

MAASAI MARA UNIVERSITY

REGULAR UNIVERSITY EXAMINATIONS 2021/2022 ACADEMIC YEAR FOURTH YEAR FIRST SEMESTER

SCHOOL OF ARTS, HUMANITIES, SOCIAL SCIENCES AND CREATIVE INDUSTRIES BACHELOR OF COMMUNICATION &

JOURNALISM

COURSE CODE: CMJ 4104

COURSE TITLE: BROADCAST COMMERCIALS PRODUCTION

DATE:

TIME:

The student to produce either a 2-minute radio or TV commercial on **one** of the following products and services:

- a) Maasai Mara University
- b) A tented camp or resort in Maasai Mara game reserve
- c) Maasai Mara game reserve

MARKS DISTRIBUTION

- a) A synopsis (3mks)
- b) A script (7mks)
- c) Commercial delivered in correct format (5mks)
- d) Elements to be considered for the final production (55MKS)

Elements	Distinguished	Proficient	Basic	Below
	(5)	(4)	(3)	Expectation (2)
1. Overall Creativity	Completely originality in composition and delivery, strong evidence of critical thinking skills.	(1) element is not original in composition and delivery, some evidence of critical thinking skills	(2) elements are not original in composition and delivery, little evidence of critical thinking skills	(3) or more elements are not original in composition and delivery, no evidence of critical thinking skills
2. Jingle	Brevity/simplicity (clear and concise). - Strong message that sums up the product/service. - Catchiness (can leave an imprint on the audience). - Pathos / positive emotional (connects on a positive emotional level with the audience through carefully selected music & verbiage)	Some extent of Brevity/simplicity - message barely sums up the product/service. - Almost catchy - Pathos / positive emotional - Slogan line	 No simplicity message does not sums up the product/service. not catchy positive emotional slogan line 	 No simplicity message does not sums up the product/service. not catchy not positive emotional no slogan line

	- Slogan line			
3. SFX (at least three)	At least two of the three SFX is self- created.	At least one of the three SFX is self-created.	None of the three SFX is self-created.	Less than three SFX used.
4. Audio	 Speech is easily heard and makes sense. A logical order of information Music is ducked and adds to the mood of the commercial. 	 Some parts need to be rerecorded to give them better sound. Sound levels need to be adjusted. Needs to duck music. 	 Music is hard to hear. Order needs to change. Speed needs to be adjusted. Background noises need lowering or omitting. Needs to add music loops. 	Speech is too low to hear throughout the commercial.
5. Content & Theme	 Makes sense and is correct. Keeps to the theme. Gives all the necessary information on the product/service. Explains some point of the essential question of why the audience need the product/service 	 Some information is given about the product/service. More information is needed to relate his to the essential question as to why the audience need the product 	 Needs to make sense. Needs to check information. Needs to stay on the theme. Needs more information added. 	The content is to far off topic/theme and does not make any sense.
6. A call to action	The prompt is stated very clearly (what the audiences need/should be doing and why they need to do so). - easy to understand and respond to.	-The prompt is somewhat clear. - not easy to understand and respond to.	The prompt is not clear, and not easy to understand and respond to.	There is no prompt to act.
7. Relatable characters	Should have the following (3) qualities. -Likeable characters, - someone the	has (2) elements	has (1) element	The characters used are not relatable and do not enhance the theme and storyline

	target audience might know, care about and want to copy. -The characters should enhance the theme and storyline used in the commercial.			
8. Character dialogue	Should have the following (5) elements: - there is sustained character dialogue - relationship between characters is relatable. - the language used is easy to understand and compliments the characters - the scenes used are relatable to the characters. - the characters used complement each other / storyline.	has (4) elements	Has (3) elements	Has (2) elements
9. Relatable situation	- Situation that the audience can relate to making it easier to engage and care about the product The storyline and theme should enhance this by giving experiences the audiences are likely to have experienced or increase their desire to experience.	- Situation somewhat relatable - The storyline and theme to some extent enhances this by giving experiences the audiences are likely to have experienced or increase their desire to experience.	- Situation barely relatable. The storyline and theme do not enhance this by giving experiences the audiences are not likely to have experienced or does not increase their desire to experience.	- Situation not relatable. -The storyline and theme do not enhance this by giving experiences the audiences are not likely to have experienced or does not increase their desire to experience.
10. Simple and upbeat storyline	The topic/theme is addressed in a creative and fun	The topic/them is addressed in a somewhat	The topic/theme is addressed in an	The topic/theme is addressed in a

	way. It goes beyond an ordinary presentation and captures attention of the audience.	creative and fun way. It is a strong presentation topic and holds your attention.	ordinary way. It meets the topic expectations and holds your attention.	dry and boring way. It barely addresses the topic and does little to hold your attention.
11. Use of Imagery (Expression of ideas through images.)	The production demonstrates personal expression and originality in using images to enhance the information.	The production demonstrates some personal expression and uniqueness.	The production demonstrates very little personal expression and uniqueness.	The production includes no imagery.
TOTAL	55	44	33	22
OUT OF	70	70	70	70

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