

RTV 3502

Spring, 2023

Meets Mondays, 10:40 – 1:40pm

In-person: Weimer Room 3324

Online via Zoom (If necessary): https://ufl.zoom.us/j/96001808058?pwd=S05EVIJhYUZGSndHaUFQVEFCdkFoQT09

Password: Sports

Canvas: Weekly lessons and projects.

- Instructor: Ben Lynn, Ph.D. Department of Telecommunications Phone: 217-202-3603 E-mail: b.lynn@ufl.edu
- OfficeTuesdays, 9:30 10:30am via Zoom:Hours:https://ufl.zoom.us/j/97934445049?pwd=ZW4wbnhKUjBkdVhaQTBoWk4zT2JTdz09

Password: Sports

COURSE DESCRIPTION:

The purpose of this course is to provide aspiring sports media professionals with the basic skills necessary to produce videos in a multi-media, multi-platform work environment. The course combines informative lectures with hands-on activities and assignments to allow you to develop some video production skills. You will leave the course equipped with sharpened storytelling skills and basic shooting and editing abilities, which are increasingly necessary to begin a career in the sports media industry.



COURSE OBJECTIVES:

This class is about sports video production. The overall objective for this class is for you to learn how to function as a production professional in the 2020s.

As such, by the end of the semester, you should be able to:

- 1. Recognize and apply the production process.
- 2. Successfully produce a few videos, which you will have shot and edited yourself.
- 3. Apply insights about the sports production industry to your work.
- 4. Demonstrate your story idea-generating, newsgathering, interviewing, and reporting skills.

Textbook:

There is no required textbook for this course. All readings have been provided via Canvas.

Required equipment:

This class is not just to learn about the sports production industry conceptually, but also to gain practical skills, most notably when it comes to shooting and editing video. Though you will be using your phone, **you are expected to acquire some hardware and software** to improve the quality of your productions.

Here is a list of recommended items with links to purchase them on Amazon. Either I or people I know personally have used most of these items. You can do some research to find similar-ish products that may be a bit cheaper, but it may be a lower quality product.

General equipment: (required)

The first assignment requires an A/C extension cord of at least 50 feet. I encourage you to have one on hand to keep practicing coiling cable thereafter. A good extension cord can help power your live production setups as a professional and will last you for years.

Link to example of an extension cord: A/C cord



Image specific equipment (one of each item is required)

Item	Product criteria	Links to acceptable items
1. Hard drive	120 Gb of hard drive space. Can be an external drive, or space on an internal	1. External hard drive
	drive.	2. Micro SD option
2. Tripod	Must reach a minimum height of 5ft.	1. <u>VICTIV</u>
	6in., sturdy enough to hold a shot	
	steady, and have a ball leveler (ball	2. <u>SmallRig</u>
	head).	
		3. <u>Manfrotto</u>
3. Cell phone	Has cold shoe(s) to add an external	1. <u>Ulanzi U Rig</u>
tripod adapter	microphone and/or light. Allows you to	
	mount your cell phone to your tripod.	2. <u>Arnarkok</u>
4. On-camera	Dimmable. Color temp adjustment.	1. <u>Ulanzi</u>
light		

Audio specific equipment (one of each microphone type required)

Item	Product criteria	Links to acceptable items					
1. Lavalier mic	Lavalier microphone that can be clipped to a person's clothing for an	1. <u>2 Pack Lav Mics</u>					
	interview.	2. Rode wired mic					
2. Handheld mic	Held by a journalist to interview an athlete, coach, or fan.	1. Shure SM48					
		2. <u>Samson Q2U</u>					
3. Mic preamp	Powers and connects any XLR mic to a phone or DSLR camera	1. <u>iRig XLR Preamp</u>					
4. XLR cable	XLR extension cable	1. XLR cable					
	May also need the items listed below						
5. Adapter cable	XLR to 1/8" adapter cable	1. <u>1 ft. cable</u>					
6. Adapter cable	TRS to TRRS adapter	1. TRS to TRRS					
7. Shotgun mic	Small, mountable shotgun mic.	1. <u>Rode</u>					
		2. Amazon Basics					



Generally speaking, cheaper microphones are more likely to have lower-quality sound, which requires more work post-production to improve the audio quality. (Audio quality does affect your grade.)

Note: If you own a phone without a jack (like an iPhone), you need an adapter to use any of these mics.

Total approximate hardware budget

Item	Cost
A/C extension cord (50 ft.)	\$20
Hard drive	\$50
Tripod	\$80
Cell phone adapter	\$20
Light	\$25
Lav mic	\$25
Handheld mic	\$35
XLR cable	\$10
Mic preamp	\$50
Total	\$315*

*The minimum anticipated cost of purchasing hardware is roughly \$315. However, costs can be more if you elect to purchase higher quality equipment. The equipment listed will provide you with a starting point for producing professional content, but other options are available.

Production Software

Downloading an advanced camera app will give you more control over the images and sound you capture.

Best apps for Android

Best apps for iPhone



Post-production software

As far as video editing goes, I highly recommend using Premiere as that is what UF uses, so all your instructors will likely know how to use it. However, other options exist including some free ones.

Here are some recent options: best video editing software for 2020.

If you prefer to edit directly on your phone, Kinemaster and VivaCut are both available on iPhone and Android. Kinemaster has a free version that forces a watermark on the videos... Its presence will not affect your grade in this course, but your videos won't look great for your portfolio once you hit the job market. VivaCut's free version expires after a short period of time.

Referenced Materials

Whittaker, R. Television Production: A Free, Interactive Course in Studio and Field Production, 2017: <u>www.cybercollege.com/index.htm</u>.

Champagne, B., et al. *Writing for Electronic Media*, 2017: <u>https://open.umn.edu/opentextbooks/textbooks/731.</u>

Gisondi, J. *Field Guide to Covering Sports*. CQ Press, an Imprint of SAGE Publications, Inc., 2018.

Owens, J. Television Sports Production. Focal P., 2007.

Tuggle, C. A., et al. *Broadcast News Handbook: Writing, Reporting and Producing in a Converging Media World*. McGraw-Hill, 2014.



Prerequisites

JOU 3101 is a prerequisite for this course.

Minimum technology requirements

Review the Equipment List to familiarize yourself with the equipment and technology needed for this course.

The University of Florida expects students entering an online program to acquire computer hardware and software appropriate to his or her degree program. Most computers are capable of meeting the following general requirements. A student's computer configuration should include:

- Webcam
- Microphone
- Broadband connection to the Internet and related equipment (Cable/DSL modem)
- Microsoft Office Suite installed (provided by the university)

Individual colleges may have additional requirements or recommendations, which students should review prior to the start of their program.

Minimum technical skills

To complete your tasks in this course, you will need a basic understanding of how to operate a computer, and how to use word processing software.

You will need to use other software throughout the course (i.e. video editing) but technical skills will be addressed prior to using new tools.

Materials/Supply Fees

There is no supply fee for this course.

Zoom

Zoom is an easy to use video conferencing service available to all UF students, faculty, and staff that allows for meetings of up to 100 participants.

You can find resources and help using Zoom at <u>https://ufl.zoom.us</u>



COMMUNICATION METHODS:

I'm available throughout the week should you need assistance. You can email me directly or use the Canvas email system. Often, I will reply within a few hours. Do not hesitate to email me, regardless of the day or time. While I may not reply immediately, I will respond as soon as I am available to do so.

Course structure and policies

This course has 16 weeks of content.

Each week, we use in-person lectures and online resources to teach you valuable skills for your future career in the sports media industry. Practice activities and assignments will help you develop and hone those skills.

Assignments and projects are due on Thursday nights by midnight. However, there are four projects throughout the semester that will require more time to complete. During those weeks you will have different deadlines. See the syllabus for the full schedule and due dates.

Requirements for make-up exams, assignments, and other work in this course are consistent with university policies that can be found at <u>catalog.ufl.edu/UGRD/academic-regulations/attendance-policies/</u>

ATTENDANCE AND LATE WORK POLICIES:

Attendance is required. It is also required that you use video should the course transition to Zoom meetings. If you cannot use video for this course, please contact me to discuss your situation. For your safety, do not Zoom while driving. Any student seen driving while in class will be removed from the class.

Unexcused late work will receive a 20% deduction for each week it is late. However, **any assignment may be turned in early for full points**. If you know that you will miss a particular class period, you may contact the instructor ahead of time and turn the assignment in early for full credit. Documented medical emergencies are considered



excused absences and any work missed can be made up at a later date when your health allows.

STUDENTS WITH DISABILITIES:

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting https://disability.ufl.edu/students/get-started/. It is important for students to share their accommodation letter with their instructor and discuss their access needs as early as possible in the semester.

STUDENT EVALUATIONS OF COURSE AND INSTRUCTOR:

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/.

UF HONOR CODE:

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 (http://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.



HELP WITH COPING:

The UF Counseling and Wellness Center is a free resource for any student who could use help managing stress or coping with life. The center, at 3190 Radio Road on campus, is open for appointments and emergency walk-ins from 8 a.m. to 5 p.m. Monday through Friday. To make an appointment or receive after-hours assistance, call 352-392-1575.

Grading Policy

I will make every effort to have each assignment graded and posted within one week of the due date.

Course Grading Policy

Grades

You can earn up to 1,000 points in this course through participation, assignments, and projects. Here is the breakdown of your grade:

Participation: 100 pts

You can earn 7 points for each class session you attend, up to a 100-point maximum. This means you can miss one class and still reach the maximum points. If you miss two classes, the best possible participation score you can receive is a 98. Three classes missed and your best score is a 91, etc. This also assumes you are paying attention in class and participating. Students will lose points for being on their laptops or phones and doing other activities while in class.

Assignments: 500 pts

Eight assignments for 50 points each, one for 75 points, and another for 25 points.

Projects: 400 pts

Four projects worth 100 points each. The projects include building a camera map, creating a VO and VOSOT, producing a Package, and your Final Project.



GRADING:

Grades are established via (1) Attendance; (2) Assignments; (3) Projects

Area	Points	А	94 – 100%
Attendance	100	A-	90 – 93%
Assignments	500	B+	88 – 89%
Assignments	500	В	84 – 87%
Projects	400	B-	80 – 83%
	Total points 1,000	C+	78 – 79%
		С	74 – 77%
		C-	70 – 73%
		D	65 – 69%
		Е	64% or below
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COURSE SCHEDULE:

Week of month:	Week of class	Topics	In-class agenda	Assignment	Due	Points
Jan. 9	Week 1	Defining sports productions Career options Cabling	Introductions Lecture Cable coiling practice	Watch all videos: - Sports production steps - Broadcasting Olympics - Cable coiling - Careers in sports productions - GatorVision at UF - Turning NFL into primetime	Jan. 12 by midnight	
Jan. 16	Week 2		Holiday No in-class instruction	Read textbook content: Chapters 1 & 2 from Owens Cable coiling assignment	Jan. 19 by midnight	50
Jan. 23	Week 3	Writing for television	Review cabling assignment Lecture: Introduction to writing for broadcast sports Writing exercises	Watch all videos: - Writing for television - VO Example - VO/SOT example - PKG example Read textbook content: - Tuggle Chapter 1 - Electronic media Ch 14 Story transcription assignment	Jan. 26 by midnight	50
Jan. 30	Week 4	Writing for television cont.	Review transcription assignment Writing exercises and examples	Watch video: - VO Script Write a VO	Feb. 2 by midnight	50



Feb. 6	Week 5	Shooting basics	Review VO assignment Lecture: Fundamentals of image control Practice: Image control Lecture: Camera maps Practice: Camera maps	Watch all videos: - Framing, exposure, white balance, depth of field, camera movements, shot variety, and shooting elements Read textbook content: - Basic camera movements Assignments: Camera basics and Camera maps	Feb. 12 by midnight	25 + 100
Feb. 13	Week 6	Editing basics	Review camera basic and camera map assignments Lecture: Editing basics	Watch videos: - Editing basics - Premiere Pro - J and L cuts Assignment: Edit an action video	Feb. 16 by midnight	50
Feb. 20	Week 7	Interviewing	Review action videos Lecture: Interviewing techniques Practice: Interviews	Watch videos: - Apollos Hester - Gregg Popovich - Erling Haaland - Interviewing - Interviewing styles - Framing an interview Reading: Interviewing principles Gisondi Ch 3 Assignment: Interview	Feb. 23 by midnight	50
Feb. 27	Week 8	Building VO's and VO/SOT's	Review interview assignment Lecture: VO's and VO/SOT's	Watch videos: - VO/SOT example - Writing a VO - Editing a VO - VO example Reading: VO's VO/SOT's Tuggle Ch. 10 Assignment: Produce a VO and VO/SOT about two different topics	Mar. 2 by midnight	100



Mar. 6	Week 9	Next-level production techniques: Lighting, audio, and graphics	Review VO, VO/SOT assignment Lecture: Enhancement methodology and techniques	Readings: - Audio - Graphics Video: Recording nat sounds Assignment: Graphics	Mar. 9 by midnight	50
Mar. 13	Week 10		Spring Break	No Assignments		
Mar. 20	Week 11	Editing Skills	Review graphics assignment Lecture: Cleaning up our edits	Watch videos: - Transitions and effects - Transitions in sports videos - Premiere's effects - Using key frames - Master time remapping - Audio editing - Improve audio - Remove background noise Readings: - Video editing parts II and IV Assignment: Edit highlights	Mar. 23 by midnight	75
Mar. 27	Week 12	TV Packages	Review highlights assignment Lecture: Building packages – Production techniques	Watch videos: - TV Packages - How to make a news package - Dynamizing your TV packages - Stand-up examples Assignment: Produce a TV Package	Mar. 2 by midnight	100
Apr. 3	Week 13	Social media videos	Review TV packages Lecture: Social media production techniques	Watch videos: - Social media videos - How to get better, deeper responses - Adding captions - Examples of social media videos Assignment: Social media video	April 6 by midnight	50



Apr. 10	Week 14	Invoicing	Review social media videos Lecture: Freelance pay structures and creating an invoice	Watch videos: - Invoicing parts 1, 2, & 3 Assignment: Create an invoice	April 13 by midnight	50
Apr. 17	Week 15	Final project	Review invoicing Prepare for final projects	Final project	April 26 by midnight	100
Apr. 24	Week 16	Final projects due				
May 1	Finals week				In-class activities	100
	-				Total Points	1000

Please note: As the semester progresses, the schedule may change to reflect the progress and needs of the class. However, the total points for the semester will not change.