

## OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

<b>Course Code and Number:</b> VA 261		<b>Number of Credits:</b> 3 <a href="#">Course credit policy (105)</a>																	
<b>Course Full Title:</b> Video Production II																			
<b>Course Short Title (if title exceeds 30 characters):</b>																			
<b>Faculty:</b> Faculty of Humanities		<b>Department (or program if no department):</b> Visual Arts																	
<b>Calendar Description:</b>  This course builds on techniques introduced in VA 160, exploring sound recording and design, green-screen lighting, stop-motion animation, editing for music videos, and development of a pitch package. Emphasis is on professionalism, teamwork, and honing technical skills for creative expression.  Note: Students with credit for VA 161 cannot take this course for further credit.																			
<b>Prerequisites (or NONE):</b>		VA 160.																	
<b>Corequisites (if applicable, or NONE):</b>																			
<b>Pre/corequisites (if applicable, or NONE):</b>																			
<b>Equivalent Courses (cannot be taken for additional credit)</b> Former course code/number: <b>VA 161</b> Cross-listed with: Equivalent course(s): <b>VA 161</b> <i>Note: Equivalent course(s) should be included in the calendar description by way of a note that students with credit for the equivalent course(s) cannot take this course for further credit.</i>		<b>Transfer Credit</b> Transfer credit already exists: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No  Transfer credit requested (OREg to submit to BCCAT): <input type="checkbox"/> Yes <input type="checkbox"/> No (if yes, fill in transfer credit form)  Resubmit revised outline for articulation: <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No To find out how this course transfers, see <a href="http://bctransferguide.ca">bctransferguide.ca</a> .																	
<b>Total Hours: 60</b> <b>Typical structure of instructional hours:</b> <table border="1"> <tr> <td>Lecture hours</td> <td>6</td> </tr> <tr> <td>Seminars/tutorials/workshops</td> <td>12</td> </tr> <tr> <td>Laboratory hours</td> <td>18</td> </tr> <tr> <td>Field experience hours</td> <td>18</td> </tr> <tr> <td>Experiential (practicum, internship, etc.)</td> <td></td> </tr> <tr> <td>Online learning activities</td> <td></td> </tr> <tr> <td>Other contact hours: Student Directed Learning</td> <td>6</td> </tr> <tr> <td><b>Total</b></td> <td><b>60</b></td> </tr> </table>		Lecture hours	6	Seminars/tutorials/workshops	12	Laboratory hours	18	Field experience hours	18	Experiential (practicum, internship, etc.)		Online learning activities		Other contact hours: Student Directed Learning	6	<b>Total</b>	<b>60</b>	<b>Special Topics</b> Will the course be offered with different topics? <input type="checkbox"/> Yes <input checked="" type="checkbox"/> No  If yes, different lettered courses may be taken for credit: <input type="checkbox"/> No <input type="checkbox"/> Yes, repeat(s) <input type="checkbox"/> Yes, no limit  <i>Note: The specific topic will be recorded when offered.</i>	
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<b>Total</b>	<b>60</b>																		
		<b>Maximum enrolment (for information only):</b> 24  <b>Expected frequency of course offerings (every semester, annually, every other year, etc.):</b> annually																	
<b>Department / Program Head or Director:</b> Shelley Stefan		<b>Date approved:</b> March 24, 2017																	
<b>Faculty Council approval</b>		<b>Date approved:</b> April 7, 2017																	
<b>Campus-Wide Consultation (CWC)</b>		<b>Date of posting:</b> June 2, 2017																	
<b>Dean/Associate VP:</b> Jacqueline Nolte		<b>Date approved:</b> April 7, 2017																	
<b>Undergraduate Education Committee (UEC) approval</b>		<b>Date of meeting:</b> September 29, 2017																	

**Learning Outcomes**

Upon successful completion of this course, students will be able to:

- Execute advanced techniques with lighting and sound equipment in creative practice.
- Develop a detailed pitch for a group project according to industry standards.
- Critique and refine subsequent iterations of a production project in a team context.
- Differentiate production roles on a video shoot.
- Analyze a script to determine technical requirements, scheduling, and budget.
- Organize a shoot with consideration for permits, releases, and casting.
- Apply constructive feedback to improve their own technical work
- Develop a toolbox of film and video skills for further use.

**Prior Learning Assessment and Recognition (PLAR)**

☒ Yes      ☐ No, PLAR cannot be awarded for this course because

**Typical Instructional Methods (guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion)**

Reading, screenings, guided exercises, lab hours, field experience.

**Grading system:** Letter Grades: ☒ Credit/No Credit: ☐ Labs to be scheduled independent of lecture hours: Yes ☐ No ☒

**NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.**

**Typical Text(s) and Resource Materials (if more space is required, download Supplemental Texts and Resource Materials form)**

Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1. Ascher, Steven & Pincus, Edward	The Filmmaker's Handbook	<input checked="" type="checkbox"/>	Plume	2012
2.		<input type="checkbox"/>		
3.		<input type="checkbox"/>		
4.		<input type="checkbox"/>		
5.		<input type="checkbox"/>		

**Required Additional Supplies and Materials (software, hardware, tools, specialized clothing, etc.)**

Varies in accordance with student projects.

**Typical Evaluation Methods and Weighting**

Final exam:	%	Assignments:	70%	Midterm exam:	%	Practicum:	%
Quizzes/tests:	20%	Lab work:	%	Field experience:	%	Shop work:	%
Class Participation:	10%	Other:	%	Other:	%	Total:	100%

**Details (if necessary):**

**Typical Course Content and Topics**

Week 1	Intro to course; In-class exercise: refresh camera and lighting skills
Week 2	Lecture: Video format/frame rate; In-class exercise: refresh editing skills Workshop: Stop motion animation
Week 3	Lecture: Sound design and recording; In-class exercise: recording voices and foley fx
Week 4	Workshop: Music videos
Week 5	Workshop: Green screen
Week 6	In-class work period
Week 7	Animation presentation, group project proposals due
Week 8	Meetings with instructor for group project
Week 9	Start group projects; music video presentation
Week 10	Group project: Production meetings
Week 11	Group project: In-class shoot day
Week 12	Group project: Rough cut screening and feedback
Week 13	Group project: Final cut due