SCHOOL OF CINEMATIC ARTS
CTPR 409 – Game Show Development

SYLLABUS

Visit: https://trojanvision.usc.edu

Semester: Fall 2023
Location: Robert Zemeckis Center for Digital Arts, Studios B
Instructors: JD Roth (jroth@usc.edu)
Course Coordinator: Harrison Merkt
Office Hours: Monday-Friday by appointment
Meeting Times: Classes meet on Weds 11am-1:20pm
SA: Kamran Allahverdy (kallahve@usc.edu)
Show Runner: Amman Chuhan

UNITS: 2 or 4 Units

This class is open to all students from any school or department in the university.
Students enrolling in CTPR 409 do not require any television production experience.
All of the skills needed to successfully complete this course are taught in class.

Course Introduction & Creative Exploration:
Step into a class where the creative collaboration transforms ordinary into the extraordinary. In this captivating course, we will unveil the secrets behind crafting an original game show format, from inception all the way up to the execution of production for a full blown pilot episode. With Studio B as our canvas, students will embark on a collaborative journey, united by a shared passion, crafting innovative game show ideas that will come to life through the art of production.

In summation, this course propels participants into the echelons of visionary entertainment, propounding an endeavor that melds creative with technical finesse. Within this academic arena, the confluence of innovation and craftsmanship will yield not only game show prototypes and run throughs, but also a 360 degree look at what it takes to go from a blank page all the way through to execution.

HOW DO STUDENTS REGISTER FOR A SPECIFIC CLASS?
Enrollment is easy. On the WebReg, students sign up for a 2-Unit section on a day/time that fits their schedule. Before classes begin, Trojan Vision assigns an original Trojan Vision show to each of the 409 sections, depending on showrunner, faculty, SA and staff schedules.

WHAT ARE TROJAN VISION SHOWS?
Each semester, Trojan Vision produces a selection of its original shows for live broadcast. These shows are modeled on the popular classics of live television and their formats include morning news, talk shows & interviews, game shows, cooking shows, music performance, sports talk, sketch comedies and entertainment news.

WHAT WILL STUDENTS DO IN CLASS?
Under the guidance of the instructor, students will embark upon the creation of an original game show format, immersing themselves in the intricacies of conceptualization and the underlying framework governing game show dynamics. In addition to devising the show's blueprint, participants will engage in a process of iterative refinement, shown through the production of prototype run-throughs of the envisioned format. The culmination of the academic term will be marked by the full scale production of a pilot episode, wherein all facets of creative ideation, format in action, and technological execution will be orchestrated and overseen by the student cohort.

Throughout the duration of the course, students will attain proficiency in operating an array of sophisticated equipment encompassing studio apparatus, control room interfaces, audio booth facilities, and master control systems. Moreover, they will immerse themselves in the practical application of multifaceted roles within a multi-camera production team. These roles encompass camera operation, sound engineering, directorial oversight, technical direction, graphic integration, teleprompter management, floor direction, playback coordination, and master control supervision. As the semester unfolds, students will progressively assume, and take ownership of these diverse roles in the context of show rehearsals, run-throughs, and ultimately, the culminating pilot production.

ARE THERE ANY PREREQUISITES?
No. This class is open to all students from any school or department in the university. It's assumed that students enrolling in CTPR 409 have no television production experience.   All of the skills needed to successfully complete the course are taught in class.

CLASS SCHEDULE

AUGUST 21 - Introductions! Review syllabus. Talk game shows.

Homework: Pitch concept for any existing game show that you have seen on television, internet, or streaming service.

AUGUST 28 - Students pitch game show. Examine real game show decks and sizzles across all genres. Break into 6 groups of 3, to start development blank sheet – Idea generation only.

Homework: Continue to develop idea with your group and send me a "spring board" description of your concept.

SEPTEMBER 4 – OFF LABOR DAY

SEPTEMBER 11 - Idea generation for all 6 groups working with JD/KAM/ AMMAN to hone in and test concepts "office run thru" style (I will give/show an example).

Homework: Finalize pitch deck and presentation—PITCHING NEXT WEEK!

SEPTEMBER 18 - All 6 groups pitch final game show idea and deck – group discussion and critique on all 6 ideas. Pick only 2 ideas to move forward with.

SEPTEMBER 24 - Break into 2 groups to further develop final 2 ideas and also explain what is a run thru and how it works.

Homework: Prepare mini run thru of one round for both shows

OCTOBER 2 - Final show pitch/run thru of one round and then final selection on one format to pilot. SHOW IS SELECETED AND LOCKED IN and production positions are as well

OCTOBER 9 - Work on show script with host copy and start a show run down of all game play aspects. FULL RUN-THRU #1 on stage. Discussion of tech positions

Homework: Lock in a host, lock in script, lock in rounds. CASTING!! We need contestants!!

OCTOBER 16 – TECH workshop. Tech descriptions and hands on learning (Kamran & Amman) Tech "auditions" for positions with hosted Game **FULL RUN-THRU #2**

OCTOBER 23 – FULL RUN-THRU #3 with TECH Positions locked and HOST on mic

Homework: Lock in a host, lock in script, lock in rounds.

OCTOBER 30 – RUN-THRU #4 with stand in contestants dialing in production schedule and plan. LOCK IN CONTESTANTS

homework: shoot contestant packages (if needed)and edit.

NOVEMBER 6 – RUN-THRU #5 recorded to go over in detail/notes. Run thru and playback

NOVEMBER 13 - Final Camera rehearsal – refine coverage – notes on tech and game play
Homework: Final prep for shoot. Call sheet made.
NOVEMBER 20 – (Thanksgiving Week) SHOOT PILOT!!!
NOVEMBER 27 - — WATCH PILOT. Post mortem.

ASSIGNMENTS AND GRADES

There will be assignments given related to instructions given in class or to specific parts of producing the pilot. Students will work in class starting with just an idea, and take all the steps towards producing a pilot episode.

Videos, PowerPoints, tutorials and other media referenced in class are available on the class drive.

GRADES

Grades are based on the timely submission of assignments and the active participation and creative input class to class. Instructors also evaluate students' preparation for class, engagement in discussions, professional behavior and team collaboration. There is a written Midterm Report and a Final Evaluation (2 double-spaced pages each).

GRADING CRITERIA

Participation and collaboration	4 0 %
Homework	2 0 %
Crew assignments	2 5 %
Final Evaluation	1 5 %

ATTENDANCE

Students are expected to be on time and prepared for each class. This class is performance-based and attendance is extremely important. Two unexcused absences will result in a grade being lowered by one full letter (example: A becomes B). A third unexcused absence will result in a grade being lowered by one additional, full letter grade (B becomes C). Grades will be lowered by one full letter for each additional absence. Two unexcused late class arrivals equal one full absence. Students must report an absence to the instructor and SA before class begins.

CELL PHONE & SAFETY POLICY

Cell phones, laptops, tablets and other personal devices may be used in class only if needed for course and show related work. Sandals and open-toe shoes are not permitted in the studios. Students should dress appropriately for crew jobs in the facility.

CREDITS - 2 or 4 UNITS

CTPR 409 can be taken for 2 units (one class per week) and may be repeated up to four times. CTPR 409 can be taken for 4 units (two classes per week) and may be repeated twice. CTPR 409 can be taken for a total maximum of 8 units.

Statement on Academic Conduct and Support Systems

Academic Conduct:

Plagiarism – when a student presents someone else's ideas as their own, either verbatim or recast in their own words – it is a serious academic offense with serious consequences. Please review the discussion of plagiarism in SCampus in Part B, Section 11, "Behavior Violating University Standards" policy.usc.edu/scampus-part-b. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct, policy.usc.edu/scientific-misconduct.

Support Systems:

Counseling and Mental Health - (213) 740-9355 – 24/7 on call studenthealth.usc.edu/counseling
Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention.

Student Health Leave Coordinator – 213-821-4710
Located in the USC Support and Advocacy office, the Health Leave Coordinator processes requests for health leaves of absence and advocates for students taking such leaves when needed. https://policy.usc.edu/student-health-leave-absence/

National Suicide Prevention Lifeline - 1 (800) 273-8255 – 24/7 on call suicidepreventionlifeline.org
Free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week.

Relationship and Sexual Violence Prevention and Services (RSVP) - (213) 740-9355(WELL), press "0" after hours – 24/7 on call studenthealth.usc.edu/sexual-assault
Free and confidential therapy services, workshops, and training for situations related to gender-based harm.

Office of Equity and Diversity (OED)- (213) 740-5086 | Title IX – (213) 821-8298
equity.usc.edu, titleix.usc.edu
Information about how to get help or help someone affected by harassment or discrimination, rights of protected classes, reporting options, and additional resources for students, faculty, staff, visitors, and applicants. The university prohibits discrimination or harassment based on the following *protected characteristics*: race, color, national origin, ancestry, religion, sex, gender, gender identity, gender expression, sexual orientation, age, physical disability, medical condition, mental disability, marital status, pregnancy, veteran status, genetic information, and any other characteristic which may be specified in applicable laws and governmental regulations. The university also prohibits sexual assault, nonconsensual sexual contact, sexual misconduct, intimate partner violence, stalking, malicious dissuasion, retaliation, and violation of interim measures.

Reporting Incidents of Bias or Harassment - (213) 740-5086 or (213) 821-8298 usc-advocate.symplicity.com/care report
Avenue to report incidents of bias, hate crimes, and microaggressions to the Office of Equity and Diversity |Title IX for appropriate investigation, supportive measures, and response.

The Office of Disability Services and Programs - (213) 740-0776
dsp.usc.edu
Support and accommodations for students with disabilities. Services include assistance in providing readers/notetakers/interpreters, special accommodations for test taking needs, assistance with architectural barriers, assistive technology, and support for individual needs.

USC Campus Support & Intervention - (213) 821-4710
campussupport.usc.edu
Assists students and families in resolving complex personal, financial, and academic issues adversely affecting their success as a student.

Diversity at USC - (213) 740-2101
diversity.usc.edu
Information on events, programs and training, the Provost's Diversity and Inclusion Council, Diversity Liaisons for each academic school, chronology, participation, and various resources for students.

USC Emergency - UPC: (213) 740-4321, HSC: (323) 442-1000 – 24/7 on call
dps.usc.edu, emergency.usc.edu
Emergency assistance and avenue to report a crime. Latest updates regarding safety, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible.

USC Department of Public Safety - UPC: (213) 740-6000, HSC: (323) 442-1200 – 24/7 on call
dps.usc.edu
Non-emergency assistance or information.

Office of the Ombuds - (213) 821-9556 (UPC) / (323-442-0382 (HSC)
ombuds.usc.edu
A safe and confidential place to share USC-related issues with a University Ombuds who will work with students to explore options or paths to manage their concern.

PLEASE NOTE:
FOOD AND DRINKS ARE NOT PERMITTED IN ANY INSTRUCTIONAL SPACES IN THE CINEMATIC ARTS COMPLEX.

THIS SYLLABUS DOES NOT TAKE INTO ACCOUNT RESTRICTIONS OR REQUIREMENTS THAT MAY BE IN PLACE DUE TO THE CORONA VIRUS AT THE BEGINNING OF THE FALL SEMESTER 2021. CHANGES WILL BE MADE TO INCLUDE THESE AS REQUIRED WHEN THE SEMESTER STARTS