Required elements for DMS TA syllabi > Basic Video

While each graduate student teaching a course has the liberty of putting together a personal flavor for his/her course, we require the inclusion of certain topics and skills that are important for undergrads as they pass through the program.

Here is a list of topics you must include in your course materials:

1. traditional camera sound and lighting techniques in production
2. non-linear video editing
3. video art genres including experimental, narrative and documentary
4. development of video based strategies as alternative medium of communication
5. critical perspective on mainstream media culture

Video art screenings and readings in media theory should critically address the relations between viewers, producers, and media.

Here is a list of specific skills you must include in your course:

1. understanding lighting effects and techniques that create them
2. camera; elements of composition, angles and movement, tripod and hand held
3. sound recording and editing. Mic placement, recording techniques
4. editing strategies and use of NLE systems (Final Cut Pro) Basic editing theories
5. production process; pre-, production and post-
6. export and compression techniques (video/audio to tape, DVD and the web.)

In terms of method, teaching these topics and skills should occur through assignments that combine concepts with techniques as well as critique sessions where students describe and defend their work. DMS wants to see, even in the introductory classes, historical context and an attempt to connect to the language and culture of media making and critique.


Finally, we ask that you help us in giving the undergrads exposure to prior art in the field your course covers. For this course we ask that you make use of the Media Study Film and Video Library as well as the University’s Library system.