, including, but not limited to the student's professional website.

      12.   In order to prepare students for the professional world, **LATE WORK will receive a grade of Zero.**

13. Meetings with the professor and/or area instructor are considered professional meetings, therefore being late or missing a meeting without proper previous rescheduling will result in a 2% overall grade reduction.

VI. COURSE CALENDAR – see D2L

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