

Broadcast Production II

Broadcast Production II is a year-long course that provides students with opportunities to participate in real-world laboratory experiences which include outside filming of special events and providing content for the local access channel. Students also perform specialized roles in the regularly scheduled daily broadcast. Students who successfully complete this course are prepared for Advanced Production, further study in the broadcast, film and the communications industry. The prerequisite for this course is Broadcast Production I or instructor permission.

Safety

Students will:

1. Use safety skills associated with television production operations.

Ethics and Practices

2. Apply aspects of studio operations to television information-gathering techniques.
Examples: tape, DVD, other digital files
3. Differentiate among television studio operations styles.
Examples: information, entertaining, sensational
4. Utilize proper studio operations public relations skills.
Examples: Clearcom headset communication, positive attitude, polite demeanor
5. Demonstrate ethical behavior for studio operations.
Examples: video and audio decisions, monitoring content, libel laws, studio operations
6. Demonstrate desirable leadership skills as a studio operations team member.
Examples: creating show rundown, giving and following directions, participation in team

Critiques

7. Solve simple lighting, audio, video, set design, and studio production problems.
8. Utilize a character generator and special effects generator during a production.
9. Operate a master switcher during a television production.
10. Utilize an audio mixer during a television production.

11. Demonstrate studio operations skills in a regularly-scheduled television program.
12. Explore advanced studio camera operations.
13. Compare career options for the studio operations industry.

Storyboard Planning

14. Create story panels using design elements and organizational principles for visual arts to communicate a story idea.
15. Solve visual arts problems in storyboarding.

Animation

16. Use technology resources to create a variety of animation styles.
17. Create animations to support and enhance story ideas and live broadcasts.

Segments

18. Design informative segments that support the morning news.
19. Integrate a variety of software programs to create and design a variety of DVDs.