WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Digital Film-Making II

COURSE NUMBER: DFM350

I. MAJOR INSTRUCTIONAL GOALS:

During this course, students should improve their understanding of:

GOAL #1: To further understand all aspects of digital film production.

Learning Outcomes - The student will:

A. Demonstrate knowledge of skills necessary for digital filmmaking pre-production, production, and post-production.
B. Demonstrate knowledge and understanding of digital film production terminology.
C. Demonstrate ability to use various techniques used in digital film production.
D. Demonstrate ability to properly utilize equipment used in digital film production.
E. Demonstrate knowledge and techniques of digital film editing.

GOAL #2: To gain an understanding of the role of a digital film director.

Learning Outcomes - The student will:

A. Demonstrate knowledge of the steps needed to take a prospective film project from concept to completion.
B. Demonstrate an understanding and ability to direct digital films.
C. Demonstrate knowledge of analyzing and breaking down a script.
D. Demonstrate understanding of subtext.
E. Demonstrate director’s authority in the filmmaking process.
F. Demonstrate director’s role in actor rehearsals.
G. Demonstrate understanding of the director’s role during pre-production, production, and post-production.

GOAL #3: The student will use appropriate written and oral communication skills.

Learning Outcomes - The student will:

A. Communicate information orally in a logical and grammatical manner.
B. Communication written information in a logical and grammatical manner.
II. SUPPLEMENTAL OBJECTIVES

Demonstrate ability to work independently and within small groups.
Demonstrate ability to direct small groups.

III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

External Storage Requirement:
Students are required to supply their own external storage (ie., SD card, external hard drive, etc.) See Course Blackboard for instructor’s directive for your course. Memory cards are NOT supplied with cameras and video equipment.