

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE TITLE: Introduction to Digital Film-Making

COURSE NUMBER: DFM 200

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.

I. MAJOR INSTRUCTIONAL OBJECTIVES:

OBJECTIVE A: To gain an understanding of digital film production.

- A-1. Demonstrate knowledge of the steps needed to take a prospective film project from concept to completion.
- A-2. Demonstrate skills necessary to produce a digital film.
- A-3. Demonstrate knowledge and understanding of digital film production terminology.
- A-4. Demonstrate knowledge of various techniques used in digital film production.
- A-5. Demonstrate understanding of equipment used in digital film production.
- A-6. Demonstrate knowledge of digital film editing.

OBJECTIVE B: To gain an understanding of all aspects of digital film pre and post-production.

- B-1. Demonstrate knowledge of appropriate pre-production terminology used in film production.
- B-2. Demonstrate knowledge of film budgeting via financing and fundraising.
- B-3. Demonstrate skills as they relate to steps necessary to film casting.
- B-4. Communicate understanding of the process in securing rights to existing materials, music, locations, and talent.
- B-5. Demonstrate ability to put pre-production requirements into a viable project by developing a proposal.
- B-6. Demonstrate understanding of the roles of film distribution, sale, and film festivals. in selling and/or promoting film

OBJECTIVE C: The student will use appropriate written and oral communication skills.

- C-1. Communicate information orally in a logical and grammatical manner.
- C-2. Communication written information in a logical and grammatical manner.

Demonstrate ability to work independently and within small groups.

IV. 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.