

Drama Production Critique

2 = *Totally Awesome !*

1 = *Definite Strength*

STRENGTHS

- ___ 1. Good concept: Creative choice of material for audience enjoyment and high "entertainment value".
- ___ 2. Creative stage design, art direction, and costuming contributed to high "production value".
- ___ 3. Good casting enhanced the production (*you chose the right actors for the parts*).
- ___ 4. Well-organized, practical script for student production crew capabilities and class time limitations.
- ___ 5. Well-written script makes its point in clear, concise dialogue and action that is easily understood by audience.
- ___ 6. Well-paced script tells the story efficiently with no "slow" parts.
- ___ 7. Good picture quality - lighting, exposure, color balance give footage a professional look. (*looks like "real TV"*).
- ___ 8. Good shot composition and staging - framing/design of shots reflect *professional expertise and aesthetic taste*.
- ___ 9. Variety of shots - use of different camera angles (*low, overhead*) and shots (*XCU, CU, OS, LS*) kept it interesting.
- ___ 10. Camera movement (*zooms, pans, tilts, rack focus*) were fluid, steady, and appropriate in enhancing the drama.
- ___ 11. Well-timed cuts and fluid continuity make the editing virtually unnoticeable to the audience. (*seamless edits*).
- ___ 12. Maintenance of consistent proc amp settings (*luminance, pedestal, tint, chroma*) kept shots properly matched.
- ___ 13. High-quality audio with clean, clear dialogue throughout the drama. (*No hum or hiss*).
- ___ 14. Consistent and optimum audio levels maintained throughout the drama. (*No pegs or dips*).
- ___ 15. Balanced mix between audio tracks. (*One audio channel doesn't overpower or mask the other channel*).
- ___ 16. Seamless transitions in audio track intros and exits. (*No abrupt jolts or voids*).
- ___ 17. Appropriate choice of music which enhanced and supported the intended mood or tone of the drama.
- ___ 18. Chyron titles were legible, easily readable, and aesthetically designed to render a professional look.
- ___ 19. Ability to work cooperatively and effectively with co-producers and crew.
- ___ 20. Well-written, detailed, pertinent project report which reflects thorough, astute observations and evaluation.

2 = *Major Problem !*

1 = *Definite Weakness*

WEAKNESSES

- ___ 21. The production generally lacks "entertainment value" to keep audience interest. (*Tends to be boring*).
- ___ 22. Sets, locations, props, and costumes lacked "production value". (*Minimal effort reflected in art direction*).
- ___ 23. Bad casting - actors were not professional or believable. (*Minimal effort in casting reflected*).
- ___ 24. Project was too simple for a drama production in this class. (*Not challenging enough*).
- ___ 25. Project was too ambitious for student production crews and class time limitations. (*Too challenging*).
- ___ 26. Drama was too long - could be easily shortened without disturbing the story line or plot action. (*Too long*).
- ___ 27. Pace is too slow - plot does not develop quickly enough to keep audience interest. (*Too slow*).
- ___ 28. Plot was not developed adequately to effectively deliver the punch line of the drama. (*Underdeveloped plot*).
- ___ 29. Lighting was flat, dull, and amateurish in some scenes. (*Minimal lighting effort reflected*).
- ___ 30. Not enough variety of camera angles. Too much of the same type of predictable shots. (*Predictable and boring*).
- ___ 31. Overexposed, out-of-focus, or improper color-balanced footage looked unprofessional. (*Technically bad video*).
- ___ 32. Staging and shot composition lacked creativity. Violation of 180 Rule causes viewer perspective problems.
- ___ 33. Camera movements (*zooms, pans, tilts*) were unsteady or poorly paced. (*Distracting, rather than enhancing*).
- ___ 34. Continuity problems and "jump cuts" were distracting and unprofessional looking. (*Bad continuity*).
- ___ 35. Shot selection was inappropriate (out of place) at times. (*Awkward - did not fit the continuity of the scene*).
- ___ 36. Some shots were up too long without a cut to another angle. (*Bad pacing - no interspersing*).
- ___ 37. Inconsistent proc amp levels (*luminance, pedestal, tint, chroma*) were noticeable and distracting.
- ___ 38. Poor audio quality - dialogue tracks were noisy and difficult to understand in scenes. (*Weak or noisy*).
- ___ 39. Inconsistent audio levels in some scenes were distracting. (*Lack of riding gain reflected*).
- ___ 40. Bad mix - underlying ambient and music tracks tended to overpower or mask the dialogue. (*Bad mixing*).
- ___ 41. Guillotine edits caused abrupt jolts or voids in some scenes. (*Lack of "sneak fading" reflected*).
- ___ 42. Inappropriate choice of music in some scenes did not support or enhance the drama. (*Wrong type of music*).
- ___ 43. Chyron titles were simplistic, poorly designed, or out-of-place in drama. (*Minimal effort reflected*).
- ___ 44. Chyron titles had legibility or readability problems which caused difficulties for the audience.
- ___ 45. Ability to work cooperatively and effectively with co-producers and crew. (*Lack of interpersonal skills*).
- ___ 46. You do not seem to have contributed as much to this production as your co-producers.
- ___ 47. Major grammatical, spelling, (*hopefully typos*) and punctuation problems in project report. (*Sloppy report*).
- ___ 48. Project evaluation lacked depth and pertinent observations. (*Minimal, superficial effort reflected*).