

Arts, A/V Technology & Communications (2024): Digital Video Technology 1

Apply knowledge of the digital video technology program procedure. The students will be able to: 1.DVT.0

- 1 Follow classroom procedures. 1.DVT.1
- 2 Follow industry safety rules, regulations and policies. 1.DVT.2
- 3 Demonstrate proper use and care of equipment. 1.DVT.3

Demonstrate an understanding of basic industry terminology and acronyms. The student will be able to: 2.DVT.0

- 1 Define trade terminology, including the four steps of the production process. 2.DVT.1
- 2 Define trade abbreviations and acronyms when appropriate. 2.DVT.2

Collaborate with others as an effective member of a digital video team. The student will be able to: 3.DVT.0

- 1 Understand the job functions of a digital video team. 3.DVT.1
- 2 Give and follow directions. 3.DVT.2
- 3 Function as a member of a team. 3.DVT.3
- 4 Set and adhere to production deadlines established by others. 3.DVT.4
- 5 Critique and analyze a production. 3.DVT.5

Demonstrate professionalism and personal responsibility. The student will be able to: 4.DVT.0

- 1 Discuss how to legally obtain and use source materials. 4.DVT.1
- 2 Explain basic copyright laws and issues related to digital video production. 4.DVT.2
- 3 Discuss appropriate responses to feedback. 4.DVT.3

Understand and demonstrate the steps in the digital video pre-production process. The student will be able to 5.DVT.0

- 1 05.01 Identify and perform the components of the pre-production phase (e.g., purpose, script writing, target audience, schedule, and distribution method). 5.DVT.1
- 2 Identify the format/segment type, audience, and genre. 5.DVT.2

	3 Explain the components of a pitch, storyboard, and script. 5.DVT.3
	4 Select the appropriate location(s) for the specified program type. 5.DVT.4
	5 Establish feasible production deadlines. 5.DVT.5
Interpret scripts for digital video technology. The student will be able to: 6.DVT.0	1 Define the terminology used in script writing. 6.DVT.1
	2 Identify a script by format, function, and utilization. 6.DVT.2
	3 Specify the steps that lead to a complete script. 6.DVT.3
	4 Write a script in an appropriate format. 6.DVT.4
Understand and demonstrate the digital video production process. The student will be able to: 7.DVT.0	1 Identify and perform the components of the production phase (e.g., selecting equipment, operating equipment, interviewing, directing, lighting, and audio). 7.DVT.1
	2 Summarize the roles of the various personnel for video production projects (e.g., producer, director, editor, camera operator). 7.DVT.2
	3 Identify and perform commonly used camera shots, angles, and movements. 7.DVT.3
	4 Plan and execute shot to obtain the required action/footage in studio and/or field production environments. 7.DVT.4
	5 Perform basic field production tasks that include camera, lighting, and sound responsibilities. 7.DVT.5
Use basic camera equipment. The student will be able to: 8.DVT.0	1 Set up, turn on, and operate a video camera. 8.DVT.1
	2 Identify and demonstrate basic video composition principles (e.g. rule of thirds, leading lines, rule of 180) 8.DVT.2
	3 Identify elements that make a quality video image, both in its composition and technical nature. 8.DVT.3
	4 Identify and select appropriate equipment for a specific production. 8.DVT.4
	5 Record, transfer, store, and play assets from various media. 8.DVT.5
Identify lighting needs for a planned production. The student will be able to: 9.DVT.0	1 Explain the use of basic lighting equipment. 9.DVT.1
	2 Define light quality in terms of intensity, color, direction, and characteristics. 9.DVT.2
	3 Analyze lighting needs for a production. 9.DVT.3

4 Set up appropriate lighting for a production (one-, two-, three- point lighting, etc.). 9.DVT.4

Understand basic audio operations. The student will be able to: 10.DVT.0

1 Compare and contrast various microphone types. 10.DVT.1

2 Determine optimal microphone placement. 10.DVT.2

3 Establish appropriate recording conditions. 10.DVT.3

4 Identify, select, and demonstrate the use of appropriate microphones for a production (pick-up pattern, directionality, etc.). 10.DVT.4

5 Identify the elements of a quality audio track. 10.DVT.5

6 Set up audio recording equipment. 10.DVT.6

7 Perform pre-production sound checks. 10.DVT.7

8 Record production sound. 10.DVT.8

Demonstrate the ability to perform on camera. The student will be able to: 11.DVT.0

1 Practice appropriate on-camera performance skills (e.g., appearance, gestures, and posture). 11.DVT.1

2 Demonstrate appropriate speaking skills for an on-camera performance (e.g., pitch, tone, emphasis, inflection, enunciation, and timing). 11.DVT.2

3 Perform as talent in a production. 11.DVT.3

Demonstrate understanding of the digital video post-production process. The student will be able to: 12.DVT.0

1 List the components of the post-production phase (e.g., video and audio editing, graphics, and distribution method). 12.DVT.1

2 Understand production values (e.g., continuity). 12.DVT.2

3 Define appropriate audio and video digital compression and signal types. 12.DVT.3

4 Explain the need for data management. 12.DVT.4

5 Organize and evaluate materials for editing. 12.DVT.5

6 Perform basic editing functions (cuts, transitions, etc.). 12.DVT.6

7 Mix audio and video resources in appropriate sequence for the final cut. 12.DVT.7

Operate an editing system. The student will be able to 13.DVT.0

1 Select the best source material such as voiceover (VO), sound on tape (SOT) and b-roll to achieve program goals 13.DVT.1

2 Combine elements into a program. 13.DVT.2

3 Control video clips and effects. 13.DVT.3

4 Control audio mix and effects.. 13.DVT.4

5 Prepare basic graphics for a production. 13.DVT..5

Understand the value of graphics in a production. The student will be able to: 14.DVT.0

1 Demonstrate an understanding of graphic image types, file formats, and technical requirements for a production. 14.DVT.1

2 Understand text, font, colors, title safe area, lower thirds, and placement. 14.DVT.2

3 Determine the graphic requirements for a production. 14.DVT.3

4 Edit basic graphics into a program or segment using editing software. 0 14.DVT.4

5 Demonstrate the ability to use type, color, composition, and graphic elements. 14.DVT.5