



House of Representatives

General Assembly

File No. 44

February Session, 2008

Substitute House Bill No. 5509

House of Representatives, March 18, 2008

The Committee on Higher Education and Employment Advancement reported through REP. WILLIS of the 64th Dist., Chairperson of the Committee on the part of the House, that the substitute bill ought to pass.

AN ACT CONCERNING THE DEVELOPMENT OF A FILM INDUSTRY CURRICULUM.

Be it enacted by the Senate and House of Representatives in General Assembly convened:

1 Section 1. (NEW) (*Effective July 1, 2008*) (a) The Office of Workforce
2 Competitiveness, in consultation with the Departments of Education
3 and Higher Education, shall develop a film industry training program
4 to support two areas of the state's film industry: Film production and
5 digital media. The program's curriculum shall be designed for
6 individuals seeking a career in the film industry.

7 (b) The training program for film production shall use a three-
8 phased model in accordance with this subsection to create a skilled
9 workforce in the film production industry in the state. Such program
10 shall provide training by members of labor organizations and practical
11 experience on motion picture projects. Courses using the curriculum
12 shall be available at locations in different regions of the state.

13 (1) The first phase course shall be an introduction to the various
14 production departments within the industry: (A) Production
15 management and direction, (B) location management, (C) production
16 office coordination, (D) budget, accounting and payroll, (E) script
17 supervision, (F) camera, (G) sound, (H) property, (I) set decoration and
18 set dressing, (J) set construction and scenic art, (K) lighting, (L) grip,
19 (M) costume and wardrobe, (N) hair and make-up, (O) special effects,
20 (P) visual effects, (Q) post production, and (R) extras casting. The first
21 phase course shall provide an overview of motion picture production,
22 set etiquette and operations, and the various positions on the set, as
23 well as providing insight into the work of a free-lance production
24 crewperson.

25 (2) For purposes of the second phase course, a selection process
26 shall be established in which trainees apply for specific department
27 training, and instructors select trainees that are best equipped to
28 achieve success in such departments. After such selection, the first two
29 weeks of the second phase course shall consist of specialized classroom
30 training in the trainees' chosen department. During this time, trainees
31 will learn, in part, by preparing a short film that will be produced
32 through the collaboration of all of the departments. The second two
33 weeks of the phase two course shall involve a collaboration of all of the
34 departments in which the departments complete production of a short
35 film. Once the production of the short film begins, instructors shall act
36 as advisers to their departments and oversee the work that trainees do
37 but shall not perform work themselves.

38 (3) The third phase course shall be an eight to twelve-week paid
39 mentorship position on a feature film. The mentorship program shall
40 be available to residents of this state who, (A) have professional
41 experience in some aspect of the film and digital media industry, (B)
42 are graduates of institutions of higher education in such fields, and (C)
43 have successfully completed first and second phase courses of the film
44 industry training program. The mentorship program shall be designed
45 for persons who are ready to declare a professional interest in a
46 particular area of film production and have the intention of applying

47 for membership in the appropriate labor organization. Funding for the
48 mentorship program shall be shared on a percentage basis with
49 sponsoring production employers in feature film or digital media. The
50 Office of Workforce Competitiveness may provide additional
51 internship programs for individuals and students who desire entry-
52 level experience in the film and digital media industry. Funding for
53 such internship positions shall be shared with sponsoring production
54 employers in feature or digital media production.

55 (c) (1) The training program for the digital media industry shall be
56 available at middle schools and high schools, including at the
57 vocational-technical high schools, and, based on articulation
58 agreements, at two and four-year institutions of higher education. The
59 Office of Workforce Competitiveness, in conjunction with the Center
60 for 21st Century Skills established by the regional educational service
61 center, EDUCATION CONNECTION, and the regional community-
62 technical colleges, in consultation with the Connecticut College of
63 Technology, shall establish a digital media and movie making course
64 to develop and enhance academic skills, creative thinking, digital
65 media literacy and film making skills, while increasing students'
66 knowledge of film making careers through the completion of a digital
67 film project. The project shall be comprehensive and standards-based
68 and shall include research, story development, script writing,
69 computer-assisted design, computer animation, digital audio, digital
70 photography and digital video production. Students shall organize
71 movie production teams and assume positions on the team to complete
72 their digital film project.

73 (2) For purposes of the digital media training program, the Office of
74 Workforce Competitiveness shall: (A) Use a research-based and
75 proven experiential instructional model to deliver digital media and
76 movie making teaching and learning activities for a culturally and
77 economically diverse group of students in ten Connecticut high
78 schools; (B) use a national science foundation-recognized instructional
79 model as a foundation to develop an online digital media and movie
80 making curriculum for students in grades nine to twelve, inclusive; (C)

81 utilize the existing Connecticut career choices' online blended learning
 82 environment for students, teachers, film industry professionals and
 83 college faculty to deliver, extend and enhance digital media and movie
 84 making education using a variety of Internet learning technologies; (D)
 85 include professional development for high school teachers in the use of
 86 the course materials with strategies to adapt the curriculum for all
 87 students in all courses; and (E) arrange for students to present their
 88 films at a student film festival to be held as part of the annual
 89 Connecticut Innovations Exposition.

90 (d) The Office of Workforce Competitiveness shall submit two
 91 reports, in accordance with section 11-4a of the general statutes, to the
 92 joint standing committees of the General Assembly having cognizance
 93 of matters relating to commerce and higher education and
 94 employment advancement, on or before August 15, 2008, and on or
 95 before March 15, 2009. Such reports shall include, but not be limited to,
 96 the syllabi for the programs outlined in subsections (b) and (c) of this
 97 section, an evaluation of available resources for such programs, and
 98 any recommendations for changes in the curriculum.

This act shall take effect as follows and shall amend the following sections:		
Section 1	July 1, 2008	New section

HED *Joint Favorable Subst.*

The following fiscal impact statement and bill analysis are prepared for the benefit of members of the General Assembly, solely for the purpose of information, summarization, and explanation, and do not represent the intent of the General Assembly or either chamber thereof for any purpose:

OFA Fiscal Note

State Impact:

Agency Affected	Fund-Effect	FY 09 \$	FY 10 \$
Workforce Competitiveness, Off.	GF - Cost	See Below	See Below
Constituent Units of Higher Education; Education, Dept.	GF - Cost	Potential	Potential

Note: GF=General Fund

Municipal Impact:

Municipalities	Effect	FY 09 \$	FY 10 \$
Local and Regional School Districts	Cost	Potential	Potential

Explanation

The bill will result in a cost to the Office of Workforce Competitiveness (OWC) of between \$900,000 and \$1.1 million for the film production training program and \$250,000 for the digital media training program. The bill could also result in a cost to local and regional middle schools and high schools, vocational-technical high schools, and two and four-year institutions of higher education.

Film Production Training Program

The bill requires OWC, in consultation with the Department of Education and Higher Education, to develop a three-phase training program to include coursework and practical experience through an eight to twelve week paid mentorship position. The agency anticipates using a request for proposal process eligible to community colleges, four year schools as well as private entities to administer phase one and two of the training program. The first two phases are estimated to cost \$500,000 associated with instructors, studio time or site rental, and supplies. The third phase of the program, the paid internship, is estimated to cost \$400,000 to \$600,000 associated with stipends for

participating students. Around 100 students are anticipated to participate in the eight to twelve week program at a stipend of \$500 per week.

Digital Media Training Program

The cost to OWC to administer the digital media training program to an estimated 250 students at ten high schools are associated with: personnel costs such as teacher stipends, a curriculum development specialist, professional development for teachers, and technology and internet support (approximately \$100,000); equipment and operational costs such as hi-definition cameras, multi-media televisions, and laptops (approximately \$100,000); and the student film festival to be offered as part of the annual Connecticut Innovations Exposition (approximately \$50,000).

To the extent that local and regional middle schools and high schools, vocational-technical high schools, and two and four-year institutions of higher education must offer a new course in digital media, a potential cost could result.

The Out Years

The annualized ongoing fiscal impact identified above would continue into the future subject to training participation rates.

OLR Bill Analysis**sHB 5509*****AN ACT CONCERNING THE DEVELOPMENT OF A FILM INDUSTRY CURRICULUM.*****SUMMARY:**

This bill requires the Office of Workforce Competitiveness (OWC), in consultation with the State Department of Education and Department of Higher Education, to develop a film industry training program to support two areas of the state's film industry: film production and digital media. The program's curriculum must be designed for individuals seeking a career in the film industry.

EFFECTIVE DATE: July 1, 2008

FILM PRODUCTION TRAINING PROGRAM

The film production training program must use a three-phased model to create a skilled film industry workforce in the state. The program must provide (1) training by labor organization members and (2) practical experience on motion picture projects. Courses using the program's curriculum must be available in different regions of the state.

Phase One: Introduction to Film Industry

The first phase course must be an introduction to the various production departments in the film industry listed in the bill. They are: (1) production management and direction; (2) location management; (3) production office coordination; (4) budget, accounting, and payroll; (5) script supervision; (6) camera; (7) sound; (8) property; (9) set decoration and set dressing; (10) set construction and scenic art; (11) lighting; (12) grip; (13) costume and wardrobe; (14) hair and make-up; (15) special effects; (16) visual effects; (17) post production; and (18) extras casting.

The course must also provide (1) an overview of motion picture production, (2) set etiquette and operations, (3) various positions on the set, and (4) insight into the work of a free-lance production crewperson.

Phase Two: Producing a Short Film

The second-phase course requires trainees to apply for specific department training. Course instructors must select trainees who are best equipped to achieve success in the departments. The bill requires the first two weeks of the course to consist of specialized classroom training in the trainees' chosen department and preparation of a short film that will be produced in collaboration with all of the departments. The trainees must collaborate with the departments to complete production of the short film during the second two weeks of the course.

The bill requires that instructors oversee, but not perform, work once the production of the short film begins.

Phase Three: Paid Mentorship Position

The third-phase course must be an eight to 12-week paid mentorship position on a feature film for state residents who (1) have professional experience in some aspect of the film and digital media industry, (2) graduated from higher education institutions in such fields, and (3) have successfully completed the film industry training program's first- and second-phase courses. The mentorship program must be designed for people who (1) are ready to declare a professional interest in a particular area of film production and (2) intend to apply for membership in an appropriate labor organization.

The bill requires sponsoring production employers in feature film or digital media to pay for an unspecified percentage of the mentorship program.

INTERNSHIP PROGRAMS

The bill allows OWC to provide additional internship programs for individuals and students who desire entry-level experience in the film

and digital media industry. It requires sponsoring production employers in feature or digital media production to pay for part of the program, but does not specify how much.

DIGITAL MEDIA TRAINING PROGRAM

The bill requires OWC, in conjunction with the (1) Center for 21st Century Skills established by EDUCATION CONNECTION, the regional educational service center located in Litchfield, and (2) regional community-technical colleges, in consultation with the Connecticut College of Technology, to establish a digital media and movie making course. The course must develop and enhance academic skills, creative thinking, digital medial literacy, and film making skills, while increasing students' knowledge of film making careers through completion of a digital film project.

The program must be available at middle schools, high schools, vocational-technical high schools, and, based on articulation agreements, two and four-year higher education institutions.

The project must (1) be comprehensive and standards-based and (2) include research, story development, script writing, computer-assisted design, computer animation, digital audio, digital photography, and digital video production. Students must organize and assume positions on movie production teams to complete their digital film project.

OWC must:

1. use a research-based and proven experiential instructional model to deliver digital media and movie making teaching and learning activities for a culturally and economically diverse group of students in 10 Connecticut high schools;
2. use an instructional model recognized by the National Science Foundation to develop an online digital media and movie making curriculum for students in grades nine through 12;

3. use the existing Connecticut Career Choices' online blended learning environment for students, teachers, film industry professionals, and college faculty to deliver, extend, and enhance digital media and movie making education using a variety of internet learning technologies;
4. include professional development for high school teachers in the use of the course material with strategies to adapt the curriculum for all students in all courses; and
5. arrange for students to present their films at a student film festival to be held as part of the annual Connecticut Innovations Exposition.

REPORTING REQUIREMENT

The bill requires OWC to report, by August 15, 2008 and March 15, 2009, to the Commerce and Higher Education and Employment Advancement committees. The reports must include (1) the film industry and digital media programs' syllabi, (2) an evaluation of resources available for the programs, and (3) recommendations for curriculum changes.

COMMITTEE ACTION

Higher Education and Employment Advancement Committee

Joint Favorable Substitute

Yea 15 Nay 0 (03/04/2008)