

DEPARTMENT: ENTERTAINMENT TECHNOLOGY

As a member of the **Department of Entertainment Technology** you will join a group of students who are part of the **School of Technology and Design** at New York City College of Technology, City University of New York.

Mission: The theme park, the arena concert, the trade show, the Broadway theater—all are venues for graduates of the **Entertainment Technology** baccalaureate program. The only one of its kind in the Northeast and one of the few in the world, the program trains students in cutting-edge technologies of sound, lighting, scenery, video and show control.

Emerging Media Technologies is our second baccalaureate program, an interdisciplinary program that integrates media design, computing and engineering. The program provides comprehensive overviews and hands-on experiences in game design and interactive media, media computation, music technology, and physical computing.

Students engage in opportunities such as internships and industry field trips in New York City. The department also offers unique collaborations with external producing organizations, artists, and designers to develop technologically sophisticated productions and interdisciplinary projects.

Students can join department clubs such as City Tech Theatreworks, The Stagecraft Club, The Society of Motion Picture and Television Engineers Student Chapter, City Tech E-Sports Club, and Experiential Art and Design (EXP) Club.

Options for Employment and Further Study

In *Entertainment Technology* we train students for careers backstage at concerts, corporate and special events, cruise ship shows, television studios, sports venues, theatres, theme parks, trade shows, and even pro wrestling events. Our *Emerging Media Technologies* program is a hybrid of design and engineering that trains students for careers in human-computer interaction, app development, 3D modeling, computer game production, interactive media systems design, and tangible computation in the contemporary media and arts fields.

Faculty in the Department of Entertainment Technology have interests in various research areas:

Physical Computing, Interactive Installation, Human-Machine Interaction in Performance: Allison Berkoy

Game Design, Interactive/Immersive Media, Biomedica, Networked Performance: Heidi Boisvert

Safety in live production, received OSHA training certification, researching how OSHA and NFPA standards influence live performance venues and events: Sue Brandt

Live show audio, video and control. Wrote the industry leading book on show networking: John Huntington

Technical direction/scenery automation and new play production: John McCullough

Film/video, directing, documentary: Ryoya Terao

Computational creativity, real-time algorithmic music composition, web development: Adam Wilson

Fun Facts

- ✓ Yaro Yarashevich graduated Summa cum laude in 2015 with a BTech in Entertainment Technology. She completed her MFA from the Yale School of Drama in 2020 and won the 2020 Bernhard R. Works, Frederick A. Buerki Scenic Technology Award.
- ✓ Alumnus Erin Grabe is Executive Director of the Entertainment Services and Technology Association.
- ✓ On the Emerging Media Technology B.Tech: "Come into this major with passion, and it will push you to create amazing things." -- Giancarlo Macias, B.Tech Emerging Media Technology 2020