Course Syllabus  INST 5215/6215 - Digital Video Production

Fundamental theories and practice in camera and computer-based audio and video production, including recording, editing, and digitizing audio and video segments for creative storytelling, education and training applications.

Instructor: Jeremy Jensen
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Phone: 797-0525
Office: Public Relations & Marketing Rm 001 (basement of Public Relations & Marketing Building)
Office Hours: By appointment
Class Day/Time: Monday 5:00pm-7:30pm
Location: Education 280

6215 Requirements
2 page summary pager on the advantages or disadvantages of using video in education and/or communication. To be turned in with the Final Project.

Required Reading

Required Materials
High capacity zip drive or hard drive to store and move your project files.

Recommended Materials
Access to High definition camera, fluid head tripod, recording media, and lavaliere microphone.

Editing Software
Adobe Premier Elements, Adobe Premiere Pro and iMovie will be available in the computer lab and classroom.

Camera Checkout
Cameras, tripods, and some audio equipment will be available for checkout on a day to day and first come first serve basis.

Equipment Checkout Contact: Launa Julander
Education 215
(435) 797-2694
launa.julander@usu.edu

Computer/Editing Labs
Education 280 (25 mac/pc with Adobe Premiere, Elements, and iMovie)

Assignments
1- Introduction – 70 pts
Part 1
Checkout a camera from the Instructional Technology Department or use your own. Video yourself answering these questions
Your Name
Year in school
Major
Where you’re from
Why you took this class/What you want to gain from this class
Part 2 edit (in class Education 280)
Dissolve up from black
Name super
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Dissolve to black
Master to QuickTime (ftp to class Drop Box)

2- Montage - Pre-Production Paper - 20 pts

3- Montage - 100 pts
Shoot 30 - 40 minutes of raw footage
Using the rule of thirds
Include: Low/high Angles, Pans, Tilts, Zooms,Static shots (let the action happen within the screen) wide, medium, close-up, extreme close up
Be aware of natural light, color, shadows, foreground and background elements
USE A TRIPOD
Edit a video that is 2-3 minutes long. Pick your best shots and best movements
Dissolve up from black
Title slide
Music
Choose shots that are stable, with good composition. Include at least one of each shooting technique
Fade to black
Master to QuickTime (ftp to class Server and to Canvas)

4- Commercial - Pre-Production Paper - 20 pts

5- Commercial - 100 pts
Produce a 30 - 60 sec. commercial of your choice
Script
Shot List
EDL
Dissolve up from black
Music
Graphics if applicable
Voice Over and/or On Camera Talent
Use b-roll
Dissolve to black
Master to QuickTime (ftp to class Server and to Canvas)

6- Single Camera - One Person Interview - Pre-Production - 20 pts

7- Single Camera - One Person Interview - 100 pts
Shoot a 2-4 minute interview with b-roll.
You will need to find a person to be the interviewer and the interviewee.
Script
Use 3 point lighting
Pay attention to exposure, composition and sound levels
EDL
Dissolve up from black
Title w/music
Name super
Edit out the question
Use b-roll to cover edits
Dissolve to black
Master to QuickTime (ftp to class Server and to Canvas)

8- Final Project (Group Project)
To be negotiated by instructor and group
Script (group)
Storyboard (group)
EDL (group)

9- Final Project Paper - (individual) 250 pts.

10- Critique Papers- 100 pts (5 due by mid-term and remaining 5 due before the final)
Write a paragraph discussing the shooting and editing techniques and processes used from a production of your choice. (TV show, Youtube, Vimeo, Feature Film, etc.) Discuss effectiveness of the techniques and explain in detail why they were effective. If the techniques were not effective discuss how they could be improved upon.

>93% = A
90-93% = A-
87-90% = B+
83-87% = B
80-83% = B-
77-80% = C+
73-77% = C
70-73% = C-
60-70% = D
>60% = F

Additional Items
Incompletes and disability accommodations will be granted according to a potentially strict interpretation of University Policy (http://www.usu.edu/policies/). Because of the nature of the course material and activities, this will be an extremely difficult course to complete after the semester is done, so please make all efforts to avoid an incomplete. Please alert the instructor as soon as an issue arises so accommodations for your personal situation can be made. Students who feel they have been unfairly treated may file a grievance through the channels and procedures described in the Student Code: http://studentlife.tsc.usu.edu/stuserv/pdf/student_code.pdf (Article VII. Grievances, pages 25-30). Students are expected to maintain “The Honor System” required by USU: http://www.usu.edu/aia/ACADEMIC/syllabusres.cfm#honor
The course fees collected in this course are used to pay for software licensing, computer lab equipment, and/or server access.