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Digital Worlds REVE
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DIG4905 INDEPENDENT STUDY

Spring 2026

Course Meetings:

Mon 8:30 AM - 9:20 AM

Tue 1/13/2026 9:35 AM - 11:35 AM

Course Modality: Hybrid (Online Asynchronous and On Campus)

Course Description

Independent study provides upper-level DAS students the opportunity to explore and complete a self driven project, with the support and guidance of an instructor of record. Students will gain hands-on experience in the technical and logistical aspects of music video production. Topics include location scouting, lighting design, camera operation, and directing on set. The course will culminate in a music video project accompanied by a detailed behind-the-scenes documentary or production journal, highlighting the student's approach and problem-solving throughout the process.

Course Prerequisites

Consent of faculty member supervising the study.

Course Objectives and/or Goals:

By the end of this course, students will be able to:

- Propose, commit, and schedule a digital entertainment artifact
- Exercise digital art skills within a focused project
- Develop strategies for time management
- Practice independent accountability
- Plan projects effectively
- Articulate project progress and document progress effectively
- Practice the managerial mindset and culture through industry standard techniques
- Allocate and align proper resources for a successful project
- Lead and communicate with production teams, collaborators, and stakeholders

Materials & Books

Required

- ✗ TBD by supervisor and student

Recommended

Technology Requirements

- ✗ Personal Computer
- ✗ Project Management Account or Software.
- ✗ Behance Account
- ✗ Adobe Creative Suite
 - Mostly Premiere Pro and After Effects will be used.

Course Schedule

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Week	Subject	Assignments Due
1	Artifact Focus <ul style="list-style-type: none">Determine the artifact focus and scope	Artifact focus document
2	Artifact Schedule Weekly schedule for artifact development	Artifact Schedule
3	Progress Review 1 Current artifact state reviewed with feedback provided	Progress Review Update/Feedback
4	Progress Review 2 <ul style="list-style-type: none">Current artifact state reviewed with feedback provided	Progress Review Update/Feedback
5	Progress Review 3 <ul style="list-style-type: none">Current artifact state reviewed with feedback provided	Progress Review Update/Feedback
6	Progress Review 4 <ul style="list-style-type: none">Current artifact state reviewed with feedback provided	Progress Review Update/Feedback
7	Progress Review 5 <ul style="list-style-type: none">Current artifact state reviewed with feedback provided	Progress Review Update/Feedback

8	Midterm Progress Review <ul style="list-style-type: none"> ▪ Midterm artifact state reviewed with feedback provided 	Midterm Progress Review
9	Artifact Evaluation and Scope Check <ul style="list-style-type: none"> ▪ Evaluate Midterm feedback and backlog ▪ Update Artifact project schedule as needed 	None
10	Artifact revision if needed	None
11	Progress Review 6 <ul style="list-style-type: none"> ▪ Current artifact state reviewed with feedback provided 	Progress Review Update/Feedback
12	Progress Review 7 <ul style="list-style-type: none"> ▪ Current artifact state reviewed with feedback provided 	Progress Review Update/Feedback
13	Progress Review 8 <ul style="list-style-type: none"> ▪ Current artifact state reviewed with feedback provided 	Progress Review Update/Feedback
14	Progress Review 9 <ul style="list-style-type: none"> ▪ Current artifact state reviewed with feedback provided 	Progress Review Update/Feedback

Grading Criteria

Assignment / Assessment	Total Points	% of Grade
Participation – Student(s) are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings. Student(s) will be assigned to a Digital Journal to allow them to submit project checkpoints and receive in-class feedback. All students must be active participants in the critique process.	100	20
Weekly Assignments – Weekly assignments are due the first session of each week unless otherwise noted. The work will be uploaded to CANVAS prior to the beginning of class otherwise the work will be considered late. These assignments are major milestones for the completion of the artifact	100	45
Final Project – Final Project is the final result of the semester long effort in learning. It is expected that in this final project, students employ the principles and techniques they have learned during the semester.	100	35

Grading Scale

Letter Grade	% Equivalency
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A	94 – 100%
A-	90 – 93%
B+	87 – 89%
B	84 – 86%
B-	80 – 83%
C+	77 – 79%
C	74 – 76%
C-	70 – 73%
D+	67 – 69%
D	64 – 66%
D-	60 – 63%
E, I, NG, S-U, WF	0 – 59%

More information on grades and grading policies is here: <https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/>

Materials, Supply, and Equipment Fees

Material and supply and equipment use fee information are available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0.00. The total course fee for each course is listed on the UF Schedule of Courses. (<https://registrar.ufl.edu/soc/>)

Academic Policies and Resources:

Information about grading and attendance policies, support for students with disabilities, course evaluations, the Honor Code, and other campus resources can be found at <https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/>

Attendance Policy, Class communicating Expectations, and Make-Up Policy

The UF Digital Worlds Institute is committed to the idea that regular student engagement is essential to successful scholastic achievement. No matter if the class is held in a traditional classroom, an online classroom, or a combination of the two, interaction with your peers and the instructor will empower you to greater achievement.

Three unexcused absences will result in the drop of one letter grade (i.e. the student will now only be able to obtain a maximum grade of 'B' for the course). Students should contact the Instructor 24 hours before class time (If possible) if they wish to be considered for an excused absence. Upon return to class, students must provide documentation for their absence. Students should communicate with the instructor about their absences and be proactive about their course work. Online student attendance will be assessed through weekly discussion posts. Student and Instructor will be in constant contact on when to report to campus and when meetings will be held online remotely.

Course Technology

The students will be required to have access to and use a personal computer with access to the Internet. Word editing software will be required for written assignments. The University of Florida and Digital Worlds require that students have access to and ongoing use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Digital Worlds requires each DAS major's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

<https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>.

Course Communications

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas E-Mail".

Creation of Original Content Ethics

For original projects and all assignment deliverables, students should remember that representations of acts of violence, coarse and offensive language, sexual behavior, bodily function and ability, neurodiversity, and personal identity are likely to cause extreme audience response, regardless of the creator's intentions. In addition, the recreation of such actions and subjects for fictional purposes may unintentionally traumatize or negatively impact those who collaborate in the creation of the images. While the university encourages students to explore themes and tell stories that may include this difficult subject matter, they should be cautioned against modes or styles of representation that might be considered unnecessarily offensive or potentially triggering. Instructors, faculty, and university administrators reserve the right not to show or share any student work they feel is inappropriate for their classroom or for public exhibition, as there may be concerns about the impact of such work on the community. Please consult with the faculty when producing work that might be considered controversial, and err on the side of being cautious when it comes to making decisions about a project's content - in other words, make the PG-13 version of your story, not the R version, and certainly not the "unrated" version. This is also to help students understand that most professional creative situations have strict guidelines and limitations on such content and how it is produced: your ability to tell stories effectively with "less" is a strong professional skill that will aid in the dissemination of your work to a broader audience.

University Policies

Information about university-wide policies and resources can be found here: <https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/>

Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.