Laboratory Manual

(Version 2.0)

for

Video Editing Lab

[BA(JMC)] 259

BA(JMC) - III Semester

Compiled by:

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List of Abbreviations

BTL Bloom's Taxonomy Level

CE Communication Efficacy

CICP Conduct Investigations of Complex Computing Problems

CK Computational Knowledge

CO Course Outcome

DAC Departmental Advisory Committee

DDS Design and Development of Solutions

I&E Innovation and Entrepreneurship

I&T Individual & Team Work

IQAC Internal Quality Assurance Cell

LLL Life-Long Learning

MTU Modern Tool Usage

PA Problem Analysis

PE Professional Ethics

PEO Programme Educational Objective

PMF Project Management and Finance

PO Programme Outcome

SEC Societal and Envoirnmental Concern

Declaration

Department	:	Department of Journalism and Mass Communication
Course, Year and the Semester to which Lab is offered	:	BA(JMC) - 2 Year, III Semester
Name of the Lab Course	:	Video Editing Lab
Course Code	:	BA(JMC) 259
Version No.	:	2.0
Name of Course/Lab Teacher(s)	:	Mr. Jayant Rathee
Laboratory Manual Committee	:	
Approved by	:	DAC Date: ??/??/2019
Approved by	:	IQAC Date: ??/??/2019

Signature
(Course Teacher)

Signature
(Head of Department)

Signature
(IQAC Coordinator)

1. Vision of the Department

To become a Centre of excellence in the field of Journalism and Mass Communication to produce quality professionals for continuously evolving media industry.

2. Mission of the Department

M₁   To produce quality professionals as per global industry standards in the field of journalism & mass communication.

M₂   To foster technical & entrepreneurial skills and innovation & research capabilities for all-round development of budding professionals.

M₃   To promote analytical and collaborative life-long learning skills amongst students and faculty members.

M₄   To inculcate strong ethical values and professional behaviour while giving equal emphasis to social commitments and nation building.

3. Programme Educational Objectives (PEOs)

The PEOs for the BA(JMC) programme are as follows:

PEO₁   Exhibit professional, social, and entrepreneurial competencies and knowledge for being a successful professional in the Journalism, Media and Entertainment industry

PEO₂   Be a lifelong learner, adapt and maintain leadership in a rapidly changing multi-dimensional, contemporary world.

PEO₃   Act as a catalyst and inspire (change agent) for people-centric societal empowerment.

PEO₄   Facilitate transparency and strengthen democracy as its fourth pillar.

4. Programme Outcomes (POs)

PO₁   **Critical Thinking (CT)**

Take informed actions after identifying the assumptions that frame our thinking and actions, checking out the degree to which these assumptions are accurate and valid, and looking at our ideas and decisions (intellectual, organizational, and personal) from different perspectives.

PO₂   **Effective Communication (EC)**

Speak, read, write and listen clearly in person and through electronic media in English and in one Indian language, and make meaning of world by connecting people, ideas, books, media and technology.

PO₃   **Social Interaction (SI)**

Elicit views of others, mediate disagreements and help reach conclusions in group settings.

PO₄   **Effective Citizenship (ECZ)**

Demonstrate empathetic social concern and equity centred national development, and the ability to act with an informed awareness of issues and participate in civic life through volunteering.

PO₅   **Ethics**

Recognize different value systems including your own, understand the moral dimensions of your decisions and accept responsibility for them.

PO₆   **Environment and Sustainability (ES)**

Understand the issues of environmental contexts and sustainable development.

PO₇   **Self-Directed and Life-Long Learning (SDLLL)**

Acquire the ability to engage in independent and life-long learning in the

PO₈   **Modern Tools Usage (MTU)**

Ability to apply knowledge and understanding of the computing and management principles and apply these to one's own work, as a member and leader in a team, to manage projects in multidisciplinary environments.

PO₉   Project Management and Finance (PMF)

Ability to effectively communicate with the technical community, and with society at large, about complex computing activities by being able to understand and write effective reports, design documentation, make effective presentations, with the capability of giving and taking clear instructions.

5. Institutional Policy for Students' Conduct

The following guidelines shall be followed: -

All the students in their introductory Lab. shall be assigned a system, which shall be their workplace for the complete semester. Students can store records of all their Lab. assignments on their individual workstations.

Introductory Lab. shall include an introduction to the appropriate software/tool, followed by a basic Introductory Assignment having Practice Questions. All the students are expected to complete this assignment within a week time, as the same shall be assessed through a lab. test.

Each week the instructor, in parallel to respective topics covered in the theory lecture, shall assign a set of practical problems to the students in form of Assignments (A, B, C, ...). The problems in these assignments shall be divided into two parts. The first set of Problems shall be compulsory for all the students and its record need to be maintained in the Practical File, having prescribed format, as given in Appendix-A. All the students should get the weekly assignment checked and signed in the Practical File by the respective teacher in the immediate succeeding week. The second set of problems are Advanced Problems and shall be optional. Student may solve these advanced problems for their further practice.

Cellular phones, pagers, CD players, radios and similar devices are prohibited in the classrooms, laboratories, and examination halls.

Laptop-size computers/Tablets may be used in lectures for the purpose of taking notes or working on team-projects.

The internal practical exam shall be conducted towards the end of the semester and shall include the complete set of Lab exercises conducted as syllabus. However, students shall be assessed on continuous basis through overall performances in regular lab. tests, both announced and surprise and viva-voce.

The respective faculty shall prepare and submit sufficient number of practical sets of computing problems to the Dean (Examinations), atleast two weeks prior to the actual exam. It is the responsibility of the faculty to ensure that a set should not be repeated for more than 5 students in a given batch.

The exam shall be of 3 hours duration where the student shall be expected to implement solutions to his/her assigned set of problems on appropriate software tools in the lab.

Once implemented, student shall also appropriately document code implemented in the assigned answer sheets, which shall be submitted at the end of the examination. All the students shall also appear for viva-voce examination during the exam.

Co-operate, Collaborate and Explore for the best individual learning outcomes but copying or entering into the act of plagiarism is strictly prohibited.

6. Learning Outcomes of Laboratory Work

The student shall demonstrate the ability to:

The learning outcomes of a video editing lab can vary depending on the specific goals and objectives of the course or workshop. However, here are some common learning outcomes that you might expect from a video editing lab:

Technical Proficiency: Students should gain a strong understanding of the video editing software being used in the lab. This includes learning how to import, organize, and edit video and audio clips, as well as using various editing tools and effects.

Storyboarding and Planning: Students should learn how to plan and organize their video projects effectively. This includes creating storyboards, shot lists, and scripts to guide the editing process.

Video Editing Skills: Students should develop fundamental video editing skills, such as cutting and trimming clips, adding transitions, applying effects, and adjusting audio levels.

Color Correction and Grading: Understanding color correction and grading techniques to enhance the visual quality of videos is an essential skill in video editing.

Audio Editing: Learning how to work with audio tracks, including adjusting volume levels, adding music and sound effects, and cleaning up audio quality.

Narrative Structure: Understanding the basics of storytelling and how to structure a video project to effectively communicate a message or tell a story.

Collaboration: Developing the ability to work collaboratively on video editing projects, including giving and receiving constructive feedback.

File Management: Learning how to efficiently manage video files, including storage, organization, and backup procedures.

Export and Distribution: Understanding the different export settings and formats for delivering videos to various platforms, such as YouTube, Vimeo, or television broadcasts.

Critical Thinking: Developing critical thinking skills to make creative and technical decisions during the editing process.

Problem Solving: Learning to troubleshoot common issues that may arise during video editing, such as syncing audio and video or addressing technical glitches.

Professionalism: Understanding the professional standards and ethical considerations in video editing, including respecting copyrights and permissions for media used in projects.

Portfolio Development: By the end of the lab, students should have completed several video editing projects that can be added to their portfolio, showcasing their skills and creativity.

Feedback and Improvement: The ability to give and receive constructive feedback on video projects and use it to continually improve one's editing skills.

Adaptation to New Tools: Being prepared to adapt to new video editing software and technologies as the field evolves.

Creative Expression: Encouraging students to explore their creative side and use video editing as a means of self-expression.

These learning outcomes are designed to equip students with the knowledge and skills they need to become proficient video editors and storytellers. The specific outcomes may vary depending on the level and focus of the video editing lab, whether it's an introductory course or one geared toward advanced editing techniques.

7. Course/Lab Outcomes (COs)

CO₁ Apply video editing skills to produce a package. (BTL6)

CO₂ Compile video clips to make a rough cut. (BTL6)

CO₃ Utilize effects and transitions for video editing. (BTL3)

CO$_4$ Develop a montage for a package, using various editing software. (BTL6)

8. Mapping of CO's with PO's

Table 1: Mapping of CO's with PO's

PO/CO	PO$_1$	PO$_2$	PO$_3$	PO$_4$	PO$_5$	PO$_6$	PO$_7$	PO$_8$	PO$_9$
CO$_1$	3	2	2	1	2	1	3	2	2
CO$_2$	3	3	2		2		3	2	
CO$_3$	3	2	1		1		2	1	
CO$_4$	3	2	3		2	2	3	3	2

9. Course/Lab Description

Course (Lab) Title	:	Video Editing Lab
Course (Lab) Code	:	BA(JMC) 259
Credits	:	02
Pre-requisites	:	Knowledge of Video programming and production
Academic Session	:	August to December
Contact Hours/Week	:	02
Internal Assessment	:	40 Marks
External Assessment	:	60 Marks

10. Grading Policy

Item	Points	Marks	Remarks
Weekly Lab Assignments including Practical Files	10	10	Closed Book/Open Book

Item	Points	Marks	Remarks
Internal End-Term Practical Examination	20	10	Closed Book
Viva-Voce	10	10	Closed Book
Project	10	10	Innovative Applications of Programming
External End-Term Examinations	60	60	Closed Book (conducted and evaluated by the University)
	Total	**100**	

11. Lesson Plan

Week No.	Lab No.	Topics / Concepts to be Covered	Reference of Lab Manual
1.	1.	Introduction of Video Editing and log sheet to produce a package.	**AP1** Prepare a log sheet.
			AQ1 Incorporate the log sheet in short documentary.
2.	2.	Explain the basic concept of Capture and import the video clips (Dumping of Media).	**AP2** Capture and import the different video clips into the editing software.
			AQ2 Make up a sequence of different video clips on timeline.

3.	3.	Elaborating the concept of rough cut	**AP3** Create a rough cut on timeline.
			AQ3 Apply the rough cut on different video clips using the editing software.
4.	4.	Discuss the filtering, Keying and Colour correction.	**AP4** Undertake the filtering, Keying and Colour correction while editing the chroma set
			AQ4 Incorporate the different effect of keying on the video.
5.	5.	Elaborating the concept of Fine cut	AP 5 Create a Fine cut on time line in different editing software.
			AQ5 Apply the Fine cut on different video clips using the editing software.
6.	6.	Explain the term of Montage	**AP6** Create a Montage for news story.
			AQ6 Create a Montage for non news story.

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