CANADORE college

COURSE NAME:	DCM210 Writing Skills for Film and Media II
Credit Value:	2
Total Course Hours:	28
Prerequisite Course(s):	DCM110
Corequisite Course(s):	No

COURSE DESCRIPTION

This course further develops students' skills and competencies in writing for media. Techniques covered include: analyzing genre and inciting incidents, developing grounded characters, outlining short film story structure, and writing to a deadline. Projects include participating in table reads, developing authentic dialogue, learning to give and receive constructive feedback, and doing character research for backstory. These skills will be applied to the major writing project of the student's Auteur Film Script.

LAND ACKNOWLEDGEMENT

Canadore College resides on the traditional territory of the Anishinaabeg and within lands protected by the Robinson Huron Treaty of 1850. This land is occupied by the people of Nipissing First Nation since time immemorial.

PLAR INFORMATION

This course is eligible for Prior Learning Assessment and Recognition. Students are advised to discuss options with their program coordinator.

COURSE LEARNING OUTCOMES

Upon completion of this course, the student will have reliably demonstrated the ability to:

1.0 Comport one's self in a professional manner throughout the screenwriting process.

- 1.1 Engage constructively and creatively in weekly writing room sessions with a team of writers.
- 1.2 Exercise punctuality and dependability as a member of a screenwriting team.
- 1.3 Throughout the entire writing session maintain one's individual focus as well as help the writing team maintain focus.
- 1.4 Demonstrate basic creative etiquette and professionalism (e.g. respecting diverse opinions, values, belief systems, and contributions of others).

2.0 Generate screenplay ideas that are highly feasible and logistically simple.

- 2.1 Write around locations that are easily secured and already available.
- 2.2 Dramatize everyday situations and source ideas from real life.
- 2.3 Choose ideas to develop that use a single location to tell a complete story.
- 2.4 Select ideas that feature a limited number of characters.
- 2.5 Appraise the ideas that are logistically feasible and further analyze them for originality.

3.0 Generate screenplay ideas that feature a high degree of originality.

- 3.1 Sketch out ideas based on real-life or imagined scenarios.
- 3.2 Describe characters that are vivid and interesting.
- 3.3 Develop three-dimensional characters through the creation of natural dialogue.
- 3.4 Create a high volume of ideas to choose from.

4.0 Employ effective collaboration skills and professional interpersonal abilities.

- 4.1 Summarize the ideas circulating around the table in the writers room.
- 4.2 Moderate the discussions and help combine others' efforts.
- 4.3 Identify the brightest ideas being put forth.
- 4.4 Recognize good ideas in other writers and

formulate that observation into an articulate comment.

4.5 Defend an idea using a single point-of-reference as a rationale.

4.6 Utilize the qualifier 'yes and...' instead of 'no' or 'but' when offering critiques.

4.7 Point out the weak aspects of an idea / point out the strong aspects of an idea.

5.0 Re-evaluate and revise a short script.

5.1 Review peer feedback and implement changes based on presented questions, criticisms, and suggestions.

5.2 Demonstrate ability to identify story weaknesses by working through multiple drafts of a short script.

5.3 Examine the screenplay's theme and tone and explain how these elements remain consistent throughout the script.

GENERAL EDUCATION

This is not a General Education course.

PROGRAM OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved program learning outcomes (PLO):

Digital Cinematography

1. Complete both individual and collaborative interactive media projects effectively.
2. Select and use best practices and tools to design and develop dynamic, rich-media content.
3. Assess the requirements of a complex interactive media project.
4. Develop, budget, plan and professionally present a complex interactive media project.
5. Design a complex media project (interface, navigation, graphics, text treatment) using best practice design and development principles, and applying conceptual and theoretical frameworks.
6. Apply practical experience acquired, to work independently and collaboratively in the high- pressure creative and production environments of the film and video production Industry.
7. Identify and analyze ethical and professional issues arising in an online environment.
8. Apply research and conceptual skills to propose optimal solutions for mobile/multimedia/Web development problems.
9. Select and use creative and critical thinking techniques in the effective design, development and implementation of a complex interactive media project.
10. Evaluate the financial, technical and artistic success of a complex interactive media project.

ESSENTIAL EMPLOYABILITY SKILLS OUTCOMES

This course contributes to the following Ministry of Colleges and Universities approved essential employability skills (EES) outcomes:

1. Communicate clearly, concisely, and correctly in the written, spoken, and visual form that fulfils the purpose and meets the needs of the audience.
2. Respond to written, spoken, or visual messages in a manner that ensures effective communication.
3. Execute mathematical operations accurately.
4. Apply a systematic approach to solve problems.
5. Use a variety of thinking skills to anticipate and solve problems.
6. Locate, select, organize, and document information using appropriate technology and information systems.
7. Analyse, evaluate, and apply relevant information from a variety of sources.

8. Show respect for the diverse opinions, values, belief systems, and contributions of others.
9. Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
10. Manage the use of time and other resources to complete projects.
11. Take responsibility for one's own actions, decisions, and consequences.

EXTERNAL COURSE ACCREDITATIONS AND CONDITIONS

There are no external accreditations or conditions identified for this course.

COURSE EVALUATION

Evaluation Item	Weight
Concept Development - Lab Film	10
Screenplay - Lab Film	10
Character Research - Auteur Film	10
Story Outline - Auteur Film	15
First Draft - Auteur Film	15
Second Draft - Auteur Film	10
Final Draft - Auteur Film	10
Workshop Participation	10
Peer Reviews	10

COURSE PASS GRADE

50

GRADING SYSTEM

A+:	90-100%	B+:	77-79%	C+:	65-69%	D:	50-54%	S - Satisfactory
A:	85-89%	B:	73-76%	C:	60-64%	F:	0-49%	I - Incomplete
A-:	80-84%	B-:	70-72%	D+:	55-59%			F- Repeat Course, included in GPA
								FS- Failure Supplemental
								FR- Repeat course, excluded from GPA

*For a complete chart of grades and descriptions, please see the Grading Policy.

LEARNING RESOURCES

Course Textbooks:

Title:
Author:

Publisher:
Edition:
Print ISBN:
eBook ISBN:

Additional Learning Resources:

DESCRIPTION: Professional Screenwriting Software (TBD)
AVAILABLE FOR: Mac & PC
REQUIRED FOR: Year 1, 2 & 3 DCM

Please see the Campus Bookstore to verify the current textbook costs and your program page for additional program fees and/or learning material requirements (see the "Tuition Fees" and "What You Need" sections).

Resources listed on the course outline support the achievement of learning outcomes, and may be used throughout the course to varying degrees depending on the instructor's teaching methodology and the nature of the resource.

Technology requirements - https://www.canadorecollege.ca/BYOD

The Harris Learning Library's staff can help you find resources to support your learning - https://www.canadorecollege.ca/harris-learning-library.

LEARNING ACTIVITIES

As directed by Professor in-class or through remote synchronous delivery.

DELIVERY MODE

This course may be delivered, in whole or in part, in a number of modalities, including In-Person, Remote (synchronous and/or asynchronous), hybrid, or Hyflex, as per accreditation and/or regulatory standards where appropriate. This information is identified on the course schedule (student and faculty).

RECORDING GUIDELINES

This class may be recorded by faculty of the College. Faculty will inform students when recording of the class commences and ceases. 'Recorded' means that the audio-visual and chat portions of the class will be recorded and then be stored on the College or vendor provider server. They will be made available to students, but only for the express and sole use of those registered in this course. If you have any questions or concerns about this recording, please contact your instructor or the College's privacy officer at privacy.officer@canadorecollege.ca. Full recording guidelines can be found at: https://cdn.agilitycms.com/canadore-college/academic-centre-of-excellence/Canadore%20Recording%20Guidelines.pdf. Recordings are to be managed (or removed) as per the College's Recording Guidelines following the completion of the course.

EXPERIENTIAL LEARNING

All full-time programs of study at Canadore College strive to provide students with the opportunity for experiential learning. This course provides students with an experiential learning opportunity through:

Workplace/Lab Simulation (EL)
Performance/Artistic Production (EL)

ACADEMIC POLICIES

Canadore College is committed to the highest standards of academic integrity, and expects students to adhere to these standards as part of the learning process in all environments. The College's Academic Integrity policy seeks to ensure that all students understand their rights and responsibilities in upholding academic integrity and that students receive an accurate and fair assessment of their work. Please review the Academic Integrity policy (A-18) and other academic policies found on our website:
https://www.canadorecollege.ca/about/policies.

COLLEGE POLICIES

- Protecting human rights in support of a respectful college community

For college policies please see: http://www.canadorecollege.ca/about-us/college-policies.

Accessibility Learning Services for Students with Disabilities - Student Success Services

Student Success Services provides comprehensive support to students. We aim to ensure that all students have equal access to educational opportunities and can succeed in their academic journey. Our services focus on reducing and eliminating barriers related to education through individualized accommodations and support. If you are a student with a disability, we encourage you to register with Accessible Learning by completing the Student Success – Accessible Learning Services Form (https://canadorecollege-accommodate.symplicity.com/public_accommodation/).

For more detailed information about the services offered, please visit our webpage:
https://isucceed.canadorecollege.ca/students. To connect with Student Success Services email studentsuccessnow@canadorecollege.ca or call 705.474.7600 ext 5205.

FIRST PEOPLES' CENTRE:

A culturally supportive and comfortable environment where you can study, socialize, and access a wide range of resources and confidential student focused services.

- Counselling services
- Elders on Campus and Cultural Advisors

- Cultural and Spiritual Wellness
- Peer tutoring/Peer Mentorship
- wholistic support network
- Social events and workshops on study skills, self-care & life skills

Drop by our offices at C254 College Drive, W103 Commerce Court or Call 705-474-7600 Ext. 5961

https://www.canadorecollege.ca/first-peoples-centre

WAIVER OF RESPONSIBILITY

Every attempt is made to ensure the accuracy of this information as of the date of publication. The college reserves the right to modify, change, add, or delete content.

HISTORICAL COURSE OUTLINES

Students use course outlines to support their learning. Students are responsible for retaining course outlines for future use in applications for transfer of credit to other educational institutions.

ADDITIONAL DISCLAIMER NOTE

ATTENDANCE, DEADLINES, AND ACCOMMODATIONS

Classroom attendance is essential for student success. Classroom attendance is monitored and will be a factor in the end of semester Promotions meeting review of students and academic appeals. Students are expected to write tests, perform hands on testing, and exams when scheduled. If extenuating circumstances arise that prevent the student from writing the test, hands-on testing, or exam, the student must notify the Professor prior to the scheduled assignment, test and/or exam. The Professor may make alternate arrangements, only if prior notification was received; otherwise, failure to notify faculty in advance will result in a zero for the assignment, test, or exam. The Professor may require students to provide confirmation of the reason for the absence such as compassionate leave, illness, or attendance at appointments from a health professional before the student is allowed to write the make-up test or exam. It is recommended that students with a student success profile (SSP) and accommodations check in with their Professors at the start of each semester to review necessary accommodations, including potential deadline extensions.

SOFTWARE and EQUIPMENT USAGE

SOFTWARE
All assignments and accompanying digital files must adhere to the guidelines outlined by the Professor or on the assignment sheet. Submission of work must be accessible through the College's media computer network (e.g. iLearn or Facilis). Project files incompatible with the College's current software configuration will not be accepted. It is highly recommended that all coursework be completed using College computers and software. Students opting to utilize personal computers for editing or mixing are responsible for ensuring software compatibility with the College's specifications and for submitting digital files through the College's media network. Please be mindful of software updates, as the College may periodically update its software offerings.

EQUIPMENT

Assignments must be completed using College-provided equipment. Students seeking to utilize personal equipment for assignments must obtain written approval from their Professors prior to project completion. The Professor will determine the suitability of personal equipment for the assignment. In cases where a student uses personal equipment without prior approval, and the Professor deems the equipment incompatible with the assignment's learning outcomes, the assignment will not be graded.