

College of San Mateo
Official Course Outline

1. **COURSE ID:** DGME 114 **TITLE:** Digital Video Production II
Units: 3.0 units **Hours/Semester:** 40.0-45.0 Lecture hours; 24.0-27.0 Lab hours; and 80.0-90.0 Homework hours
Method of Grading: Grade Option (Letter Grade or Pass/No Pass)
Prerequisite: DGME 113

2. **COURSE DESIGNATION:**
Degree Credit
Transfer credit: CSU

3. **COURSE DESCRIPTIONS:**
Catalog Description:
This course is intended as the next stage in enhancing the video production abilities developed in DGME 113 Digital Video Production. Students will shoot and edit more advanced projects that further expand their skills in location production, including scripting, lighting, sound recording, continuity editing, and working in small crews.

4. **STUDENT LEARNING OUTCOME(S) (SLO'S):**
Upon successful completion of this course, a student will meet the following outcomes:
 1. Demonstrate effective pre-production skills in project planning stage
 2. Direct a small crew on a location-based shoot
 3. Edit video, audio, images, and graphics together to tell a story

5. **SPECIFIC INSTRUCTIONAL OBJECTIVES:**
Upon successful completion of this course, a student will be able to:
 1. Demonstrate effective pre-production skills in project planning stage
 2. Direct a small crew on a location-based shoot
 3. Edit video, audio, images, and graphics together to tell a story

6. **COURSE CONTENT:**
Lecture Content:
 - Importance of pre-production
 - Conceptualizing
 - Scripting
 - Storyboards
 - Creation of shot sheets
 - Location scouting
 - Permits and licenses
 - Casting
 - Crew assignments
 - Field production crews - above and below the line positions
 - Responsibilities of a producer on-location
 - The Camera
 - Composition rules & guidelines
 - Shooting to edit
 - Focal length and angle
 - Depth of Field and Aperture
 - Camera moves
 - Camera support systems
 - Multicam production without a switcher
 - Working with talent
 - Audio for video
 - Location Lighting
 - On-screen graphics
 - Editing a project
 - Transitions

- Continuity
- Editing techniques and effects
- Intro to Media Aesthetics
 - Herb Zettl's work on aesthetics (Sight, Sound, Motion)
 - Light & Color
 - Space
 - Time-Motion
 - Sound

Lab Content:

Students will use lab time to practice hands-on skills in camera operation, field lighting, field microphone, and sound recording, working in small crews, and digital video editing. Students will also use lab time to work together on conceptualizing, scripting, and planning a production.

7. REPRESENTATIVE METHODS OF INSTRUCTION:

Typical methods of instruction may include:

- A. Lecture
- B. Lab
- C. Activity
- D. Critique
- E. Observation and Demonstration

8. REPRESENTATIVE ASSIGNMENTS

Representative assignments in this course may include, but are not limited to the following:

Writing Assignments:

Students will outline and write scripts, take quizzes, keep a production journal

Reading Assignments:

Readings will be a combination of online materials, handouts, and/or textbook

Other Outside Assignments:

- Students will plan a production, including script, site survey, and shot sheets.
- Students will produce and direct a scene in a field location with a small crew, as well as serve as crew for other producers/directors
- Students will edit their projects using digital video post-production software to combine audio, video, and graphics to tell a story

9. REPRESENTATIVE METHODS OF EVALUATION

Representative methods of evaluation may include:

- A. Class Participation
- B. Class Work
- C. Exams/Tests
- D. Group Projects
- E. Lab Activities
- F. Projects
- G. Quizzes
- H. Exams will be both hands-on demonstrations and written

10. REPRESENTATIVE TEXT(S):

Possible textbooks include:

- A. Adobe Creative Team. *Adobe Premiere Pro CC Classroom in a Book*, 1st ed. Adobe, 2019
- B. Owens, J.. *Video Production Handbook*, 6th ed. Routledge, 2017

Origination Date: August 2021
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Course Originator: Michelle Brown