



Entertainment Technology

Programs **ETT.THR.AAS**
ETT.MUS.AAS
CIP 509999

Associate in Applied Science Degree

The Associate in Applied Science in Entertainment Technology prepares students for careers in the entertainment industry. There are two concentrations:

The **Technical Theatre** concentration (ETT.THR.AAS) prepares graduates for careers as lighting and sound technicians, technical managers, equipment marketing representatives, and technical personnel for distributors and rental houses. Additional career options include the allied fields of film and television production; trade show exhibition; club, casino, and theme park operations; and all related performing arts production.

PROGRAM OUTCOMES

- Demonstrate entry-level professional competence as a lighting and sound technician;
- Write lighting and sound cues for all related performing arts productions;
- Design lights or sound for concert, stage, and video;
- Work cooperatively with colleagues;
- Create a soundtrack for theatre, film, or concert performances;
- Set up and operate lighting and sound control systems;
- Demonstrate basic proficiency using digital audio workstations and professional sound editing programs;
- Troubleshoot common technical problems encountered when using complex combinations of lighting, sound, and video equipment.

Students are expected to become involved in the technical, managerial, and performance aspects of college theatre productions and other entertainment activities. All students are required to complete a practicum in entertainment technology.

The **Music Technology** concentration (ETT.MUS.AAS) integrates music theory and performance with a comprehensive array of technical and business skills that enable the graduate to pursue a variety of career tracks in the music industry such as record producer, recording engineer, remix engineer, sound technician for live shows and concerts, as well as careers in the field of film scoring and film music editing. Other career options in the music entertainment industry include artist development and management, promotion, and marketing.

PROGRAM OUTCOMES

- Demonstrate basic proficiency at the piano keyboard;
- Demonstrate a working knowledge of music theory, including note reading, scale and chord construction, and the principles of voice leading and composition;
- Understand the history of African American music of the 20th century and its relevance to contemporary popular music;
- Create original musical compositions and record those compositions using MIDI sequencing software, a Macintosh computer and Windows-based PC, and MIDI synthesizer keyboard;
- Demonstrate a working knowledge of the music business, including copyright and contract law, artist management, and marketing strategies;
- Demonstrate entry-level professional competence as a sound technician;
- Set up sound reinforcement equipment;
- Demonstrate entry-level competence as a technical manager in the entertainment industry.

Since most business- and technology-related careers in the entertainment industry require additional training and experience, students may take advantage of the many internship programs now available, such as those offered by Sony Music in New York, Disney Productions in Florida, and Passage Theatre as well as Boehme Opera Company in Trenton.

Alternatively, students may choose to matriculate at one of the growing number of four-year institutions now offering a baccalaureate degree in music business and technology or entertainment technology. Students have transferred to Stockton State University, Ramapo College, Temple University, Mercy College in Westchester, NY, and The College of New Jersey.

The latest equipment and software is provided for student use in both concentrations. Professional equipment includes the latest high-end moving lights, color changers, color mergers, lighting control, digital and analog sound mixers, signal processors, sound production software, sequencing software, MIDI controllers, and multi-track digital recording.

Our facilities include a black box theatre fully equipped with lighting and sound equipment, a sound lab with 14 high-end digital audio workstations and three control surfaces, in addition to studios for multi-track live recording.

The Entertainment Technology program may be pursued part-time or full-time and may be completed by day-time or evening attendance. Admission requires a high school diploma or its equivalent.

NOTE: All program listings are subject to periodic updates. Please consult your program advisor, academic division, or www.mccc.edu/programs_degree

**Core Curriculum**

Code	Course (lecture/lab hours)	Credits
FIRST SEMESTER		
ENG 101	English Composition I (3/0)	3
ETT 102	Introduction to Entertainment Industry (2/2)	3
MAT 120	Mathematics for Liberal Arts (3/0) ¹	3
THR 101	Introduction to Theatre (3/0) OR	3
MUS 103	Introduction to Music (3/0)	
SECOND SEMESTER		
CMN 153	Digital Audio Production I (2/2) ²	3
CSW 100	College Success and Personal Wellness (2/0)†	2
ENG 102	English Composition II (3/0)	3
THIRD SEMESTER		
CMN 111	Speech: Human Communication (3/0) OR	3
CMN 112	Public Speaking (3/0)	
CMN 254	Live Sound Reinforcement (2/2)	3
— —	Social Science general education elective	3
FOURTH SEMESTER		
CMN 255	Sound Design (1/4)	3
ETT 205	Arts and Entertainment Management (3/0)	3
PHY —	Lab Science elective ³	3-4
— —	Diversity and Global Perspective elective	3

¹ MAT 108 can be substituted. Students intending to transfer to an audio engineering baccalaureate program should take MAT 146.

² Students in the Entertainment Technology program take ETT 102 (not CMN 151) as a prerequisite for CMN 153.

³ Select from the PHY category of general education courses. PHY 111 recommended.

⁴ Select from the ART category of courses.

† Some exemptions apply. Consult academic advisor for details.

Concentrations**Technical Theatre (electives)**

Code	Course (lecture/lab hours)	Credits
FIRST SEMESTER		
THR 102	Stagecraft (2/2)	3
SECOND SEMESTER		
ETT 200	Technical Production (1/90 hours)	1
THR 150	Scenic Techniques (2/2)	3
THR 152	Lighting Technology (2/2)	3
THIRD SEMESTER		
THR 210	Theatre History: Classical to Elizabethan (3/0) OR	3
THR 212	Central Voices in World Drama (3/0)	
ART —	Humanities general education elective ⁴	3
FOURTH SEMESTER		
ETT 290	Entertainment Technology Internship OR	2-3
DMA 250	Digital Portfolio Seminar (2/2)	
THR 252	Lighting Design (2/2)	3
Total Concentration Credits:		21-22
Total Core Curriculum Credits:		41-42
		62-64

Music Technology (electives)

Code	Course (lecture/lab hours)	Credits
FIRST SEMESTER		
MUS 105	Fundamentals of Music Theory (3/0)	3
MUS —	Piano elective (0/2)	1
SECOND SEMESTER		
MUS 127	Music Theory I (2/2)	3
MUS 155	History of Jazz and Blues (3/0)	3
MUS 123	Music Business (3/0)	3
THIRD SEMESTER		
CMN 253	Digital Audio Production II (2/2)	3
MUS —	Piano elective (0/2) OR	1
MUS 142	Guitar Class I (1/1)	
FOURTH SEMESTER		
MUS 156	The History of American Pop Music (3/0)	3
MUS 235	Music Composition in the Virtual Studio (2/2)	3
Total Concentration Credits:		23
Total Core Curriculum Credits:		41-42
		64-65

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