

## Entertainment Technology

### Associate in Applied Science

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

#### Lighting and Sound Technology Concentration (A7000)

The Lighting and Sound Technology concentration 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.



A Tech Rehearsal: A Doll House 2008

#### Music and Sound Technology Concentration (A7010)

The Music and Sound Technology concentration 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.

#### For Further Information Contact:

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## Want To Pursue An Entertainment Career?

### ENTERTAINMENT TECHNOLOGY OPTIONS

- Lighting and Sound Technology
- Music and Sound Technology

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### Course Requirements

Code	Course (lecture/lab hours)	Credits
<b>SEMESTER 1</b>		
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
EET 130	Fundamentals of Electronics (2/2)	3
MAT —	Mathematics elective	4
— —	Concentration electives	3-4
<b>SEMESTER 2</b>		
ENG 102	English Composition II (3/0)	3
ETT 206	Lighting Technology (2/2)	3
ETT 208	Live Sound Reinforcement (2/2)	3
— —	Concentration electives	6-7
<b>SEMESTER 3</b>		
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
— —	Concentration electives	6-7
<b>SEMESTER 4</b>		
ETT 205	Arts and Entertainment Management (3/0)	3
ETT 209	Sound Design for the Entertainment Industry (2/2)	3
HPE 110	Concepts of Health & Fitness (1/2)	2
— —	Science elective	3-4
— —	Concentration electives	5-6
<b>Total Degree Credit Requirements</b>		<b>65-67</b>

### Lighting and Sound Technology Concentration Electives

Code	Course (lecture/lab hours)	Credits
<b>SEMESTER 1</b>		
THR 102	Stagecraft (2/2)	3
<b>SEMESTER 2</b>		
ETT 150	Scenic Techniques for the Entertainment Industry (2/2)	3
THR 104	Fundamentals of Acting (2/2)	3
ETT 200	Technical Production (1/90 hours)	1
<b>SEMESTER 3</b>		
THR 210	Theatre History: Classical to Elizabethan (3/0) OR	3
HIS —	Central Voices in World Drama (3/0) Historical Perspective elective	3
<b>SEMESTER 4</b>		
ETT 207	Lighting Design (2/2)	3
ETT 290	Entertainment Technology Internship OR	2-3
DMA 250	Digital Portfolio Seminar (2/2)	3
<b>Total Degree Credit Requirements</b>		<b>23</b>

### Music and Sound Technology Concentration Electives

Code	Course (lecture/lab hours)	Credits
<b>SEMESTER 1</b>		
MUS 103	Introduction to Music (3/0)	1
MUS —	Piano elective	1
<b>SEMESTER 2</b>		
MUS 105	Fundamentals of Music Theory (2/2)	3
MUS 155	History of Jazz and Blues (3/0)	3
<b>SEMESTER 3</b>		
MUS 127	Music Theory I (2/2)	3
MUS 123	Music Business (3/0)	3
MUS —	Piano elective OR	1
MUS 142	Guitar Class I (1/1)	1
<b>SEMESTER 4</b>		
MUS 230	Introduction to Digital Audio Production (2/2)	3
MUS 156	History of American Pop Music (3/0)	3
<b>Total Degree Credit Requirements</b>		<b>23</b>



## Course Descriptions

### ETT 101 - Introduction to Entertainment Technology (2 credits)

An introduction to the live entertainment technology industry, including working methods, processes, equipment and facilities for various entertainment industry venues. Related current events and career opportunities are discussed. Attendance at several applicable events is required. *2 lecture hours*

### ETT 103 - Health and Safety in Production (1 credit)

A survey of health and safety issues associated with working in theaters, fabrication shops and other entertainment venues. Topics include chemical hazards; HVAC issues; ventilation; shop conditions; electrical system safety; current OSHA and EPA standards; and other hazards associated with productions in the various entertainment industry venues. Course is to be taken in the first year as an Entertainment Technology major. *1 lecture hour*

### ETT 150 - Scenic Techniques for the Entertainment Industry (3 credits)

*Prerequisites: ETT 103, THR 102 with a minimum C grade*

Through a variety of projects, students are introduced to fundamental techniques and materials used in scenic art. Explores color theory, various media, proper preparation of surfaces, different painting techniques, Pissaro shapes, cartooning backdrops, trompe l'oeil, and teamwork. Examines ways these techniques and materials are used in the theatre and other entertainment industries including film, television, theme parks, and casinos. *2 lecture/2 laboratory hours*

### ETT 200 - Technical Production (1 credit)

*Prerequisites: ETT 101, ETT 103, THR 102, and prior advisor approval*

Supervised laboratory in the technical areas of production including planning, construction, and running of productions. Emphasizes careful pre-planning and appropriate safety procedures along with follow-up critiques and evaluation of the work done. Graded on pass-fail basis. *90 hours minimum*

### ETT 205 - Arts and Entertainment Management (3 credits)

*Prerequisite: ETT 101 with a minimum C grade*

An introduction to common issues and best practices in the management of arts and entertainment organizations. Students gain a basic understanding of business requirements and challenges in producing entertainment. Topics include common management structures in not-for-profit and for-profit arts and entertainment organizations, marketing, public relations, fundraising, budgeting, and human resources. Legal concerns addressed include contracts, copyright, licensing, and royalties. *3 lecture hours*

### ETT 206 - Lighting Technology (3 credits)

*Prerequisites: EET 130, ETT 101, ETT 103*

Introduction to stage lighting and to the aesthetics of scenic lighting as a visual art. Involves hanging, alignment, focusing, maintenance, and operation of various types of stage lighting fixtures. Students are required to work as a lighting technician at approved venues. *2 lecture/2 laboratory hours*

### ETT 207 - Lighting Design (3 credits)

*Prerequisites: EET 130, ETT 101, ETT 103 with a minimum C grade*

Fundamentals of lighting design. Analysis of a script for lighting and development of a workable design concept. Through this concept and an evaluation of the performers' spatial relationships in the production, students generate light plots and the associated paperwork common to a production. Students are required to work as a lighting designer at approved venues. *2 lecture/2 laboratory hours*

### CMN 153 - Audio Production for Broadcasting and Entertainment Industries (3 credits)

*Prerequisite: CMN 151 with a minimum C grade*

Students practice and develop audio production techniques used in broadcasting and other commercial applications. Theory of audio fundamentals combines with lab exploration of analog and digital editing, digital multi-tracking, digital music creation, synchronizing audio with video. Students write and/or produce commercials, dramas, documentaries and short soundtracks for video and other entertainment venues. *2 lecture/2 studio hours*

### ETT 208 - Live Sound Reinforcement (3 credits)

*Prerequisites: EET 130, ETT 101, ETT 103 or permission of coordinator*

Basic principles of the behavior of sound in various environments, with emphasis on signal flow, acoustics, sound reinforcement setups and installation, signal processing, as well as microphone selection and placement. Includes setting up sound systems and mixing live music. Topics include microphones, recording equipment, control consoles, reproduction techniques, amplification, distribution, loudspeaker systems, frequency response, decibels, and dynamic range. *2 lecture/2 laboratory hours*

### ETT 209 - Sound Design for the Entertainment Industry (3 credits)

*Prerequisites: ETT209, CMN153*

Examines audio production techniques, technologies, and aesthetics related to the development of a compelling soundtrack for theatre, television, the Internet, and gaming

applications. Through training in all phases of digital sound recording, editing, and mixing, students work with location and field recording equipment and they learn advanced editing and mixing techniques associated with digital audio workstations. *1 lecture/4 laboratory hours*

### ETT 290 - Entertainment Technology Internship (2 credits)

*Prerequisites: ETT 200 and prior advisor approval*

Work experience at a professional scenery fabrication shop, rental/supply house, off-Broadway theater, or any entertainment-related organization. Serves to bridge the student's academic and commercial careers by cultivating professional work experience and industry contacts. Each student, supervised by faculty and a manager at the internship site, creates a portfolio and keeps a log/journal to be shared in group seminars. Graded on pass-fail basis. *1 class hour every other week, 135 internship hours*

### MUS 103 - Introduction to Music (3 credits)

Enhances the student's knowledge and enjoyment of a variety of music styles and historical contexts through listening and discussion. Requires attendance at live concerts. No prior musical training necessary. *3 lecture hours*

### MUS 156 - History of American Pop Music (3 credits)

Analytical and historical survey of American popular music with an emphasis on the period from 1950 to the present. Students develop an understanding of the cultural, social, technological, and musical forces shaping each decade covered. Students apply critical analysis to musical styles, instrumentation, and song structure in addition to issues of race, ethnicity, social class, and gender as formative factors influencing its evolution. *3 lecture hours*

### MUS 155 - History of Jazz and Blues (3 credits)

Study of the evolution of jazz and blues from their origins in West African music and dance to their development as major 20th century art forms. Examines the significant stylistic phases of jazz from early blues and ragtime through swing and be-bop to avant garde and fusion. Also explores the impact of the African American tradition on contemporary rock and pop music. *3 lecture hours*

### MUS 105 - Fundamentals of Music Theory (3 credits)

Offers the student with no prior musical training an introduction to the basics of music theory. Topics include notation of pitch and rhythm, scale structure, key signatures in major and minor keys, plus chord construction and voice leading. Also includes a comparison of Western and non-Western scales and rhythms. Fall offering. *2 lecture/2 laboratory hours*

### MUS 123 - Music Business (3 credits)

Overview of the music industry including copyright law, publishing, contracts, management, licensing, and merchandising. Students gain an overall understanding of the people, technologies, and laws that affect all aspects of the music business, culminating in a discussion of career opportunities. *3 lecture hours*

### MUS 230 - Introduction to Digital Audio Production (3 credits)

*Prerequisite: MUS 105 or departmental permission*

Introduction to music technology with an emphasis on music production utilizing a computer-based digital audio workstation. Topics include MIDI, digital recording and editing, and synthesis. Students develop skills for performing, recording, mixing, and mastering music and, working outside of class time, produce a final project. *2 lecture/2 laboratory hours*

### MUS 127 - Music Theory I (3 credits)

*Prerequisite: MUS 105 or permission of department*

Comprehensive approach to the study of harmonic principles of the common practice period. Cultivates overall musicianship through analysis, four-part writing, ear training, and keyboard harmony. Focus on the primary triads and their inversions as well as the leading-tone and supertonic triads. Spring offering. *2 lecture/2 laboratory hours*

### MUS 121 - Piano Class I (1 credit)

Fundamentals of piano playing, covers music reading, chords, various accompaniment styles, coordination of both hands, and sight-reading skills. Group instruction is given via an electro-piano lab. College pianos are available for practice. No prior piano instruction necessary. *2 laboratory hours*

### MUS 142 - Guitar Class I (1 credit)

Opportunity to learn to play the guitar; no previous experience necessary. Covers basic chords, song accompaniment, music reading, and pertinent music forms. Some acoustic guitars are available for student use in class. *1 lecture/1 laboratory hour*

# entertainment technology