

Syllabus for  
**TVF 123—Workshop: Creating Entertainment**  
0-1 Credit Hours – Taken freshman year  
Spring 2024  
Thursdays 4:30 – 6:00pm  
Zoppelt Auditorium

I. COURSE DESCRIPTION

A highly dynamic and hands on workshop exploring different ways entertainment is created through acting, dance, music and media, and the role of a Spirit-Empowered Christian in the arts.

II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

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

- A. Explain the role of creativity and art in the life of a Spirit-Empowered Christian creator.
- B. Interact efficiently with artists from other crafts to produce an entertainment piece.
- C. Create and deliver an entertainment piece generated through acting, dance, music and/or media.

III. ASSOCIATED PROGRAMS

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

- A. Cinema/Television/Digital Media and Media Production major
  - 1. Outcome 2. Students will demonstrate leadership abilities while creating, organizing, and executing every stage of the production process for a dramatic visual media product.
  - 2. Outcome 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.
  - 3. Outcome 5. Students will demonstrate business acumen reflecting Christian worldview, emphasizing honest and ethical behavior at professional industry venues.
- B. Theatre Program
  - 1. Outcome 4: The student will recognize and create traditional and non-traditional theatrical works that promote a truthful impact on culture in both local and global environments. The student will communicate and discover the relevance of theatre in society.
  - 2. Outcome 5: The Student will develop the skills and attributes necessary for a professional artist. Through practical application of various theatrical techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.
- C. Dance Program
  - 1. Outcome 1: The student will create and defend choreographic works exploring choreographic form, communication of an idea, and elements of movement: space, shape, time and effort.
  - 2. Outcome 6: The student will articulate and defend their artistic aptitude, rooted in a

Christian worldview, through the assimilation of college coursework and personal artistic vision.

- D. Music Program:
1. Outcome 1: The student will apply professional/biblical standards and worldview when exploring and creative multi-disciplinary works of art.
  2. Outcome 2: Students will demonstrate active engagement and self-motivation in the preparation of class projects.

#### 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. 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:
    - a. Each unit of the course will have a group exercise that will be performed/displayed during the next subsequent class period. Those may include the following:
      - Storytelling
      - Creativity
      - Theatrical
      - Dance
      - Musical
      - Media

Maxiumum Total Points: 100%

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

2. Whole Person Assessment Requirements: None
3. Other Policies and/or Procedures:

- a. **Attendance:** Students who face an emergency may be given, at the professor's discretion, the option to watch the zoom recording and submit a report on the content covered in class to count as half of the attendance grade for the day missed.
- b. **Tardiness:** Being late is disruptive and disrespectful to those in class. If you are late, slip into class as inconspicuously as possible and join in as fast as you can. Two 'tardies' are equivalent to an absence. Begin living by the industry standard: "If you are right on time, you are 10 minutes late."

It is to the student's advantage to remind the professor immediately following the end of class that the student was tardy and not absent. It is not the professor's responsibility to stop the class to update the attendance record.

- c. **Participation:** This is a hands-on type of class, therefore participation during class is a must, and can be defined as a mix of listening and speaking, cooperation, respect, effort, enthusiasm, engaging... you know, being fully present (see bullet point "d" below.)  
**While the atmosphere is casual, the work is serious. You are here to learn, which is directly dependent on the effort you put into the class, its assignments, and working with others.**

## VII. COURSE CALENDAR

Session 1: Storytelling across artforms

Session 2: Creativity: God's gift to us all

Session 3: Theatre

Session 4: Dance

Session 5: Music

Session 6: Media

**Cinema/Television/Digital Media & Media Production,  
Performing Arts (Theatre & Dance), and Music  
TVF 123— Workshop: Creating Entertainment  
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 123 - Explain the role of creativity and art in the life of a Spirit-Empowered Christian creator.	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	
Theatre Program Outcome 5: The Student will develop the skills and attributes necessary for a professional artist. Through practical application of various theatrical techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.	X		
Dance Program Outcome 6: The student will articulate and defend their artistic aptitude, rooted in a Christian worldview, through the assimilation of college coursework and personal artistic vision.		X	

<b>Personal Resilience</b>			
TVF 123 - Interact efficiently with artists from other crafts to produce an entertainment piece. - Create and deliver an entertainment piece generated through acting, dance, music and/or media.		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
Theatre Program Outcome 4: The student will recognize and create traditional and non-traditional theatrical works that promote a truthful impact on culture in both local and global		X	

environments. The student will communicate and discover the relevance of theatre in society.			
Theatre Program Outcome 5: The Student will develop the skills and attributes necessary for a professional artist. Through practical application of various theatrical techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.		X	
Dance Program Outcome 1: The student will create and defend choreographic works exploring choreographic form, communication of an idea, and elements of movement: space, shape, time and effort.		X	

<b>Intellectual Pursuit</b>			
TVF 123 - Interact efficiently with artists from other crafts to produce an entertainment piece. - Create and deliver an entertainment piece generated through acting, dance, music and/or media.	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
Theatre Program Outcome 5: The Student will develop the skills and attributes necessary for a professional artist. Through practical application of various theatrical techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.			X
Dance Program Outcome 1: The student will create and defend choreographic works exploring choreographic form, communication of an idea, and elements of movement: space, shape, time and effort.			X
Dance Program Outcome 6: The student will articulate and defend their artistic aptitude, rooted in a Christian worldview, through the assimilation of college coursework and personal artistic vision.			X

<b>Global Engagement</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 4. Students will use and apply industry tools and technology in the creation, production and distribution of digital media products.			X
Theatre Program Outcome 4: The student will recognize and create traditional and non-traditional theatrical works that promote a truthful impact on culture in both local and global environments. The student will communicate and discover the relevance of theatre in society.	X		

<b>Bold Vision</b>			
TVF 123 - Create and deliver an entertainment piece generated through acting, dance, music and/or media.			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	
Theatre Program Outcome 4: The student will recognize and create traditional and non-traditional theatrical works that promote a truthful impact on culture in both local and global environments. The student will communicate and discover the relevance of theatre in society.	X		
Theatre Program Outcome 5: The Student will develop the skills and attributes necessary for a professional artist. Through practical application of various theatrical techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.	X		
Dance Program Outcome 1: The student will create and defend choreographic works exploring choreographic form, communication of an idea, and elements of movement: space, shape, time and effort.	X		
Dance Program Outcome 6: The student will articulate and defend their artistic aptitude, rooted in a Christian worldview, through the assimilation of college coursework and personal artistic vision.		X	