

CIS 265: Digital Video

Course Description

This semester we will develop a deep understanding of video production and non-linear film editing. This course focuses primarily upon the development of digital video and the theory surrounding the analysis and criticism of such content.

Please note that the primary focus of this course is not solely the development of technical skills.

Rather, this course is designed to function as thorough exploration surrounding the theories of visual communication, message construction, and critical analysis. We will also explore the complexities of the human condition through the deconstruction of narrative in film by close readings of these video texts. With these understandings your own video production work will be more effective and contain more value to others.

Student Outcomes

As a student in this course, you will develop a firm understanding of visual literacy, digital storytelling, and digital media development. You will also come to grasp the more essential concepts of non-linear film editing. In addition, you will begin to think critically upon how technology impacts the nature of video, film, social media and storytelling.

Reference Materials

The following resources are required or recommended for this course. Several Internet resources will also be provided as additional readings throughout the term. Those can always be found at <http://courses.samfee.net/>.

Stockman, S. (2011). [How to Shoot Video That Doesn't Suck: Advice to Make Any Amateur Look Like a Pro](#). ISBN-13: 978-0761163237
Required, \$10. (PS: Watch the author video on the Amazon page.)

Grading and Assignments

Student assessment for this course will take the form of a comprehensive evaluation of electronic materials, writing assignments, peer assessment, class participation and attendance. Any homework assignments contribute points toward your participation grade. **All materials for this course must be submitted in electronic format.** Specifically, your grade will be determined as follows:

30 Second Commercial	10%
Notes on Film	20%
W&J Video Project	20%
10 Minute Short Film	30%
Participation	20%

A note on Participation: this component of grading can feel subjective and confusing. Simply put - Participation reflects your engagement with the content during class, preparation before class, completion of homework assignments, and availability/contributions to your peers outside of class. Do not assume 100% Participation. Assume 75% and work to get your grade to the level you desire.

CIS Tutors

Be aware that there are student tutors available in the lounge area on the second floor of the Tech Center to help you with CIS course work. Your peers are available Sunday through Thursday from 7-10 PM. And while the PAL tutors do much of their work from the CIS Lounge, they also work with students in the labs; so if the tutor appears not to be there, check the labs as well or simply be patient - they will return.

CIS tutors are instructed not to provide specific answers to students but to help guide your inquiry when you get stuck. Please remember that the goal is for **you** to learn, not to have someone give you a quick answer. If you find this frustrating, please be aware that this is the nature of knowledge construction in computing. You need to figure things out on your own.

The tutors will however give you quick answers for technical issues such as using Google Drive or sharing documents via Dropbox if for some reason you cannot figure that out on your own.

For this course there is a Teaching Assistant available from 4-6pm every Wednesday in TEK 216.

Schedule

This course meets at the dates and times as listed in WebAdvisor. There is a small lab available 24/7 via card swipe in room 216 of the Tech Center. Test your card by the end of the first week of class to make sure it working. Please note that the following reading or video resources should be completed *before class* on the day they are listed.

August 28	Lab: Commercial Research and Deconstruction
September 2	NO CLASS - Labor Day Holiday
September 4	Film : <i>The Matrix</i> – Read Notes on Film Handout (web site)
September 9	Discussion: Film, Commercial Examples, Planning Docs, DV Production
September 11	Film : <i>The Shawshank Redemption</i> – Read: Stockman, Parts 1 & 2
September 16	Discussion: Film, Video Production Difficulties and iMovie
September 18	Lab: Commercial Project Development
September 23	Critique: Commercial Projects Commercial Projects Due
September 25	Film : <i>The Usual Suspects</i> – Read: Stockman, Parts 3 & 4
September 30	Discussion: W&J Video Project and Planning Documentation
October 2	Film : <i>The Life of David Gale</i> – Read: Stockman, Parts 5
October 7	Lab: W&J Video Project
October 9	Film : <i>The Breakfast Club</i>
October 14	FALL BREAK
October 16	Film : <i>The Secret Life of Walter Mitty</i>
October 21	Lab: W&J Video Project
October 23	Critique: W&J Projects W&J Video Projects Due
October 28	Discussion: The Short Film Project
October 30	Film : <i>The Perks of Being a Wallflower</i>
November 4	Lab: Short Film Project Pitch
November 6	Film : <i>Fight Club</i>
November 11	Workshop: Short Film Planning Documentation
November 13	Film : <i>Inception</i>
November 18	Lab: Short Film Project Work
November 20	Film : <i>Memento</i>
November 25	Lab: Short Film Project Work
November 27	THANKSGIVING BREAK
December 2	Lab: Non-linear Editing
December 4	Lab: Short Film Project Work
December 9	Lab: Project Submission Short Film Project Due

Office Hours

I am very happy to meet with you to discuss practically any topic during my office hours. You can find me in Tech Center 224. Specifically, I am available:

Tues. and Thurs. 12:00 - 12:45 & 4:30 - 5:00.

Please note that I may be hard to find at other times due to other courses, committee obligations, conference calls and travel. But I am always happy to find a time to schedule an appointment. Also, I am always available by e-mail and I'll typically respond within 12 hours.

Final Notes

Final grades will be negatively impacted by more than two absences. You will lose one point from your *final* grade for the course for each absence in excess of three. There are no "excused" absences. Any late project work will be docked one full letter grade (i.e. 10 points) each day. There are no exceptions. You must turn in each assignment to receive a final grade for this class.

I won't bother to give you information unless you actually need to know it. In return, I ask that you actually read it, and make your best effort to understand and remember the details.

Using your phone in class during lecture or discussion is rude and disrespectful to both your peers and the instructor. Inappropriate use of your phone will lead to a deduction from your participation grade.

Please note that you may not record or capture any classroom interactions through any means unless you seek permission of the instructor in advance.

Taking responsibility and ownership for your data will make your experiences in computing much less taxing! Make sure you have backup copies of all your work on a flash drive or a cloud storage service. I am not the repository of your work. Therefore, I will not be able to provide them later in the term, or later in your academic career.

Finally, please note that this document represents the minimum that you need to know regarding the course. For additional details and information, you should consult the online course information at <http://courses.samfee.net/>.