



New York City College of Technology
Entertainment Technology Program
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ENT-1101 Introduction to Entertainment Technology (Section 6251)
2013, Fall Semester
Instructor: Bruce Ellman
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Class Meeting Time:

Monday, 2:00-3:40pm, Voorhees 315 or others as assigned

Course Description:

This course introduces students to the entertainment technology industry. Students will be introduced to backstage careers, working methods and processes for theatre, opera, and concert productions, theme parks, themed retail venues, and corporate and special events. Students will be introduced to the industry, and related current events will be discussed. Students will attend a variety of events, both individually through assigned projects, and in class field trips.

Writing Intensive Course

This course has been identified as a Writing Intensive Course (WIC). You will be responsible for writing several papers and keeping a journal. These will be graded both on content and on style/syntax. You will have an opportunity to correct your draft papers before the final grade.

Required Events

All ENT1101 students are **required to attend all Entertainment Technology productions**. You will be writing papers about what you experience. This fall, the main production is the annual Haunted Hotel. You are also required to attend at least two events outside of the college for your project reports (See "Projects") AND you will be required to usher two of the school's performances.

Attendance/Promptness:

If you have a legitimate reason for missing a class/assignment or if you will be late, you must contact me (see above) before class begins. It is NYCCT policy that if you have three unexcused absences, YOU WILL FAIL THE CLASS.

Grades:

Papers 30%
Quizzes 5%,
Homework 10%,
Themed Attraction Project 20%
Final Exam 15%
Journal 10%
Class participation/attitude/attendance 10%.

NOTE: If you miss a quiz or test due to an unexcused absence, you will receive a zero for that test or quiz, and you must propose an extra credit project as a make up. Quizzes are typically given to ensure that you do the reading, and may contain questions not covered in class. Do the reading!

The Papers / Projects:

There will be several projects in the course. You will be required to attend AT LEAST two different productions outside of the Entertainment Technology Department. Each should be of a DIFFERENT type of entertainment. One of these **must** be a very large production, such as a Broadway musical or an Opera, or a main stage rock concert. The other should be an example of an exhibition based environment, such as a museum, trade show, etc. You will be required to write a paper for each of these. The second paper should compare and contrast the two events you attended. Descriptions of project requirements are available on Blackboard.

You will also be a team member in a project that will develop a theoretical exhibit for a themed attraction. You will be required to provide paperwork and take part in a class presentation.

As part of your classwork, you will be required to keep a journal during the semester detailing your experiences with entertainment technology. You should detail experiences that are in addition to those that you have attended for your other class projects. Entertainment Technology presentations can be found in museums, planetariums, trade shows, retail stores, etc... Remember, Entertainment Technology is all around us, and it is your responsibility as an aspiring professional to develop sensitivity towards the ubiquity of its use. You should also make a point of attending other additional productions, working on calls, or interacting with other types of entertainment environments. The journal will be due on the last day of class.

Required Text:

Technical Theatre for Non-Technical People (Campbell) - ISBN: 1-58115-344-9
Available at the bookstore.

Support Text:

Stephen Scott Richardson, *WPI Technical Theatre Handbook*
Available online at
<http://www.gweep.net/~prefect/pubs/iqp/>

Blackboard

City Tech has an online resource called Blackboard. Here you will find many resources available to you, and can use this as a source for online communications with your classmates. We will be using this resource throughout the class.

Student Email

Students now have individual email accounts through City Tech. Email will be Web based and is reached at <http://campus.citytech.cuny.edu>. The user ID is assigned via City Tech. The password is the date of birth MMDDYY. Helpdesk@campus.citytech.cuny.edu
Go to N124, or call 718.260.4900

Tools

As you go through the courses offered in our department, you will be required to purchase a small number of tools per class. In this way, you will start a collection of useful items used frequently in the industry. For this class, I require that you purchase two tools.

- 1) Leatherman or other multitool
- 2) Maglight or headband flashlight

These tools must be presented each day at roll call. You will receive one point each day you demonstrate they are in your possession. Note: the flashlight must be WORKING (I need to see illumination from it) in order to be counted.

This is the tentative schedule. Note the word *TENTATIVE*. We will try to cover all topics, but you never know what may happen!

ENT-1101	Fall 2013 Tentative Topics List	Assignments	Major Deadlines
9/9	Intro and performance papers, main project; team building production process	Buy Book	Form teams, contact list
9/16	Venues Themed Attraction Project	Venue Assign	Draft Concept (in class)
9/23	scenery, props, costumes	Scenery Assign	Concept v.1
9/30	Electrical systems	Diagram assign	Project 1 Draft / Final Concept
10/7	Lighting Systems	Lighting assign	
10/15	Sound Systems (TUESDAY)	Sound assign	Audience interaction
10/21	Projection Systems	Projection assign	Project 1 Due
10/28	Calendar	Calendar assign	
11/4	Process		Required Technology
11/11	People and Management		Project 2 Draft Midterm Team evaluation due
11/18	Sing Faster		Production Calendar
11/25	Video Production		Presentation Inventory
12/2	Presentations		Presentation / Group Project Paperwork Due Sing Faster Paper Due
12/9	Final Review		Project 2 Due
12/16	FINAL – Journal Due		

Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
Describe and understand the production process	Create a production calendar and write two papers.
Present a project created in a collaborative environment	Team presentations
Learn entertainment terminology	Homework and quizzes
Discover and research new technology	Keep a journal of entertainment technology found on their commute to school and research the equipment.
Describe best practices for theatrical shops and on stage.	Work as a team to define each production area and create a collaborative environment for the technologies to be used.

Places to Start on the Web: Entertainment Industry Email Lists

Stagecraft Mailing List

<http://stagecraft.theprices.net/>

A general interest mailing list for scenery, lighting, sound, and other entertainment technologies.

Theatre Sound Mailing List

<http://groups.google.com/group/theatre-sound-list>

A general interest mailing list for live sound, especially for theatre. Open to all.

Show Control Mailing List

<http://groups.yahoo.com/group/show-control/>

An advanced list related to show control (connecting systems together).

About Theatre.

<http://theater.about.com/> (A pretty good source for current theatrical news, show openings, cheap tickets, etc.)

Entertainment Technology Publications/Compendium Links

Entertainment Design Magazine, Lighting Dimensions Magazine, LDI Trade Show

<http://entertainmentdesignmag.com/>

Entertainment Design and Lighting Dimensions magazines are a major source for information in the US on "the business" of entertainment technology. They also have a Web site.

Lighting Links

<http://www.alia.com.au/links/index.html>

Great compendium of lighting links.

Live Sound! Magazine

<http://www.livesoundint.com/> is an excellent magazine devoted only to LIVE! sound.

Pro Lights and Staging News

<http://www.plsn.com/>

This is a new entertainment technology magazine that is free.

Pro Net Guide (Audio)

<http://www.pronetguide.com/>

Great compendium of sound links.

Theatre Central

<http://www.playbill.com/index.php>

Theatre Central is the one of the best clearing house for entertainment-related web sites I've seen.

Entertainment Industry Organizations

Audio Engineering Society (AES)

<http://www.aes.org>

The Audio Engineering Society is a great organization that is currently developing AES-24, an object-oriented control standard. Some of our faculty are AES members.

Entertainment Services and Technology Association (ESTA)

<http://www.esta.org>

ESTA is the primary entertainment standards-making body. It is currently at work on a variety of standards regarding entertainment control, especially ACN, or Advanced Control Network, and object-oriented control standard. Some of our faculty is involved in ESTA.

International Laser Display Association (ILDA)

<http://www.ilda.wa.org>

The ILDA is the entertainment Laser industry trade association.

MIDI Manufacturer's Association (MMA)

<http://www.midi.org>

The MMA is the manufacturer's organization that creates and publishes MIDI standard. Some of our faculty are MMA members.

National Systems Contractor Association (NSCA)

<http://www.nasca.org>

This is the national trade association for systems contractors. Our department is an NSCA member.

Professional Lighting and Sound Association (PLASA)

<http://www.plasa.org>

PLASA is the European equivalent of ESTA. They sponsor a trade show in the fall (a few weeks before LDI), and publish an excellent magazine, Lighting and Sound International.

US Institute for Theatre Technology (USITT)

<http://www.usitt.org>

The USITT was the organization used to develop the DMX512 lighting control standard. Our department is an organizational member of USITT