Switcher SIM Scope and Sequence

Introduction: Tutorial of Simulator

Unit 1–Introduction to Live Production

Lesson 1: Understanding Live Production Software
          Formative Assessment: Multiview Labeling

Lesson 2: Program Only in Normal Speed
          Formative Assessment: Production Terminology

Lesson 3: Reading Production Scripts
          Formative Assessment: Fill in Production Script

Lesson 4: Basic Camera Switching with 4 Inputs

             Unit 1 Summative Assessment

Unit 2 – Incorporating Commercials, Graphics, and Replays

Lesson 5: Switching Live with 8 Inputs

Lesson 6: Digital Playback/Commercials
          Formative Assessment: Countdown Clock/Timer Script

Lesson 7: Stingers/Transitions/Overlays
          Formative Assessment: Production Terminology

Lesson 8: Instant Replay
          Formative Assessment: Replay Calls

Lesson 9: Plays of the Game/Game Recap

             Unit 2 Summative Assessment

Unit 3 – Understanding Production Logistics

Lesson 10: Creating Production Scripts
           Formative Assessment: Create Script (PDF/EXCEL PROVIDED)

Lesson 11: In-House Production Coordination
           Formative Assessment: Know Your Role

Lesson 12: Network Broadcast Production Coordination
           Formative Assessment: Know Your Role

Lesson 13: Coordinating with Talent

             Unit 3 Summative Assessment

Capstone Project 1: Full Game Production as Technical Director
Capstone Project 2: Full In-house Production as Technical Director
Capstone Project 3: Full Network Broadcast as Technical Director