



## COURSE OUTLINE: FPD128 - TV DEVELOPMENT I

Prepared: Candice Day

Approved: Bob Chapman, Chair, Health

<b>Course Code: Title</b>	FPD128: TELEVISION DEVELOPMENT I
<b>Program Number: Name</b>	1097: DIGITAL FILM
<b>Department:</b>	DIGITAL FILM PRODUCTION
<b>Semesters/Terms:</b>	21W
<b>Course Description:</b>	Students will explore current trends in episodic programming and production. This workshop style class will walk students through the process of developing their own television property (factual or narrative) and the creation of an industry style pitch package for their project.
<b>Total Credits:</b>	3
<b>Hours/Week:</b>	3
<b>Total Hours:</b>	45
<b>Prerequisites:</b>	There are no pre-requisites for this course.
<b>Corequisites:</b>	There are no co-requisites for this course.
<b>Substitutes:</b>	FPD127
<b>Vocational Learning Outcomes (VLO's) addressed in this course:</b>	<p><b>1097 - DIGITAL FILM</b></p> <p>VLO 1 Create independent digital film projects using development, scripting, pre-production, production and post-production techniques.</p> <p>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.</p> <p>VLO 8 Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.</p>
<b>Essential Employability Skills (EES) addressed in this course:</b>	<p>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.</p> <p>EES 6 Locate, select, organize, and document information using appropriate technology and information systems.</p> <p>EES 8 Show respect for the diverse opinions, values, belief systems, and contributions of others.</p>
<b>Course Evaluation:</b>	<p>Passing Grade: 50%, D</p> <p>A minimum program GPA of 2.0 or higher where program specific standards exist is required for graduation.</p>
<b>Other Course Evaluation &amp; Assessment Requirements:</b>	<p>Attendance &amp; Lates</p> <p>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</p>

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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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 grade  
4 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. The quiz with the lowest grade may be omitted from the final grade calculation.

#### Assignments

A project or assignment will be considered submitted only if it meets all the requirements specified in the project outline, which is to be made available to students when the project is assigned.

All class assignments/projects will be submitted either in person, via email or through a pre-determined LMS dropbox, specific to the project and class in question. All submissions are thereby time stamped by the school's system clock upon upload.

Unless otherwise specified, all assignments projects will be due at the end of the day (11:59pm) on the date they are due.

Zero tolerance late policy for all 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.

Late policy for film productions: 25 percent deduction per day after due date

#### 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

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	1. Develop a portfolio of at least 3 short films and 1 television pilot to show creative and professional skills and abilities in digital filmmaking.	Students will begin to develop their television projects by creating a pitch package for their ideas with a one sheet, mini production bible and video teaser.				
	<b>Course Outcome 2</b>	<b>Learning Objectives for Course Outcome 2</b>				
	2. Research, pitch, produce, package, market and distribute digital film projects using industry and new media outlets.	Students will learn about effective pitching techniques and how to properly package their creative concepts for the television/broadcast/episodic industry.				
	<b>Course Outcome 3</b>	<b>Learning Objectives for Course Outcome 3</b>				
	3. Create independent digital film projects using development, scripting, pre-production, production and post-production techniques.	Students will explore the crucial creative development phase to prepare a project for pitching or scripting.				
<b>Evaluation Process and Grading System:</b>	<table><tr><td><b>Evaluation Type</b></td><td><b>Evaluation Weight</b></td></tr><tr><td>Assignments</td><td>100%</td></tr></table>		<b>Evaluation Type</b>	<b>Evaluation Weight</b>	Assignments	100%
<b>Evaluation Type</b>	<b>Evaluation Weight</b>					
Assignments	100%					
<b>Date:</b>	August 17, 2020					
<b>Addendum:</b>	Please refer to the course outline addendum on the Learning Management System for further information.					

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