GUIDELINES FOR MOVIES:

On its surface a Tabletop move can seem silly, but it can be deceptively serious. Media is a powerful tool and it can cause a reaction. Good or bad. The same goes for Tabletop movies.

Racial stereotypes:
- -Be mindful of accents for characters from different ethnicities
- -Ask yourself, "Would you be comfortable using this impersonation in front a group people with this ethnicity?"
- -Avoid scenarios that promote stereotypes or are offensive to groups.

Violence:
- -Gratuitous violence should be avoided
- -Violent scenes need to be connected to the event
- -Death must be handled respectfully
- -Scripts will pre-approved for particularly violent scenes.

Crude, rude inappropriate language or otherwise offensive behavior inside Tabletop movies should be avoided.

CHECKLIST BEFORE FILMING:

WRITING:

☐ Evidence of pre-writing, drafting, revising

☐ Can present a works cited for images and other Internet research

☐ Final draft with dialogue and/or narration

BUILDING:

☐ Settings are printed and formatted

☐ Props and scenery elements are ready

☐ Characters have been printed, drawn or built

REHEARSAL:

☐ Group can stage and rehearse all scenes

☐ Group has done at least one table read before filming

☐ Group script has shooting notes to ensure there is a plan

Written language Rubric:

	Novice	Basic	Intermediate	Advanced
Character Development	The story contains few descriptive characters with little physical details. They do not have a distinct	The story contains descriptive characters with a few physical details. Their personality is hard to define.	The story contains descriptive characters with some physical details. They have personality.	The story contains rich descriptive characters with many physical details. They have distinct personality traits.
Setting Description	The settings in the story are hard to imagine for the reader. There are few visual or sensory details.	The settings in the story create a vivid picture in the reader's mind. There are some clear visual or sensory details.	The settings in the story create a vivid picture in the reader's mind. There are clear visual or sensory details.	The settings in the story are distinct and form a clear picture in the reader's mind. There are many visual or sensory details.
Inciting Incident (Conflict)	It is hard to define a moment in the story where the action begins and the tension starts.	There is a moment at the beginning of the story that sets the action in motion. There is no real dilemma or tension	There is a clear and important moment at the beginning of the story that sets the action in motion.	There is a clear and important moment at the beginning of the story that sets the action in motion. It fits with the rest of the story and creates tension.
Rising action - falling action	The story starts and stops, there is an imbalance of rising and falling action.	The story has good pace. There is an imbalance of rising and	The story has a good pace and there is both rising and falling action.	The story has good pace and a balance of rising and falling action
Resolution	The story contains an resolution that does not fit with the original conflict.	The story contains a resolution that somewhat fits with the original conflict.	The story contains a resolution that fits with the original conflict.	The story contains an excellent resolution that fits with the original conflict.

Oral language Rubric:

	Novice	Basic	Intermediate	Advanced
Tone	There is almost no variation in tone. Dialogue is monotone.	There is a slight variation in tone. The changes help to suggest different emotions.	The tone of the dialogue changes to reflect different emotions of the characters.	The tone of the dialogue changes to clearly reflect different emotions the characters.
Pace	There is almost no variation in the pace of dialogue. Little attention is paid to change the pace to convey an emotion.	There is a slight variation in pace to reflect a change in emotion. It is not consistent throughout.	Pace is used to speed up or slow down the dialogue to help convey emotion and change the emotion in a scene with characters.	Variation in pace is used very effectively to change the moods of characters in scenes.
Volume	The volume does vary in scenes with dialogue. The volume is too low to hear the dialogue.	The varies slightly for dialogue. The volume is not clearly used to change the mood of characters.	Volume varies to help change the feelings and emotions of characters.	Volume level varies throughout the dialogue to help clearly convey the emotion of the character.

Mise En Scene Rubric:

	Novice	Basic	Intermediate	Advanced
Set Design	The set design has a very few details from the story. It is a generic set	The set design reflects an attempt to bring visual details from the story into the frame	The set design has many visual details with props and scenery that help fill the frame and tell the story	The set design create a unique and immersive environment that customized the reflect details from the story. There are a variety of props and scenery elements present in every scene
Props & Scenery	There is no use of props and scenery to add visual elements to the movie	There are several props and scenery elements added from the story	Each scene in the movie has an element of visual adaptation with either props or scenery	Important story details are represented through the use of props and scenery throughout the movie
Costume	No costume details have been added to characters	Some attempts were made to adapt the characters	Characters have costume elements that reflect details from the story	Characters have a customized costume that reflect specific details from the story. The costume helps create a more immersive scene

Filming Rubric:

	Novice	Basic	Intermediate	Advanced
Shot selection	There is no variety in camera framing. It is stays on one wide shot the entire movie	Framing changes a few times during the movie. It is hard to follow the dialogue. Subjects are not framed properly in some scenes. Their head is cut off	There is a good mixture of shots between Est, Med and Close up. They are used together to help follow the dialogue	There is a good mixture of shots to create a smooth story that is easy to follow. The choice of different camera framing helps build the dramatic tension in the movie
Staging	The staging is flat. It only used one plane to place the background, characters and scenery	Elements are placed at varying distances from the camera to create depth	All areas of the stage are used to create an interesting depth inside the frame.	All areas of the stage are used. Characters interact with elements on the stage to change the framing of characters and create depth
Character Movement	There is very little character movement. It is a static frame	Characters occasionally enter and exit the frame during the movie	Character movement happens consistently in every scene. It helps the viewer follow the story	Character movement is consistently present. The use background, middleground and foreground. Character movement is connected to the dialogue