



CREATIVITY LOADING...

# COPY & VIZ

**adv 4101 • summer 2020 • SYNCHRONOUS CLASS**

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weimer • **phone:** 392-2704 • **office hours:** T W 3rd or by  
appointment • **no appts available on Fridays**



### Contacting the professor

The best way to contact me is via email at [rgoodman@jou.ufl.edu](mailto:rgoodman@jou.ufl.edu). I check that a lot. However, I rarely check email outside of business hours, so don't expect replies on weekends or evenings. I don't check my voicemail often and can't check it when I'm working away from the office, so if you need a response from me, email me instead. That is your best guarantee of a response.

### Prerequisite

3JM-ADV, Minimum grades of C or better in ENC 3252, ADV 3001, and VIC 3001. Coreq: ADV 3501.

### Course Description

Application of creative strategy for print, electronic, digital, social and other media. Required preparation of advertisements, including rough layouts and storyboards. Plus development of your aesthetic sophistication, so you'll know not only how to make an effective ad, but an effective ad that people will enjoy seeing/hearing. That means that I'll be pushing the limits of your creativity and challenging you to enlighten, entertain, enrage, and engage us with your work.

### Objectives:

- To push your creative thinking yet learn how to be strategic in creative work
- To apply creative strategy to an advertising problem.
- To practice writing creative briefs and following them for campaign work.
- To learn how to come up with creative concepts (ideation) and apply them.
- To learn how to create strategic, memorable, persuasive messages for a variety of media.
- To enhance ability to generate ideas individually and as part of a creative team.
- To develop/improve creative presentation skills.
- To practice and enhance essential design principles and layout skills.
- To practice Adobe applications for layout.
- To learn how to create advertisements for multicultural and/or international audiences.
- To constructively evaluate your own work and the work of others.
- To explore and learn more about emerging technologies in advertising, as well as create ads for these technologies.

### Required materials

**IMPORTANT.** By the second class, you need to have the following items:

Fat, black magic marker; One pad unlined paper that is 11x14 (IDEAL BUT CAN WORK AROUND IT)

**a laptop**  
(tablets won't work).

## Textbooks

Required: access to InDesign and Photoshop (Adobe offers Creative Cloud for \$20 a month. Unsure if Adobe will keep free access through the summer but it is free to end of May)

Recommended: *Advertising: Concept and Copy 3rd edition* (or later)/G. Felton

Suggested Readings: *How*, One Show Awards books, *Communication Arts* magazine (If you're serious about design, get a subscription. They have student rates of \$39 per year. Call 1.800.258.9111 or visit their website at [www.commart.com](http://www.commart.com)).

- *The Advertising Concept Book* by Barry
- *Made to Stick* by Heath and Heath
- *The Pitch* on AMC (can download old shows via itunes)

## Evaluation

The major campaign you turn in at the end of the term will serve as your final. It will represent the culmination of everything you've learned this semester. Expect to spend many hours outside class working on it. Your class grade will be derived from your performance on the following projects:

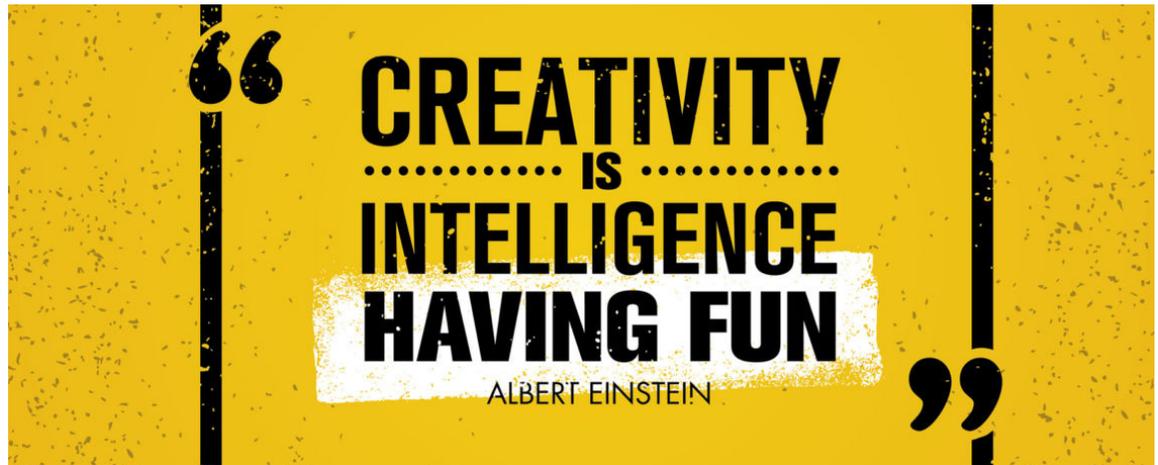
1. Two scheduled exams (50 points each)	100
2. Homework/exercises/critiques	62*
3. Practice Creative (2 total)	30
4. Major campaign presentation	50
5. Hasbro project	25
6. Portfolio	
Major campaign	300
Peer evaluation	50

**Peer evaluations.** Generally peer evaluation are very good. However, when they aren't, they should impact your final grade. Your final project is, after all, the most important assignment in class and acts as a final exam. You will evaluate your team members AND list exactly what you did to contribute to the project.

**Quizzes.** You will take two scheduled major quizzes over class lectures and materials. Computer programs (InDesign, Photoshop) will not be on quizzes. Quizzes include short answer, T/F, and short essay items. NO MULTIPLE CHOICE.

**Homework/exercises.** You receive credit for on-time class participation. Throughout the semester, you will be required do homework, make presentations, and create initial concepts. You will lose 10 points if you come to class unprepared. I will make note of anyone who looks like they threw their work together at the last minute as well. You may not give me your ad to

All ideas are  
**creative.**  
The difference is  
that some **speakers**  
for **themselves.**



present in lab ahead of time; you must be physically present to present ads in lab. Furthermore, ***missing a critique day for an unexcused reason will not only lose you attendance points, but you will also lose 10 points for not being in class and prepared.*** Points per assignment, as indicated in syllabus schedule. \*These points may increase or decrease over the semester depending on our time management in class.

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>

**Critiques.** You will also receive credit for your critiques of your classmates' work in class. I will award these points on the spot in class: 1 point for each helpful comment. 10 pts total. We will also vote for our Top favorites each week we present. First place = 4 pts. Second = 2 pts.

**Practice creative.** These are pieces that you will create in and out of class, on deadline, putting into practice the lessons of the week. EVERY ONE OF THESE PRACTICE CREATIVES WILL BE DONE USING THE SAME PRODUCT, WHICH I LOVINGLY CALL "YOUR FUN PRODUCT." Therefore, choose your "fun product" wisely, so you won't be bored or run out of ideas. You will develop your major campaign from this initial work. See schedule for how many points each one is worth.

**Project.** Your project consists of one 360 degree campaign. I often call this campaign your major campaign. It will be for a "fun" product of your choice. You may choose a product that fits into one of the categories below or another category expressly approved by me. For example, you could choose to do a campaign Pantene shampoo (category 1) or the Windex (category 4). NO CAMPAIGN may be targeted to 18-24 year old college students. Remember that most of the world does not fall into this category, so you need to expand your horizons. NO ADS FOR LOCAL OR REGIONAL BUSINESSES. NO ADS FOR RESTAURANTS.

Product categories:

1. Any kind of toiletry (shampoo, toothpaste, etc.)
2. Any over-the-counter medication
3. Any kind of car
4. Any kind of household product
5. Airlines or other kinds of services
6. Any kind of packaged food item (gum, cereal, etc.)
7. Cosmetics
8. Beverages
9. Electronics
10. Other ideas that are approved by your instructor.

YOU MAY NOT DO A CAMPAIGN FOR: condoms, water pipes, hangover medicines, etc. Use common sense!

Major Campaign consists of a creative brief, two print executions, one outdoor ad (billboard, transit, etc.), one TV spot, one social media idea, one digital video idea and one nontraditional type of execution (the nontraditional cannot be another social media idea). 300 pts

You WILL work in a team of 2 to 3 to develop your major campaign. (There is no exception to this. In the real world, you work in teams, not alone). No excuses if a partner fails to turn in the project or do his/her share of the work. However, you will evaluate your teammates, and this will be part of your grade. The team will turn in one campaign and make it clear with whom you worked.

### Concepts will be graded on:

Research. Do you have the requisite knowledge to speak credibly about the products and services you have chosen? Have you learned about the target market, what motivates them, and what doesn't?

Strategy. Do you have a good plan for positioning your product in the marketplace? How will you use media to get your message across? Should you use alternative media?

Concept. Is your idea fresh? Extendible? Effective? Appropriate for a campaign or a stand-alone ad?

Craft. Is your layout well-designed? Is your body copy tight, memorable, and evocative? Do the layout and copy work well together? Is the material presentation of your work attractive? Does the typography work? Does your design and copy fit your target audience and the product? Is/are your visuals appropriate and arresting?

Presentation. Were you professional, enthusiastic, thorough, clear, and compelling?

Originality. Do I want to run down the hall and show your work to every person I see? Can you create a unique, interesting way of looking at the product or service, so that people actually want to hear what you have to say about it?

### Grade Scale

A+	97-100	Your work was consistently the best in the class. (In reality UF does not allow A+ grades)
A	95-96.9	Outstanding work. Unexpected, well crafted, on time.
A-	90-94.9	Very good work. Not exactly the most creative idea though. Well-crafted and on time.
B+	86-89.9	Very good. Well-crafted and on time. Maybe a minor flaw. Not a totally creative idea.
B	83-85.9	Good work. Seldom unique, but well-crafted and on time.
B-	80-82.9	OK work. Not unique. Many problems but some promise.
C+	77-79.9	Expected executions; craftsmanship problems; other flaws
C	73-76.9	Expected executions; lapses in craftsmanship, flawed
C-	70-72.9	Expected executions; lapses in craftsmanship and major flaws
D+	66-69.9	Major flaws, with some redeeming characteristic. On time.
D	63-65.9	Little effort. No idea. Poor writing. Messy. On time.
D-	60-62.9	Little effort. No idea. Poor writing. Messy. On time.
F	0-59.9	No effort. Late. Didn't follow assignment or instructions.

Re-do Did not follow assignment so must re-do. Due the following week.

For more information on UF grading policies, see: <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

### Other grading factors

I will also take into account attitude, behavior, effort, and the like in your final grade, which

**“Creativity without strategy is art.  
Creativity with strategy is  
advertising.”**

“ the **best** advertising should make you **nervous** about what you're **not** buying. ”

may result in a higher or lower grade. So if I see that you're texting in class, talking when I'm talking, generally being rude, or similar behavior, that will reflect in your final grade.

### Absences

**Although this course is now online, you are still required to attend since it is a synchronous class.** Normal UF attendance policies still apply.

There is a high correlation between regular class attendance and the best grades. You have ONE vacation day during the semester. If you take a vacation day, the work that was due is still due (so no extension for taking a day off). I will reduce your final grade 5% for each unexcused absence beyond your vacation day.

I will consider excusing a student in an extreme case, which is at my discretion. **DO NOT SCHEDULE non-urgent DOCTOR'S APPOINTMENTS, JOB INTERVIEWS, OR PERSONAL TRAVEL (including weddings, family reunions, etc) DURING THIS SEMESTER.** We don't meet frequently so come to class.

Additional information is available at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>.

If you leave class before it ends without my OK, you may be counted as unexcused. If you text, play on the computer, etc. during critiques, I will deduct 10 points from your final grade.

If you miss class/lab and are unexcused, you will not receive credit, there are no makeups, and I will not review what we covered in class. It is your responsibility to find a colleague who is willing to fill you in on what you missed.

Makeup work for excused absences will be due the next class or lab period. Also if you missed class and it was an excused absence, it is your responsibility to ask for any assignments, handouts, etc. in the following class period and not right before the exam. Unfortunately, I cannot review material that has already been covered in class.

### Late Policy (MAKE SURE YOU READ THIS)

I know we all are late from time to time, but your boss (that's me) expects you to be on time for your job (this class). You will have 10 points deducted from your final grade for each time you're late after two late class periods. If you come to class more than 20 minutes late, you will not be counted as having attended class that day so you've taken your vacation day.

### Other expectations

I expect you to turn off your cell phone in class, be attentive (i.e., not talking to others) and not to work on the computers when I am or others are talking. These actions will negatively affect your final grade and show me that you are unprofessional. Professionalism plays a role in high/highest honors.

### Execution

Usually, thumbnails or rough marker comps—just enough to convey the idea—accompanied by copy by due date for roughs. Final layouts should all be done on the computer, preferably in InDesign. No restrictions on medium or color—whatever works. You have learned how to use computers for layout, but in the first few weeks, the computer is a hindrance to good idea generation. I'd rather you use your time to develop great concepts, not computer layouts. Writing

assignments and scripts must be typed (the proper format will be provided). Handwritten scripts will receive an E.

You are ultimately entering the field of communication. Therefore, spelling and grammar do count. You will be penalized 10 points for every misspelled word (including mixing up homonyms such as it's and its) and 5 points for every grammar/punctuation error. These points will be doubled on the final portfolio.

Always make a backup copy of your work—lost originals are not an acceptable excuse for missed deadlines. Why? Because in the field you're going into, a client won't accept that as an excuse.

### Think you're not creative?

For many of you, the idea of "being creative" may be uncomfortable. However, while some people may be more creatively gifted than others, anyone can develop their creativity to a greater degree. You WILL NOT fail this course if you try to do a good job. Let's establish collaborative relationships—critique and guide one another. Your work will be better for it.

Critiques aren't meant to hurt you; they're to help you learn. The people who do the best work solicit criticism and make their work better as a result of it. If you hide from criticism or refuse to respond to it, your work cannot improve. EVERY ONE OF YOU WILL GET FEEDBACK ON EVERY PIECE OF WORK YOU DO IN THIS CLASS. It may come from me or from peers. Welcome it. It's necessary for your creative growth.

### Students with disabilities

Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students will provide documentation to the student who must then provide this documentation to the instructor when requesting accommodation. If your disability requires special testing arrangements (e.g., extra time, quiet environment), you will be taking your exams at the disability office and not in the building. You will also need to keep track of the appropriate paperwork for this.

### The 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



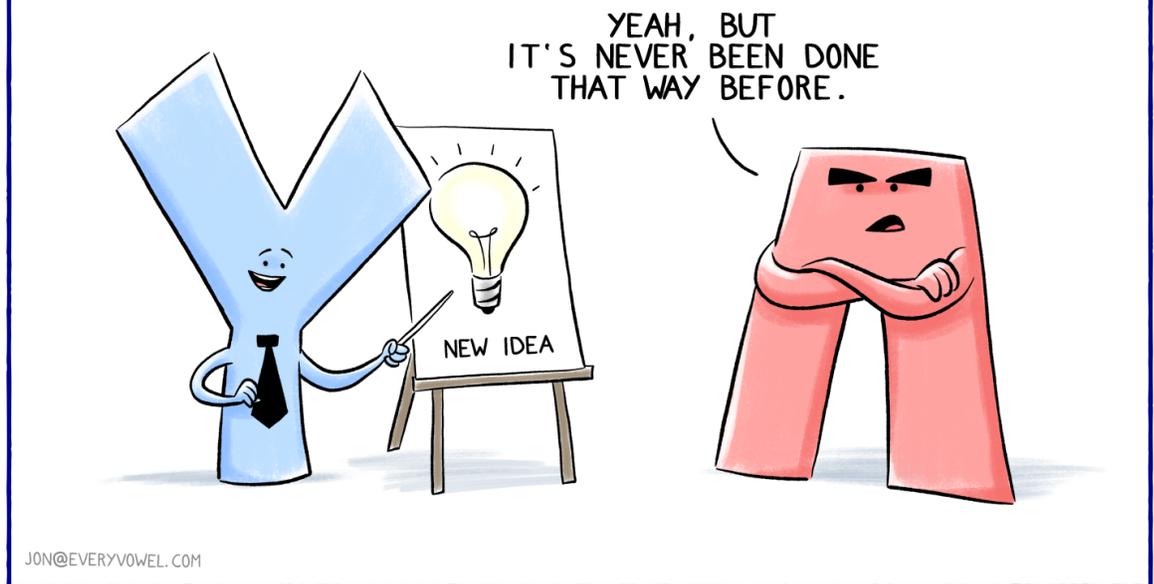
**Is it unique?**

REMOVES HEAT FROM SHEEKH KEBABS.  
AND ACIDITY FROM STOMACH.

**PARIT**

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# HOW TO KILL CREATIVITY



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. If you have any questions or concerns, please consult with the instructor or TAs in this class.”

## Student complaint process

Student complaint process is at: [https://www.dso.ufl.edu/documents/UF\\_Complaints\\_policy.pdf](https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf)

Class schedule follows on next page.

Syllabus is subject to change with instructor notification. There may be extra credit opportunities related to research studies.

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

# course schedule

for every assignment, presentation, exam, etc., there are specific instructions on CANVAS in the assignment folder. you are responsible for reading these instructions.

date	to do
<b>WEEK 1</b> Tues., May 12	Go over syllabus. Fill out information sheets. Start Creativity, strategy & brainstorming lecture Suggested: Read Chps. 1-6, 15 Robin Landa piece on elearning. <b>Ad for you due and 5 thumbnails due on Wednesday.</b>
Wed., May 13	<b>**Present ad for you (5 pts)**</b> <b>5 thumbnails due for toothpaste ad design (2 pts)</b> <b>ALL ASSIGNMENTS DUE AT BEGINNING OF CLASS</b> Continue creativity, strategy & brainstorming lecture Speed teaming (if needed)
Thurs., May 14	Copywriting lecture <b>DUE: Team declares fun product and upload team pic/names</b> <b>Homework: Watch Creative Tools online lecture</b> <b>Work on print ad design, due Tuesday</b> <b>Creative brief due Wednesday</b> <i>Suggested: Read Chps. 7-10, 16-26 for Copy and Creative Tools lectures</i>
<b>WEEK 2</b> Tues., May 19	Copywriting lecture cont. Assign creative concepts due Thursday <b>Due at beginning of class on Canvas: Print ad design (10 pt); Creative Tools quiz (10 pts).</b>
Wed., May 20	Extend campaigns Ad immersion Assign and work on headline/copy assignment <b>Due at beginning of class: creative brief for fun product. Post on Canvas (10 pts)</b> <i>Suggested: Read Chps. 10-12 for next week</i>
Thurs., May 21	Design & layout lecture begins Discuss 2 rough print ads assignment <b>Present 6 creative concepts for fun product</b>
<b>WEEK 3</b> Tues., May 26	Design & layout lecture ends <b>Quiz on creativity/brainstorming/strategy &amp; Copywriting (50 pts)</b>

date	to do
Wed., May 27	TV, digital video, and mobile video lecture <b>Present 2 rough print ads</b> <i>Work in lab (do not leave until you are told that you can).</i>
Thurs., May 28	Finish TV/video lecture if needed Will present social media and outdoor ads to me next week <b>**Headline/copy assignment due on CANVAS at beginning of class. (20 pts)**</b>
<b>WEEK 4</b> Tues., June 2	Nontraditional advertising lecture Will present nontraditional idea tomorrow <b>**Final print ads due on Canvas at beginning of class (20 pts)**</b> <b>Social media and outdoor ad present to me or class</b>
Wed., June 3	Finish nontraditional advertising lecture Present TV spot tomorrow <b>Present nontraditional ad</b>
Thurs., June 4	<b>Present TV spot in class</b> <b>Midpoint team evaluations due at beginning of class on Canvas</b> Will present digital/mobile video on Tuesday to me
<b>WEEK 5</b> Tues., June 9	<b>Present digital/mobile spot to me</b> <b>Final TV spot due on Canvas at beginning of class (10 pts)</b> Work day
Wed., June 10	<b>Quiz 2: Design &amp; Layout, nontraditional, TV/video (50 pts)</b> Work day
Thurs., June 11	<b>Present final projects (50 pts)</b> <b>Final projects due on Tuesday, June 18</b>
<b>WEEK 6</b> Tues., June 16	Begin Hasbro board game challenge <b>Final project/evals due on Canvas at beginning of class (300 pts). Make sure you uploaded all the pieces (check syllabus).</b>
Wed., June 17	Work on board game

**date**

**to do**

Thurs., June 18

**Present and turn in board game (25 pts)**

