

Entertainment Technology

Programs **A7000**
A7010
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 **Lighting and Sound Technology** concentration (A7000) 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.

The successful graduate who earns an Associate in Applied Science degree in Entertainment Technology with a concentration in Lighting and Sound Technology will be able to:

- 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 and Sound Technology** concentration (A7010) 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.

The successful graduate who earns an Associate in Applied Science degree in Entertainment Technology with a concentration in Music and Sound Technology will be able to:

- 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 and Disney Productions in Florida, Passage Theatre in Trenton, and McCarter Theatre in Princeton. 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.

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.

The Entertainment Technology program may be pursued part-time or full-time and may be completed by daytime 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
ENG 101	English Composition I (3/0)	3
ETT 101	Introduction to Entertainment Technology (2/0)	2
ETT 103	Health and Safety in Production (1/0)	1
MUS 103	Introduction to Music (3/0)	3
MAT —	Mathematics elective ¹	4
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ENG 102	English Composition II (3/0)	3
ETT 206	Lighting Technology (2/2)	3
ETT 208	Live Sound Reinforcement (2/2)	3
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CMN 153	Audio Production for the Broadcast and Entertainment Industries (2/2)	3
CMN 111	Speech: Human Communication (3/0) OR	3
CMN 112	Public Speaking (3/0)	3
— —	Social Science general education elective	3
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ETT 205	Arts and Entertainment Management (3/0)	3
ETT 209	Sound Design (1/4)	3
HPE 110	Concepts of Health and Fitness (1/2)†	2
— —	Science elective ²	3-4

¹ MAT 135 or 140 recommended. Students intending to transfer to a baccalaureate program should take MAT 146.

² Must be a laboratory science. Select from PHY approved general education courses. PHY 120 (Introductory Physics) recommended.

³ Not including MUS or THR courses.

⁴ Select from any ETT, MUS, or THR courses; or CMN courses limited to television or radio.

†HPE 111 is an acceptable alternative.

Concentrations

Lighting and Sound Technology Concentration Electives

Code	Course (lecture/lab hours)	Credits
THR 102	Stagecraft (2/2)	3
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CMN 142	Intermediate TV Production (2/2)	3
ETT 200	Technical Production (1/90 hours)	1
THR 104	Fundamentals of Acting (2/2)	3
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THR 210	Theatre History: Classical to Elizabethan (3/0) OR	3
THR 212	Central Voices in World Drama (3/0)	3
— —	Humanities general education elective ³	3
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ETT 207	Lighting Design (2/2)	3
ETT 290	Entertainment Technology Internship OR	2-3
DMA 250	Digital Portfolio Seminar (2/2)	3
Total Concentration Credits:		21-22
Total Core Curriculum Credits:		42-43
		63-65

Music and Sound Technology Concentration Electives

Code	Course (lecture/lab hours)	Credits
MUS 105	Fundamentals of Music Theory (3/0)	3
MUS —	Piano elective (0/2)	1
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MUS 127	Music Theory I (2/2)	3
MUS 155	History of Jazz and Blues (3/0)	3
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MUS 123	Music Business (3/0)	3
MUS 156	The History of American Pop Music (3/0)	3
MUS —	Piano elective (0/2) OR	1
MUS 142	Guitar Class I (1/1)	1
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MUS 230	Introduction to Digital Audio Production (2/2)	3
— —	Elective ⁴	3
Total Concentration Credits:		23
Total Core Curriculum Credits:		42-43
		65-66

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