Course Code: Title	FPD244: INDUSTRY WORK PLACEMENT SESSION
Program Number: Name	1097: DIGITAL FILM
Department:	DIGITAL FILM PRODUCTION
Semesters/Terms:	21W
Course Description:	Students will work with various local organizations and charities in the community to produce PSAs, educational and instructional videos. They will gain valuable experience working with a `client` contributing immensely to the local community. They will have to pitch ideas, incorporate feedback and deliver a final project.
Total Credits:	6
Hours/Week:	4
Total Hours:	60
Prerequisites:	FPD114, FPD125
Corequisites:	There are no co-requisites for this course.
Vocational Learning Outcomes (VLO's) addressed in this course: **Please refer to program web page for a complete listing of program outcomes where applicable.**	**1097 - DIGITAL FILM** VLO 1 Create independent digital film projects using development, scripting, pre-production, production and post-production techniques. VLO 2 Work within a digital film production team in various industry capacities and roles on short projects. VLO 5 Develop a portfolio of at least 3 short films and 1 television pilot to show creative and professional skills and abilities in digital filmmaking. VLO 8 Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.
Essential Employability Skills (EES) addressed in this course:	EES 1 Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience. EES 2 Respond to written, spoken, or visual messages in a manner that ensures effective communication. EES 6 Locate, select, organize, and document information using appropriate technology and information systems. EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others. EES 9 Interact with others in groups or teams that contribute to effective working relationships and the achievement of goals. EES 10 Manage the use of time and other resources to complete projects. EES 11 Take responsibility for ones own actions, decisions, and consequences.

In response to public health requirements pertaining to the COVID19 pandemic, course delivery and assessment traditionally delivered in-class, may occur remotely either in whole or in part in the 2020-2021 academic year.

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Course Evaluation:	Passing Grade: 50%, D A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.
Other Course Evaluation & Assessment Requirements:	Attendance Sault College is committed to student success. There is a direct correlation between academic performance and class attendance. Therefore, for the benefit of all its constituents, all students are encouraged to attend all of their scheduled learning and evaluation sessions. This implies arriving on time and remaining for the duration of the scheduled session. Attendance will be taken 5 minutes after every class begins and students who are not present at this time will be considered late/absent for that class. Any student who leaves while there is still 30 minutes or more left in the class will be considered late/absent for that class. Any student who returns late from class breaks will be considered late/absent for that class. The typical duration for a class break will be 10 minutes, unless otherwise specified by the instructor. Attendance is mandatory for this course to ensure the course requirements and objectives are met. A total absence of 3 classes for the semester will be tolerated. After 3 absences, penalties will take effect and an additional 10 percent will be deducted from the final grade for this course per class missed and 5 percent deduction for lates. i.e. 4 classes missed = 10 percent deduction from final grade4 classes missed and 1 late = 15 percent deduction from final grade Tests & Quizzes All tests/quizzes will be taken in class at a predetermined time. There will be no retake opportunities for in class tests and quizzes. Assignments / Projects An assignment/project (hereafter referred to as assignment) will be considered submitted only if it meets all the requirements specified in the assignment`s outline, which is to be made available to students when the assignment is introduced. All class assignments will be submitted either in person or through a pre-determined LMS dropbox, according to the specific requirements. All LMS dropbox submissions are thereby time stamped by the school`s system clock upon upload. Unless otherwise specified, all assignments will be due at the end of the day (11:59pm) on the date they are due. Written assignments: Any assignment handed in after the predetermined date and time will automatically receive a grade of 0 percent. The LMS dropbox time stamp will be referred to when determining the submission time. All other assignments: If an assignment is submitted late, the highest mark possible is 65%. If it is submitted more than one (1) week after the due date, the highest mark possible is 50%. Review Meetings Students will often be required to attend one-on-one review meetings with the instructor as part

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of the course. These will normally occur during regular class times. Students will arrange a specific meeting time with the instructor ahead of time. If a student misses their scheduled meeting time, it will be counted as missing a class (see attendance policies, above), also, the student would be responsible for arranging a new meeting time with the instructor.

Extensions & Justifiable Excuses for Missed/Late Submissions and Class Attendance

By enrolling in and attending this program of study, it is assumed that students are willing to prioritize their education over many other activities in their life. It is therefore unacceptable for a student to assume that other commitments (such as work) will excuse them from not attending classes or handing in submissions on time. It is the student`s responsibility to manage their school/life balance.
As such, all attendance and submission infractions (see above) will be realized, with the following possible exceptions:

1) The student has received specific permission from an instructor, in advance, to miss a class or omit an assignment from the grade tally. (ex. a student is participating in industry-related out-of-class activities).

2) The student has attended an official counselling session, from which they have received a recommendation to override the standard attendance/submission policies.

3) The student has experienced a personal or family emergency. In such a case, the student will have to notify the instructor as soon as possible, and may be required to attend an official counselling session in order to override the standard attendance/submission policies. Therefore, extensions for assignments will only be available in very specific situations.

Production Policy Regarding Use of Prop Weapons in Student Productions

The depiction of violent weapons is not permitted in any student film production regardless of how it is being used, even if it is simply a part of a costume. In the event that a student, or group of students, films a scene that includes a weapon which was not in the final approved script, it could result in an automatic failure for the project. A violent weapon is considered to be any type of gun, knife, sword, cross bow, bow and arrows, hatchet, rocket launcher, tank, etc.

Course Outcomes and Learning Objectives:	**Course Outcome 1**	**Learning Objectives for Course Outcome 1**
	1. Create independent digital film projects using development, scripting, pre-production, production and post-production techniques.	Students will produce a video project for a local `client`.
	Course Outcome 2	**Learning Objectives for Course Outcome 2**
	Work within a digital film production team in various industry capacities and roles on short projects.	Students will work in teams in various roles to produce a video project for their client.
	Course Outcome 3	**Learning Objectives for Course Outcome 3**
	Develop a portfolio of at	

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	least 3 short films and 1 television pilot to show creative and professional skills and abilities in digital filmmaking.	Students produce a video for a local client - charity, college or non-profit organization.
	Course Outcome 4	**Learning Objectives for Course Outcome 4**
	Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.	Students will work with their client through all of the phases of production to deliver a valuable video project to their organization.

Evaluation Process and Grading System:	**Evaluation Type**	**Evaluation Weight**
	Assignments	100%

Date:	December 22, 2020
Addendum:	Please refer to the course outline addendum on the Learning Management System for further information.

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