

Course outline: Sports Production

This is a one year practical course designed to prepare you for life in the Sports TV industry.

It is designed to give you a good understanding of sports television programming and to develop the skills, knowledge and behaviours necessary to enable you to work effectively in any sports production environment.

The course concentrates on the fundamentals of TV and the sports production industry and will include an overview of the landscape, along with practical exercises in feature production, highlights, studio production and outside broadcasts. You will learn the art of being a “Preditor” (Producer/Editor), with experience in filming ENG features (electronic news gathering cameras) and cutting them. You will learn to script and research your own features, and also learn the principles of scripting and editing highlights packages. You will also learn the mechanics of pitching ideas, budgeting and managing colleagues; everything designed to give you a good understanding of the roles and responsibilities within the industry.

The key milestones are:

1. Producing and agreeing a Personal Development Plan with the Senior Tutor;
2. Producing and editing features from pre-shot rushes and/or their own shot material;
3. Producing proper scripts for features;
4. Producing a highlights edit of a sport event;
5. Putting together a Live exercise;
6. External review and assessment;
7. Final assessment including external input from IMG Media.

Course Elements

The course consists of a logical progression of classes, practical workshops and modules, taught and overseen by industry professionals run over three starting in February each year. Teaching sessions usually take place during Monday to Friday from 9.30am until 5.30pm.

Knowledge is imparted and experience gained through workshops and production experience. You will build up a portfolio of practical work throughout the first two terms and, in the third term, you will be responsible for the creation of your final Graduate Project, through which you will draw together the strands of what you have learnt throughout the year.

Core workshops taught to all students

- Editing
- Camerawork
- Sound
- Risk assessment

Modules

The course comprises of the following modules and workshops. At the end of each module you will be assessed through a process of written feedback and 1-to-1 tutorials with your tutor, with each module contributing to your overall grade. For more information on assessment, see the 'Assessment Criteria' section following this one.

Introduction

- **Foundation**

An introduction to the School, to the TV Entertainment genre and production roles

- **Springboard**

Meet tutors from across the school and sample the breadth of the NFTS

- **TV Grammar**

Every profession has its own language. It is critical to rapid, concise, precise communication.

Module 1 - Producing Sports Features

This module will involve the students learning to edit feature material and highlights. Students will script their own features and will receive feedback from tutors. This will be an ongoing module throughout the first term to enable students to become as proficient as possible in shooting and editing in a variety of situations.

We expect the students to produce a number of features:

- 1) A City Guide to Beaconsfield**

This is an introductory exercise to allow students to hone their camera and editing skills

- 2) An "archive" feature**

This is an exercise designed to introduce proper interview techniques and to further enlarge editing skills

- 3) A Professional Club feature**

This will involve filming at training and a match with a local team, any restrictions imposed by the COVID-19 pandemic permitting

By the end of the term, we expect each student to have produced least one further feature on subjects of their choosing.

Module 2 - Producing Live and Studio Events

Students will be involved in helping to set up a studio broadcast. Students will also be introduced to the technology concepts that make TV work and the workflows used from pre-studio to broadcast.

We will be running a studio exercise involving a live event in both the second and third terms.

Module 3 - Developing and Pitching Ideas, and Responding to Requests for Information / Programming

This module introduces students to the skills needed to prepare, pitch and present relevant written proposals in response to sports broadcaster's tenders. Students will gain understanding of industry creative practices and relevant technological requirements. They will work independently to research, develop and present a production proposal in an appropriate professional quality and format. They will also gain thorough knowledge of professional codes and standards in the media and creative industries.

Module 4 - Short-form Production

This module will introduce students to the principles of the fast moving landscape of short form content, especially with regard to the production of highlights.

The students will be expected to edit and script highlights packages to an agreed length, and will be expected to produce content of the sort required on digital platforms.

Module 5 - Understanding the Commercials

Students will be required to understand the costs involved in Sports Television Production. They will be introduced to budgeting for promos, series, features, one-off OBs and major events.

Module 6 - Graduation Project

Students will be expected to produce a Graduation Project in the third term. Ideally, this will be a magazine show consisting of several features demonstrating the students' grasp across a range of styles. The best story will be shown in the Graduate Showcase event.

Other Components of the Diploma

Meet the Industry

You will meet numerous professionals from a wide range of industry backgrounds throughout the course during workshops, seminars, visits and on productions. Where possible case studies and specific meetings are used to ground your learning in an industry context. Over the last few years, we have had industry professionals from:

- BBC
- Sky Sports
- BT
- IMG Media
- Gravity Media (formerly Input)
- UEFA
- Eurosport
- Facebook

Work Experience

You will have a four-week work experience placement at IMG Media in the summer. This will normally be immediately after the end of the second term at the end of June, but may take place later in the year, if it is thought that a particular placement may be more appropriate instead.