

Virtual Production: Student Skill Evaluation Teaching Method



EMERGING MEDIA EXPLORATION



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Project Consortium: University Babelsberg KONRAD WOLF (Germany); Tampere University (Finland); Tampere University of Applied Sciences (Finland); University of Lincoln (United Kingdom); University of Central Lancashire (United Kingdom)

Virtual Production: Student Skill Evaluation Teaching Method

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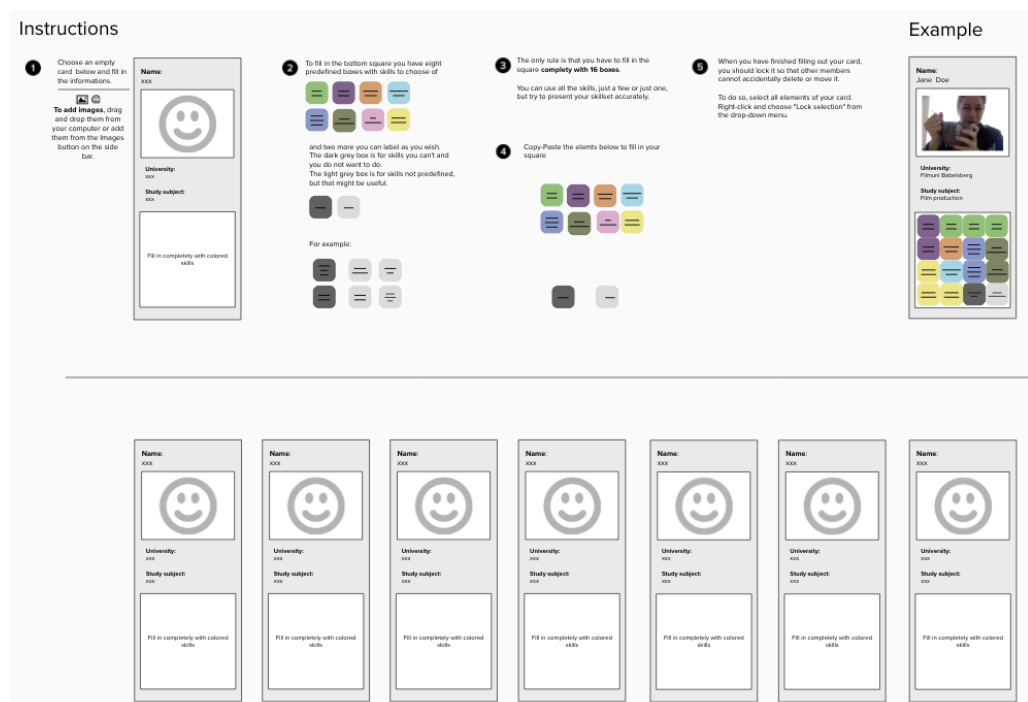
When to use

In the international course setting total strangers meet in an online environment and functioning teams have to be built in a short time. In order to be able to form not only international teams, but also groups with different, complementary competences, the students are asked to fill in a profile before the course. At the same time, the participants can get a first impression of other course participants and the group integration is made transparent.

Description

A large collaboration board was created for the task (in this case Mural, but other tools are equally suitable). It is advisable to use a tool that will also be used during the course so that the participants get to know the basic functions and learn how to use the board. Students were asked to fill the board the week before the course started.

Template



The image shows a template for a student profile card. It is divided into two main sections: 'Instructions' and 'Example'.

Instructions:

- Choose an empty card below and fill in the information. To add images, drag and drop them from your computer or add them from the images button on the sidebar.
- To fill in the bottom square you have eight predefined boxes with skills to choose of and two more you can label as you wish. The dark grey box is for skills you can't and you do not want to do. The light grey box is for skills not predefined, but that might be useful.
- The only rule is that you have to fill in the square completely with 10 boxes. You can use all the skills, just a few or just one, but try to present your skillset accurately.
- Copy-Paste the elements below to fill in your square.
- When you have finished filling out your card, you should lock it so that other members cannot accidentally delete or move it. To do so, select all elements of your card. Right-click and choose "Lock selection" from the drop-down menu.

Example:



The example shows a completed card for 'Jane Doe' from 'Film University Babelsberg'. The card includes a profile picture, a name field, a university field, a study subject field, and a grid of 10 skill boxes. The bottom section of the template shows a row of seven empty cards for students with names like 'Name: xxx' and 'University: xxx'.

For own use see also separate Instruction file and Photoshop-Template:

- **Instructions:** https://www.emerging-media-exploration.eu/wordpress/wp-content/uploads/2021/04/EMEX-2020-Instructions_StudentSkillEvaluation.pdf
- **Photoshop-Template:** https://www.emerging-media-exploration.eu/wordpress/wp-content/uploads/2021/04/EMEX-2020-Template-Profile_StudentSkillEvaluation.psd.zip


Instructions

1 Choose an empty card below and fill in the informations.

To add images, drag and drop them from your computer or add them from the Images button on the side bar.

Name:
xxx



University:
xxx

Study subject:
xxx

Fill in completely with colored skills

2 To fill in the bottom square you have eight predefined boxes with skills to choose of

Story-telling

Unreal Engine

Scripting Coding

Production Design

Human Centred Design

Visual Concepting

3D-Modelling

Cinematography

and two more you can label as you wish. The dark grey box is for skills you can't and you do not want to do. The light grey box is for skills not predefined, but that might be useful.

No Go

Other

For example:

Hand-craft work

Communication

Motivation

Organization

Organization

Adobe Creative Suit

3 The only rule is that you have to fill in the square **complety with 16 boxes**.

You can use all the skills, just a few or just one, but try to present your skillset accurately.

4 Copy-Paste the elemnts below to fill in your square

Story-telling

Unreal Engine

Scripting Coding

Production Design

Human Centred Design

Visual Concepting

3D-Modelling

Cinematography


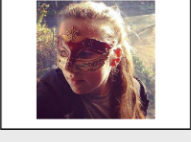

No Go

Other

5 When you have finished filling out your card, you should lock it so that other members cannot accidentally delete or move it.

To do so, select all elements of your card. Right-click and choose "Lock selection" from the drop-down menu.

Examples

<p>Name: Maya Bodin</p>  <p>University: Filmuniversität Babelsberg</p> <p>Study subject: 3D animation</p> <table border="1"> <tbody> <tr> <td>3D-Modelling</td> <td>Animation</td> <td>texturing</td> <td>Story-telling</td> </tr> <tr> <td>3D-Modelling</td> <td>Animation</td> <td>Maya (autodesk)</td> <td>Blender</td> </tr> <tr> <td>3D-Modelling</td> <td>Animation</td> <td>Depthkit Azure Kinect</td> <td>Z-Brush</td> </tr> <tr> <td>scripting coding</td> <td>Unreal Engine</td> <td>Photoshop</td> <td>Premiere</td> </tr> </tbody> </table>	3D-Modelling	Animation	texturing	Story-telling	3D-Modelling	Animation	Maya (autodesk)	Blender	3D-Modelling	Animation	Depthkit Azure Kinect	Z-Brush	scripting coding	Unreal Engine	Photoshop	Premiere	<p>Name: Katherine Leveridge</p>  <p>University: University of Lincoln</p> <p>Study subject: Media Production</p> <table border="1"> <tbody> <tr> <td>Story-telling</td> <td>3D-Modelling</td> <td>Visual Concepting</td> <td>Research</td> </tr> <tr> <td>Organisation</td> <td>Communication</td> <td>Cinematography</td> <td>Blender</td> </tr> <tr> <td>Coding</td> <td>Visual Concepting</td> <td>Adobe creative suite</td> <td>3D-Modelling</td> </tr> <tr> <td>Story-telling</td> <td>Production management</td> <td>Research</td> <td>3D-Modelling</td> </tr> </tbody> </table>	Story-telling	3D-Modelling	Visual Concepting	Research	Organisation	Communication	Cinematography	Blender	Coding	Visual Concepting	Adobe creative suite	3D-Modelling	Story-telling	Production management	Research	3D-Modelling	<p>Name: Devangini Patel</p>  <p>University: Tampere University</p> <p>Study subject: Human-technology Interaction</p> <table border="1"> <tbody> <tr> <td>Human Centred Design</td> <td>Human Centred Design</td> <td>Human Centred Design</td> <td>Human Centred Design</td> </tr> <tr> <td>Visual Concepting</td> <td>Visual Concepting</td> <td>Visual Concepting</td> <td>Story-telling</td> </tr> <tr> <td>Scripting Coding</td> <td>Scripting Coding</td> <td>Story-telling</td> <td>Story-telling</td> </tr> <tr> <td>scripting coding</td> <td>3D-Modelling</td> <td>product or design</td> <td>Cinematography</td> </tr> </tbody> </table>	Human Centred Design	Human Centred Design	Human Centred Design	Human Centred Design	Visual Concepting	Visual Concepting	Visual Concepting	Story-telling	Scripting Coding	Scripting Coding	Story-telling	Story-telling	scripting coding	3D-Modelling	product or design	Cinematography	<p>Name: Franz</p>  <p>University: Filmuniversität Babelsberg</p> <p>Study subject: M.F.A. Cinematography</p> <table border="1"> <tbody> <tr> <td>Cinematography</td> <td>Cinematography</td> <td>Cinematography</td> <td>Cinematography</td> </tr> <tr> <td>Cinematography</td> <td>Cinematography</td> <td>Cinematography</td> <td>Cinematography</td> </tr> <tr> <td>Story-telling</td> <td>Story-telling</td> <td>Story-telling</td> <td>Story-telling</td> </tr> <tr> <td>Organisation</td> <td>Grading</td> <td>Motivation</td> <td>Handicraft-Work</td> </tr> </tbody> </table>	Cinematography	Cinematography	Cinematography	Cinematography	Cinematography	Cinematography	Cinematography	Cinematography	Story-telling	Story-telling	Story-telling	Story-telling	Organisation	Grading	Motivation	Handicraft-Work
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Tips and problems

Some students have reservations about filling out the profiles and tend to not fill them in and might need some encouragement. They need to understand that this evaluation is used to form functional teams in which the members complement each other.

Prerequisites

No prerequisites are necessary. The evaluation takes place before the actual start of the project.

How to continue

After all participants filled in the Template, this evaluation can be used to form groups with balanced skills. The advantage is that the group formation according to this procedure is transparent for the participants. The results can also be used as a basis for initial familiarization in a first meeting. It helps the participants to get to know each other and the following role allocation.