



Switcher SIM Scope and Sequence

Tutorial: Video Walkthrough of Simulator

Unit 1 – Introduction to Live Production

Lesson 1: Understanding Live Production Software ([Sports - ACHA Hockey](#))

Formative Assessment: Multiview Labeling

Lesson 2: Program Only in Normal Speed ([Sports - ACHA Hockey](#))

Formative Assessment: Production Terminology

Lesson 3: Reading Production Scripts ([No Simulation](#))

Formative Assessment: Fill in Production Script

Lesson 4: Basic Camera Switching with 4 Inputs ([Sports - ACHA Hockey](#))

Lesson 5: Switching Live with 8 Inputs ([Sports - ACHA Hockey](#))

Unit 1 Summative Assessment

Unit 2 – Incorporating Commercials, Graphics, and Replays

Lesson 6: Producer with Digital Playback/Commercials ([Studio Show - Friday Night Stars](#))

Formative Assessment: Countdown Clock/Timer Script

Lesson 7: Stingers/Transitions/Overlays ([Studio Show - Friday Night Stars](#))

Formative Assessment: Production Terminology

Lesson 8: Instant Replay ([eSports - Rocket League](#))

Formative Assessment: Replay Calls

Lesson 9: Plays of the Game/Game Recap ([eSports - Rocket League](#))

Formative Assessment: Pre-produced/Live produced Packages

Lesson 10: Creating Production Script ([No Simulation](#))

Formative Assessment: Create Script

Unit 2 Summative Assessment

Unit 3 – Understanding Production Logistics

Lesson 11: In-House Production Coordination ([Studio Show - Friday Night Stars](#))

Formative Assessment: Know Your Role

Lesson 12: Network Broadcast Production Coordination ([Studio Show - Friday Night Stars](#))

Formative Assessment: Know Your Role

CAPSTONE PROJECTS

Capstone 1: Full Game Production as Technical Director ([Studio Show - Friday Night Stars](#))

Capstone 2: Full In-house Production as Technical Director ([Sports - ACHA Hockey](#))

Capstone 3: Full Network Broadcast as Technical Director ([eSports - Rocket League](#))