

Virtual Production: Student Skill Evaluation Teaching Method



EMERGING MEDIA EXPLORATION



Grant agreement no.: 2018-1-DE01-KA203-004282

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

Roshak Ahmad, Film University Babelsberg KONRAD WOLF, Germany
Sophie Tummescheit, Film University Babelsberg KONRAD WOLF, Germany

When to use

In the international course setting, total strangers meet in an online environment and functioning teams have to be quickly built. 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. This enables participants to get a first impression of other course participants and 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 later 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 complete the board before the course started.

Template



The image shows a template for a student skill evaluation board. 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 side bar.
- 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 it might be useful.
 - For example:
- 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 a student named Jane Doe from Film University Babelsberg. The card features a profile picture, a smiley face icon, and a grid of 10 skill boxes. The skills include 'Acting', 'Directing', 'Cinematography', 'Production', 'Casting', 'Catering', 'Catering', 'Catering', 'Catering', and 'Catering'. The card is locked.


Below the instructions and example, there is a row of seven empty card templates for students to use. Each template has a name field, a university field, a study subject field, a smiley face icon, and a grid of 10 skill boxes.

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

Comm-unication

Motiva-tion

Organi-sation

Organi-sation

Adobe Creative Suit

3 The only rule is that you have to fill in the square **completely 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 elements 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>ZBrush</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	ZBrush	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>Cinema- tography</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	Cinema- tography	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>ama design</td> <td>3D- Modelling</td> <td>ama design</td> <td>Cinema- tography</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	ama design	3D- Modelling	ama design	Cinema- tography	<p>Name: Franz</p>  <p>University: Filmuniversität Babelsberg</p> <p>Study subject: M.F.A. Cinematography</p> <table border="1"> <tbody> <tr> <td>Cinema- tography</td> <td>Cinema- tography</td> <td>Cinema- tography</td> <td>Cinema- tography</td> </tr> <tr> <td>Cinema- tography</td> <td>Cinema- tography</td> <td>Cinema- tography</td> <td>Cinema- tography</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>Handcraft- Work</td> </tr> </tbody> </table>	Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography	Story- telling	Story- telling	Story- telling	Story- telling	Organisation	Grading	Motivation	Handcraft- Work
3D-Modelling	Animation	texturing	Story-telling																																																																
3D-Modelling	Animation	Maya (autodesk)	Blender																																																																
3D-Modelling	Animation	Depthkit Azure Kinect	ZBrush																																																																
scripting coding	Unreal Engine	Photoshop	Premiere																																																																
Story-telling	3D-Modelling	Visual Concepting	Research																																																																
Organisation	Communication	Cinema- tography	Blender																																																																
Coding	Visual Concepting	Adobe creative suite	3D- Modelling																																																																
Story-telling	Production management	Research	3D- Modelling																																																																
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																																																																
ama design	3D- Modelling	ama design	Cinema- tography																																																																
Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography																																																																
Cinema- tography	Cinema- tography	Cinema- tography	Cinema- tography																																																																
Story- telling	Story- telling	Story- telling	Story- telling																																																																
Organisation	Grading	Motivation	Handcraft- Work																																																																

Tips and problems

Some students have reservations about filling out the profiles and might need some encouragement. Students should understand that this evaluation is used to form functional teams in which the members complement each other.

Prerequisites

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

How to continue

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