

Course Unit	Video	Field of study	Audio-visual
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2023/2024	Year of study	2
Type	Semestral	Semester	1
Workload (hours)	108	Contact hours	T - 25, TP - 25, PL - 20, TC - , S - , E - , OT - , O -
Level	1-2	ECTS credits	4.0
Code	8309-801-2106-00-23		

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Rita Carolina Morais da Costa

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Use audiovisual production technical equipments;
2. Recognize and use shots, camera positions and camera movements;
3. Implement the lighting of a scene;
4. Assimilate the different production roles and rules and act accordingly;
5. Know and apply the stages of audiovisual production;
6. Recognize the similarities and differences between video production and 360° video production and act accordingly.

Prerequisites

Before the course unit the learner is expected to be able to:
Demonstrate basic knowledge of screenwriting.

Course contents

Development of skills for video production: audiovisual language; production crew; techniques and aesthetics. Development of skills for 360° video capture.

Course contents (extended version)

1. Video production:
 - Technologies, formats and functions of video: analog and digital; picture quality.
 - Film and video language : history of cinema; major theories.
 - Production tasks: directing; producing; camera; sound; photography directing (. . .).
 - Camera work: focus/aperture, camera positions, camera movements; framing.
 - Light design: natural; artificial; color temperatures; contrast, quality and direction.
 - Production design: set design elements; plans; costume; characterization.
 - Guidelines for directing actors.
 - Crew dynamics while shooting.
 - Analysis of audiovisual products.
 - Development of practical work.
2. 360° video production
 - 360° video on the VR spectrum
 - Key terms for creating 360° videos
 - Improvement of the 360° video pre-production pipeline
 - Production functions (directing, production, camera, sound, photography)
 - 360° camera specifics
 - Fundamentals of lighting, audio capture and camera positioning in 360° production
 - Team dynamics during shooting
 - Understanding the 360° video editing workflow
 - Practical work. Case studies
3. Project development.

Recommended reading

1. Asher, S. & Pincus, E. (2013). The Filmmaker's Handbook. London: Plume. ISBN: 978-0452297289
2. Barnwell, J. (2017). Production Design for Screen: Visual Storytelling in Film and Television. London: Bloomsbury Visual Arts . ISBN: 978-1472580672
3. Cook, D. A. (2016). A history of narrative film. 5th ed. New York / London: W. W. Norton & Company. ISBN: 978-0393920093
4. Rabiger, M. & Hurbis-Cherrier, M. (2012). Directing, Fifth Edition: Film Techniques and Aesthetics. Burlington, MA: Focal Press. ISBN: 978-0240818450
5. Tricart, C. (2017). Virtual Reality Filmmaking: Techniques & Best Practices for VR Filmmakers. Nova Iorque & Oxon, OX: Focal Press - Routledge. [ISBN 978-1138233966]

Teaching and learning methods

Combination of exposure, interrogative, demonstrative and active methods during face-to-face hours: promoting critical thinking, practical application and project development.
Active method in non-face-to-face hours, promoting work resolution and project development as a way of consolidating knowledge.

Assessment methods

- Final Evaluation (Internal & Mobility) - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 30% ([Video] Shooting preparation. Shooting. Rough-cut. Peer review.)
 - Practical Work - 30% ([360° Video] Shooting preparation. Shooting. Rough-cut. Peer review.)
 - Projects - 10% (Work developed within the scope of Interdisciplinary Week.)
 - Projects - 20% (Capstone project between Curricular Units of the semester.)
 - Practical Work - 10% (Practical work and class participation.)

Language of instruction

1. Portuguese
2. English

Electronic validation

Rita Carolina Morais da Costa	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
07-02-2024	07-02-2024	07-02-2024	14-02-2024