Generic Deliverables for Student-Created Media

Suggested options for organizing your student media activity, using the three phases of a professional media project as a framework. A one-day activity may only require one or two deliverables, but you'll want several to keep a semester-long effort on track.

Pre-production

There's a lot of planning before a crew begins recording. Storyboards and scripts are developed. Locations are scouted. Talent and equipment are assembled. Many professionals consider this most important phase of a project.

1. Practice media - a low-stakes task where students learn media skills

2. Topic - initial idea in a few words

3. Proposal, pitch, or plan

4. Script (or list of questions, etc.)

5. Storyboard

6. Shot list with dates, locations

7. Peer feedback on planning

Production

The raw media – images, sounds, or video – is recorded, both the main content and secondary material like video "B-Roll".

8. Unedited original media

9. External media (photo, music ...)

Post-production

A music soundtrack, titles, credits, and animations are created.
The media is edited, published, and distributed.

10. First draft

11. Peer feedback on the draft

12. List of titles, credits, sources

13. Finished product - file or URL

14. Class presentation

15. Self-evaluation