

Glendale College
Course Outline of Record Report
 Cyclical Review - May 2023 (previously Media 101)

FTVM131 : Introduction to TV Studio Production

General Information

Author:	<ul style="list-style-type: none"> Geraldine Ulrey
Course Code (CB01) :	FTVM131
Course Title (CB02) :	Introduction to TV Studio Production
Department:	FTVM
Proposal Start:	Fall 2024
TOP Code (CB03) :	(0604.20) Television (including combined TV/film/video)
CIP Code:	(09.0701) Radio and Television.
SAM Code (CB09) :	Possibly Occupational
Distance Education Approved:	Yes
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	ccc000639588
Curriculum Committee Approval Date:	05/10/2023
Board of Trustees Approval Date:	07/18/2023
Last Cyclical Review Date:	09/15/2023
Course Description and Course Note:	FTVM 131 provides students with a basic overview of the aesthetics and techniques required in the production of studio based multiple camera video programs. The topics include studio and control room operations, directing, crew responsibilities, operation of video and audio equipment, lighting, video graphics and sound mixing. Projects consist of hands-on experiences in several "live" video studio production situations performed in the Glendale College Television Studio (GCTV Studio.) Note: Students who have taken MEDIA 101 may not receive credit for this course.
Justification:	Coding/Category Change Content Change
Academic Career:	<ul style="list-style-type: none"> Credit
Author:	<ul style="list-style-type: none"> Geraldine Ulrey

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"> Mass Communication
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
FTVE	Film, Television, and Electronic Media	Pending	No value	FTVE 135 - Beginning TV Studio Production

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	108
Total Course Out-of-Class Hours	54
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1.5	3
Laboratory Hours	4.5	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	27
Laboratory	81
Studio	0
Total	108
Course Out-of-Class Hours	
Lecture	54
Laboratory	0
Studio	0
Total	54

Time Commitment Notes for Students

No value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards

No value

Specifications

Methods of Instruction

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Multimedia

Methods of Instruction	Collaborative Learning			
Methods of Instruction	Demonstrations			
Out of Class Assignments				
<ul style="list-style-type: none"> • Prepare script and music for recording of audio commercial project • Write script and prepare visuals for graphics based multi-camera video project • Write script, plan camera shots and rehearse live studio directing project 				
Methods of Evaluation	Rationale			
Other	Attendance and participation			
Evaluation	Work in-progress			
Evaluation	Peer and instructor critique of work			
Project/Portfolio	Production assignments			
Exam/Quiz/Test	Final exam			
Textbook Rationale				
No Value				
Textbooks				
Author	Title	Publisher	Date	ISBN
Jim Owens	Television Production	Routledge, Taylor and Francis Group	2020	9780367136338
Tom Schroepel	The Bare Bones Camera Course for Film and Video	Langara College	2018	9781621535263
Other Instructional Materials (i.e. OER, handouts)				
No Value				
Materials Fee				
No value				

Learning Outcomes and Objectives

Course Objectives

Operate video cameras, video recorders, audio recorders, microphones, studio control equipment and lighting equipment.

Write simple scripts and storyboards for both video and audio productions.

Assess all elements necessary to the production of simple studio video programs.

Direct, assistant direct, technical direct, run and run live audio on a simple three camera live video production.

SLOs

Define basic terminology used in the video production industry.

Expected Outcome Performance: 70.0

<i>MCOMM</i> Mass Communications Certificate	Analyze and differentiate the primary influences of dominant mass media on major cultural practices and social and political institutions
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<i>MCOMM</i> Mass Communications AS	Analyze and differentiate the primary influences of dominant mass media on major cultural practices and social and political institutions
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<i>MEDIA</i> Film,TV,and Elctr Media - AST	Demonstrate an effective ability to collaborate as a key member of a production team from concept to completion on a project with workflows and final deliverables that meet basic industry standards and achieves the technical, conceptual and aesthetic challenges necessary to tell a story that has an impact.
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	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
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<i>MEDIA</i> Cinematography and Editing	Demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.
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	Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
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<i>MEDIA</i> Visual Arts: Media Arts - A.A. Degree Major	demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.
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	demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.
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Operate video cameras, videotape recorders, audio recorders, microphones, lighting equipment, and video control console.

Expected Outcome Performance: 70.0

<i>MEDIA</i> Film,TV,and Elctr Media - AST	Demonstrate an effective ability to collaborate as a key member of a production team from concept to completion on a project with workflows and final deliverables that meet basic industry standards and achieves the technical, conceptual and aesthetic challenges necessary to tell a story that has an impact.
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	Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).
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MEDIA
Cinematography and
Editing

Demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.

Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.

Demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

MEDIA
Visual Arts: Media Arts -
A.A. Degree Major

demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.

demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.

demonstrate mastery of conceptual editing techniques to support storytelling and solving story problems through the use of editing dialogue, sound design, music, and sound effects to complete the creation of the master for final deliverables.

Perform the functions of a variety of video studio production crew responsibilities.

Expected Outcome Performance: 70.0

MEDIA
Film,TV,and Elctr Media -
AST

Demonstrate an effective ability to collaborate as a key member of a production team from concept to completion on a project with workflows and final deliverables that meet basic industry standards and achieves the technical, conceptual and aesthetic challenges necessary to tell a story that has an impact.

Demonstrate an understanding of the various techniques of film language and the cinematic tools to tell a story including producing, screenwriting, directing, cinematography, production design, sound design, and editing (picture and sound).

MEDIA
Cinematography and
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Demonstrate an understanding of composition, film language and lighting techniques to support the creative vision of the director.

MEDIA
Visual Arts: Media Arts -
A.A. Degree Major

demonstrate an effective ability to work as a member of a team to achieve the challenges of technical and conceptual goals of the project from origination to the completion of the high quality final deliverable media productions.

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No Value

Is this proposal submitted in response to learning outcomes assessment data?

No Value

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

The Video Production Process (3 hours)

- Project development
- Pre-production
- Production
- Post-Production
- Distribution

Audio Production Techniques (4 hours)

- Basic audio functions
- Recording techniques
- Audio mixing
- Microphones
- Laboratory

Video Production Equipment (7 hours)

- Video camera
- Video switchers
- Video graphics and character generators
- Audio mixing for video
- Intercom systems
- Laboratory

Studio and Control Room Operations and Positions (9 hours)

- Director
- Assistant Director
- Technical Director
- Floor Manager
- Camera Operators
- Video Engineer
- Graphics/Character Generator Operator
- Audio Engineer
- Grips
- Communication and crew teamwork
- Laboratory

Video Production Aesthetics (4 hours)

- Camera composition
- Continuity
- Dynamic composition and screen direction
- Graphic Art for video
- Aesthetics of editing
- Laboratory

TOTAL: 27 hours**Laboratory/Studio Content****The Video Production Process Lecture (9 hours)**

- Project development
- Pre-production
- Production
- Post-Production
- Distribution

Audio Production Techniques (11 hours)

- Basic audio functions
- Recording techniques
- Audio mixing
- Microphones
- Laboratory

Video Production Equipment (20 hours)

- Video cameras
- Video switchers

- Video graphics and character generators
- Audio mixing for video
- Intercom systems
- Laboratory

Studio and Control Room Operations and Positions (30 hours)

- Director
- Assistant Director
- Technical Director
- Floor Manager
- Camera Operators
- Video Engineer
- Graphics/Character Generator Operator
- Audio Engineer
- Grips
- Communication and crew teamwork
- Laboratory

Video Production Aesthetics (11 hours)

- Camera composition
- Continuity
- Dynamic composition and screen direction
- Graphic Art for video
- Aesthetics of editing
- Laboratory

TOTAL: 81 hours