



## COURSE OUTLINE

ETT101  
Course Number

*Introduction to Entertainment Technology*  
Course Title

2  
Credits

2  
Class or  
Lecture

10 week  
Course Length  
(15 week, Hours, 10 week, etc.)

### Catalog Description:

An introduction to the live entertainment technology industry, including working methods, processes, equipment, and facilities for theatre, opera, dance, concert productions, theme parks, themed-retail, cruise ship venues, and corporate special events. Related current events and career opportunities are discussed. Attendance at several applicable events is required.

### Prerequisites:

None

### Co-requisites:

None

### Required Materials:

TBA

Last Revised: 2005

Course Coordinator: Robert Terrano, ext. 3828

## **Course Goals**

### ***The student will be able to:***

- Understand the process involved in mounting a theatrical production, from initial concept to final strike.
- Identify the roles and responsibilities of the various professionals involved in theatre production, and explain how they work together to create a successful production.
- Describe the various venues where entertainment technology jobs are available.
- Conduct a basic assessment of the pros and cons of employment in various entertainment venues in light of her/his own career goals.
- Analyze common types of production forms and reports to interpret technical requirements.
- Demonstrate an understanding of professional production etiquette.

## **Units of Study**

### **Unit I: The Theatrical Production Process**

The student will be able to:

- Describe the sequential steps in the creation of a theatrical production, from initial concept to strike.
- Explain the required job responsibilities of the entertainment technology professionals, particularly lighting technicians, sound technicians, technical managers, and representatives for equipment rental houses.
- Describe the role and responsibilities of the professionals involved in a production, including producers, actors, directors, writers, designers, crew, management, and front of house staff.
- Identify the “chain of command” common in theatrical productions.

### **Unit II: The Live Production Industry**

The student will be able to:

- Examine common technical requirements in venues where entertainment technology jobs are available, including live theatre, film and television production, trade show exhibition, clubs, casinos, theme parks, and the associated equipment rental and support businesses.
- Compare and contrast the technical production challenges common in each venue.
- Explain the difference between the for-profit and not-for-profit arts industry, and predict how these differences impact the job responsibilities of entertainment technology professionals.

### **Unit III: Entertainment Technology Practices**

The student will be able to:

- Summarize accepted production etiquette practices in professional situations, and explain how these practices differ from those common in school or community productions.
- Interpret production forms and paperwork, such as call sheets, scene breakdowns, production schedules, production meeting minutes, prop lists, and cue sheets.
- Use common forms and paperwork to communicate technical information clearly and efficiently.

### **Unit IV: Entertainment Technology Jobs**

The student will be able to:

- Discuss the skills, strengths, and experience needed to have a career in the entertainment technology industry.
- Judge the pros and cons of working in various industry venues.

### **Evaluation of Student Learning**

Students' achievement of the course objectives will be evaluated through the use of the following tools:

- Informal writing in course journals, documenting the student's reactions to course content, reflections on the various lectures, projects, and field trips, and thoughts on their own developing career interests.
- Active participation in class field trips to various venues, including preparation of questions beforehand to ensure a lively discussion with professionals on-site.
- A test assessing students' comprehension of basic theatre terminology and practices.
- An exam assessing students' ability to glean important technical information from production reports, as well as their ability to communicate clearly using common production forms.
- A group project in which students will research working conditions in various entertainment technology venues, and present their findings to the class.
- Final essay illustrating what the student has learned about opportunities in the entertainment technology industry, and assessing their current career preferences.

Evaluation Tools	Percentage Of Grade
Journal Writing	15%
Field Trip Preparation and Participation	10%
Theatre Terminology Test	10%
Production Communication Exam	20%
Group Project	20%
Final Essay	15%
Class Participation	10%

**Academic Integrity Statement:**

Students are expected to comply with the college-wide requirements for academic integrity. Mercer County Community College is committed to Academic Integrity—the honest, fair, and continuing pursuit of knowledge, free from fraud or deception. This implies that students are expected to be responsible for their own work. Presenting another individual’s work as one’s own and receiving excessive help from another individual will qualify as a violation of Academic Integrity. The entire policy on Academic Integrity is located in the Student handbook and is found on the college website ([http://www.mccc.edu/admissions\\_policies\\_integrity.shtml](http://www.mccc.edu/admissions_policies_integrity.shtml)).