

# RTV 3945 - Requirements for Live Gator Sports Broadcast Experience (Spring 2025)

College of Journalism and Communications, University of Florida

Course Meets **Tuesdays from 4 p.m. - 5 p.m.** in the INC Third Floor Conference Room

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## **Important Phone Numbers & Emails**

Mike Ridaught - (352) 258-8450 [mike.ridaught@gmail.com](mailto:mike.ridaught@gmail.com)

Geoff Thompson - (252) 258-4240 [gthompson@jou.ufl.edu](mailto:gthompson@jou.ufl.edu)

Ethan Eibe - (954) 695-5571 [ethaneibe@ufl.edu](mailto:ethaneibe@ufl.edu)

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## **COURSE DESCRIPTION:**

Students will learn the basic aspects of live play-by-play broadcasting and color commentary, as well as produce live events for radio and/or the Orange & Blue Sports Network (OBSN).

## **PREREQUISITES:**

No prerequisites are required. Live broadcast experience is welcomed and preferred, but **NOT** required.

## **STUDENT LEARNING OUTCOMES**

Basic ability to announce and produce live sports events. **Researching and preparing are essential.** Appreciation of skills required for professional sports broadcasting. Game broadcasts will be listened to on Tuesdays and students will receive 'constructive criticism' during class.

## **COURSE LEARNING OBJECTIVES**

Objectives and goals of the experience include:

- Do research to prepare for live event broadcasts, including pregame and postgame.
- Spotting charts
- Hone broadcast storytelling skills, using sources and data to support the information presented.
- Develop sports broadcasting performance techniques for roles of live event play-by-play, color analyst and producing.
- Learn how to keep score of games to add production value.
- Develop sports broadcasting production and producing techniques.
- Think outside the box, and think on your feet
- Produce digital content, primarily for social media, to increase audience reach and engagement with live event broadcasts (TBA).

## **Requirements**

All students must meet the following requirements to pass this experience and earn credit. Regardless of whether you have previously taken the experience, all requirements must be met. This is designed to give the student a wide-ranging set of opportunities throughout the experience. **Each student is required to broadcast a minimum of five (5) games during the semester, including one full game of play-by-play, submit two reflection papers, & submit at least one “CapCut” social media video for OBSN.**

## **Producer**

All students are required to produce one (1) game broadcast in its entirety. This will count toward your five games. The producer position requires the student to set up the broadcast gear and break down the gear after the broadcast is complete, fully produce the halftime show including two (2) produced segments, give live updates of college scoreboard (SEC, followed by Top 25), and executing spot breaks for the entire broadcast. Other duties include spotting, providing statistical information in-game to broadcast crew, etc.

## **Play-by-play and/or Color**

You will be required to provide play-by-play for a minimum of one (1) full game. Gator football games will be streamed on GHQ (Fall). Practicing PBP and Color (Reps, reps, reps), whether you are new to the experience, or a veteran is always important, as well as going back to listen to the prerecorded broadcasts (self-critique is essential). The bulk of these broadcasts will be conducted from the event site (Stephen C. O’Connell Center, Katie Seashole Pressly Stadium, Condron Family Ballpark, area high schools). Studio broadcasts are optional.

In addition to Gators programming, each student will also have the opportunity or option to do PBP and/or color for a high school sporting event. The opportunity must be scheduled with Mike Ridaught. Possibilities include football and volleyball (Fall), girls and boys basketball, softball, and baseball through Mainstreet Daily News & ThePrepZone.com.

## **Reflection papers (2 TOTAL)**

After a “game day” that you work, you need to write a one page, double spaced, 12 font, reflection paper addressing the following:

- What went right and what went wrong?
- What new things or lessons have you learned?
- What frustrations did you experience (Frustration is a necessary part of constructive learning and should not be taken negatively).
- What improvement do you think you can make?

## **Mandatory attendance**

You will be expected to attend every class during the semester. It is vital to your learning the craft. However, **you may miss one class (no excuse needed)**. If you miss additional classes, you must make up for it by broadcasting an additional game for each class missed. Missing a class due to broadcasting a game for class is permitted provided the student gets it cleared with the instructor. For example, if you miss two classes, with one excused, you must broadcast a minimum of six games to pass the course.