

DIG4944C PRODUCTION PRACTICUM

Instructor

Darius Brown

Phone

(352) 294-2000

Email

Canvas Mail

Office Location

REVE SOHO

Office Hours

TBD (Info will be on Canvas)

Course Number

DIG4944C

Semester/Year

Spring 2020

Course Credits

0–3 credits

Course Location

NRG 207 (GYM)

Course Meeting Times

To Arrange

Course Description

Production Practicum will provide DAS students hands-on experience producing and executing real-world digital media projects. Students will participate in many production roles, collaborating with peers and clients in a professional studio environment. In the process, students will accelerate their professional development within the pre-production, live production, and post-production stages of the digital arts and sciences.

Pre-Requisites

None

Objectives: By the end of this course, students will be able to:

- Prepare production schedules and pipelines used for digital media productions
- Communicate with clients and effectively manage digital media productions
- Practice professional studio etiquette by creating digital assets while properly handling studio equipment
- Research AR and VR technologies and new evolving digital media methods

Required Materials

- Laptop

Recommended Materials

GOOGLE ACCOUNT
ADOBE CREATIVE SUITE
MAYA
UNITY
TRELLO ACCOUNT

Course Schedule

0 Credit Hours: Students can enroll in this course for 0 credit hours. This situation would be preferred by students who are approaching a maximum number of credit hours toward their degree or who are unable to cover the cost of tuition for these credits. Students registering for 0 credit hours should carefully discuss with their faculty advisor the time expectations for completion of the requirements of the class, and these expectations should be clearly articulated on the Digital Worlds Zero Credit Application Forum.

1-3 Credit Hours: Students can take 1-3 credits per semester, with a maximum of 4 hours to count toward the major. For each credit taken, students must complete 45 hours of work during this semester. This translates into 3 hours per week during Spring and Fall semesters, 3.75 hours per week during Summer C, and 7.5 hours per week during Summer A or Summer B (for each credit taken).

Week	Subject	Assignment/Quizzes	Assignments Due
Week 1	Client Project Overview	Project Assignments Students will be assigned to Digital Media Semester projects and introduced to the project management and communicational tools used for this course.	
Week 2	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 3	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 4	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 5	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	

Week	Subject	Assignment/Quizzes	Assignments Due
	And Hurdles towards sed tasks.		
Week 6	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 7	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 8	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	MIDTERM Progress Presentation: Students will present artifact in an unfinished viewable state to client/collaborator. If digital media artifacts are not in video format, it is expected to be at a prototypical state or near working with plans to get them operational.	
Week 9	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 10	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 11	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	

Week	Subject	Assignment/Quizzes	Assignments Due
	And Hurdles towards sed tasks.		
Week 12	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 13	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	- Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 14	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	
Week 15	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Weekly review Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	-Final Deliverable
Week 16	Students will perform agile scrum Sprints and provide/share: Projects completed tasks Projects' upcoming tasks And Hurdles towards sed tasks.	Final Assignment Presentation: Students will present artifact in a complete viewable state to client/collaborator.	

Evaluation of Grades

Assignment	Total Points	% of Grade
PRESENTATIONS – Students are expected to actively participate in weekly progress checks and development presentations. Discernable progress in client projects should be apparent in presentations that assess quality of work, as well as overall adherence to a production schedule laid out by the student at the beginning of the semester. Feedback on quality, scope, and progress will be delivered to student individually at each weekly review.	100	40%
Weekly reports Students will meet with project managers and instructor to report the progression of each project. Instructor and students will prepare to adjust task management if necessary.	100	40%
Attendance & Participation – Students will be present and active during client and team meetings.	100	20%

Grading Scale

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S-U, WF	0 – 59%	0.00

More information on grades and grading policies is here:

<https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

Materials and Supply Fees

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00.

The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>).

Course Polices

Attendance Policy, Class Expectations, and Make-Up Policy

This course is graded on an S/U basis. S grades will be assigned to students who consistently attend the classes and meetings, demonstrate significant involvement through various assignments, and submit weekly report to the instructor.

These weekly reports are expected to illustrate the knowledge that students are acquiring as well as discuss the skills that they are putting into practice. Instructors will use the updates to assess the work that students have accomplished, how it relates to course learning goals and objectives, how it shows their development in a variety of areas within the digital arts and sciences. The specific details of what students will discuss, and content are on a course by course basis.

Participation in all aspects of this course is essential to your success. It is expected that you will participate fully in your responsibility as production assistant. It is also expected that all interaction in undertaken with a level of professionalism that demonstrates understanding of the professional competencies and decorum of the field. Excused absences are consistent with university policies in the undergraduate catalog.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

Course Technology

The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Technology Requirements: <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>

Course Communications

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

Course Technology Support

The [Technology Support Center](http://digitalworlds.ufl.edu/support) provides computer support for Digital Worlds students who access Zoom, lecture recordings, student equipment, facilities and other technology-based resources.
<http://digitalworlds.ufl.edu/support>

For computer assistance related to Zoom, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email support@digitalworlds.ufl.edu.

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF Policies

University Honesty Policy

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Class Demeanor

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

Students Requiring Accommodations

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://www.dso.ufl.edu/drc>) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Netiquette Communication Courtesy

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

Campus Resources

U Matter, We Care:

If you or a friend is in distress, please contact umatter@ufl.edu or 352 392-1575 so that a team member can reach out to the student.

Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

E-learning Technical Support

352-392-4357 (select option 2) or e-mail to Learning- learning-support@ufl.edu

Career Connections Center

Reitz Union, 392-1601. Career assistance and counseling. <https://career.ufl.edu>

Library Support

Various ways to receive assistance with respect to using the libraries or finding resources.

<http://cms.uflib.ufl.edu/ask>

Teaching Center

Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio

2215 Turlington Hall, 846-1138. Help brainstorming, formatting, and writing papers.

<http://writing.ufl.edu/writing-studio/>

Student Complaints Campus

<http://regulations.ufl.edu/wp-content/uploads/2012/09/1.0063.pdf>

Online Students Complaints

<http://www.distance.ufl.edu/student-complaint-process>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.