



## NEW YORK CITY COLLEGE OF TECHNOLOGY

The City University of New York

Entertainment Technology Department

186 Jay Street, Room V203 • Brooklyn, NY 11201-2983

Voice: (718) 260-5588

**Spring 2024**

**ENT 4499-HD76 Culmination Project (30136)**

1 class hour, a minimum of 5 independent study hours per week, 2 credits

### **Prerequisites:**

8 Credits of ENT 3320 (4 courses)

ENT 4430 and (an ENT 4000 level course or MTEC 4800 or MTEC 4801)

and Departmental Permission

**Formal Class Meeting Time:** 10:00 am – 11:15 pm, Thursdays for ten weeks.

**Independent Study Hours:** Minimum 5 hours weekly on students own schedule.

**Virtual Classroom:**

<https://us02web.zoom.us/j/82984245373?pwd=MlhyOmRMQloyVExiWWtOMnRkYVhJdz09>

**In-Person Classroom:** Room V321, 186 Jay St. Brooklyn, NY

**Instructor: Prof. Elliot Yokum**

**Student Hours:** Thursdays 1:00-2:30pm, OR book to schedule

**Scheduling Link:** <https://calendly.com/elliotyokum>

**Email:** [elliott.yokum73@citytech.cuny.edu](mailto:elliott.yokum73@citytech.cuny.edu)

### **Course Description:**

This course serves as the senior thesis project. The student will utilize their skills in a new and innovative way to develop a project that relates to or has an impact on the entertainment industry. Projects may be developed through courses in the entertainment technology and/or emerging media technology programs. All projects must be approved by the advisor and should demonstrate management, technical design and presentation skills. Documentation of planning, design and realization will be presented to a committee of instructors, both in entertainment technology and related disciplines, as well as to industry professionals; all are to be selected by the students and approved by the advisor. Though students will enroll in the course during their senior year, development of the project should begin during the second semester of the junior year.

### **Grades:**

*Each culmination project will be evaluated by the ENT faculty based on the proposal, documentation of the progress throughout the semester, quality of final product, and final poster and oral presentations with visuals.*

Students who are not able to provide a completed set of written documents, a poster, and an oral presentation of their project at the end of the semester will fail the course. Sometimes the scope of the project will preclude completion within the timeframe of the semester: in these cases, it is possible to

receive an incomplete grade. Students are responsible for providing persuasive reasons that are reflected in the project planning documents and receive **explicit prior written approval** from a faculty member or one of your project advisors in order to qualify for this.

### **Course Expectations:**

- The course serves as your senior thesis project. The student will either:
- Act in a principal supervisory role in a production as a designer or technical manager.
- Propose, design and build a specialized piece of show equipment.
- Develop a project that utilizes his/her skills in a new and innovative way that relates to or impacts on the entertainment and/or emerging media industries.

All projects will have several official advisers. One will be the faculty member who teaches in your section. The others comprise a faculty panel who will supervise and provide critique. In addition, if there is another appropriate faculty to consult with on your project, it is strongly recommended that you seek advice from them as well throughout the semester.

All projects must be approved by the appropriate adviser and should demonstrate management, technical design and presentation skills. Documentation of planning, design and realization will be presented to a committee of instructors, both in entertainment technology and related disciplines, as well as industry professionals (when available); all are to be selected by the student and approved by the adviser. Though students will enroll in the course during their senior year, development of the project should begin during the second semester of the junior year.

Each student enrolled in the course will:

- Read and sign the project agreement.
- Present progress updates to a panel of faculty advisers to receive feedback and critique. The student is responsible for implementing this critique to refine the project.
- Keep a weekly log on OpenLab noting their progress.

### **Laboratories: 5 hours weekly**

Because this is an individual senior practical or theoretical project that is required for graduation, hands-on experience and experimentation will take place throughout the project; therefore, the laboratory experience is an ongoing one to be constantly monitored by the advisers and college lab technicians. Every effort will be made to see that shop space, tools and equipment are available so that the student has every opportunity to perform to the best of their ability.

### **Project Presentations**

You will present your project several times over the course of the semester informally to your classmates. Twice during the semester, you will present progress updates to a panel of selected faculty, who will offer advice and critique to mentor you to create a refined final product. At the end of the semester, you will present a completed project to a faculty jury and present your results to the department at large during the poster session.

## Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
Clearly state in a proposal the scope of a project to be executed	Creating a proposal
Complete a full set of specifications that will be used to complete a project.	Creating specifications
Develop a working budget of materials and supplies for a project	Generating a budget document
Develop a calendar that charts milestone and final deadlines, considers the process of construction and payment schedules, and reasonably predicts the phases of work and target completion	Creating appropriate calendar(s)
Complete a proposed project in the allotted time.	Presenting the project outcomes in written and oral form at the end of the project timeframe.

## Gen Ed Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
Follow an idea from conceptualization to realization	Class seminar meetings, meetings with advisors, submission of deliverables
Generate appropriate and necessary technical documents	Generating the documents
Present a fully realized project to a group of peers in a clear and thoughtful manner.	Oral presentation and poster session

## Required Texts and Materials

Students will develop a reading list that reflects the specific needs of the project. It is assumed that all textbooks previously assigned will be used for reference throughout the period of the project. This list will be included as a bibliography with their final binder submission.

Also required: computer with internet access, microphone and speakers/headphones, and webcam.

## Recording Policy:

As of the fall semester 2023, for virtual classes, the Dept. of Entertainment Technology *requires* all students to have their camera on for their attendance. Students who participate in this class are agreeing to have their video or image recorded solely for the purpose of creating a record for students enrolled in the class to refer to. Likewise, students are agreeing to have their voices recorded.

## Class Schedule: ENT4499 Culmination Project

Week	Date	Location	Topic	Assignment
1	01/25	Online	Preliminary Proposals Presented in Seminar	Refine and Review Proposals if revision is still needed
2	02/01	Online	Introduction to OpenLab; How to: ePortfolios  Paperwork, plans, calendar, and budget	Create OpenLab Portfolio  Final proposal doc due
3	02/08	Online	How to: Final Presentation	Post Budget and calendar to OpenLab  <a href="#">OpenLab: Progress Report 1 Due</a>
4	02/15	In person – V-321	Panel 1 Progress Update (Day 1)	
	02/22	NO CLASS	MONDAY CLASS SCHEDULE	
5	02/29	Online	Panel 1 Progress Update (Day 2)	<b>Project 30% Complete</b> (1/3 <sup>rd</sup> of semester complete!)
6	03/07	In person – V-321	How to: Poster	
7	03/14	Online	Poster Session Practice	Poster rough draft due  <a href="#">OpenLab: Progress Report 2 Due</a>
8	03/21	Online	OpenLab Critique	OpenLab rough draft due
9	03/28	In person – V-321	Panel 2 Progress Update (Day 1)	<b>Project 85% Complete</b> (2/3 <sup>rd</sup> of semester complete!)
10	04/04	Online	Panel 2 Progress Update (Day 2)	Technology needs for final presentation and poster session due (including classroom request for presentation, if any)  <b><i>Class meetings end</i></b>
11	04/11	No class meeting	Ind. Adviser Meetings	<a href="#">OpenLab: Progress Report 3 Due</a>
12	04/18	No class meeting	Ind. Adviser Meetings	

***4/25 – Spring Break, no class***

13	05/02	No class meeting	Ind. Adviser Meetings	
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14	05/09	In person – V-321	Individual Presentations  <b>Poster Session @ Voorhees Theatre (1 pm – 5 pm)</b>	<b>Project 100% Complete</b>  Present individually to professor, advisers, classmates, and invited guests (if applicable).  <i>All students of the section must attend.</i>  OpenLab site complete, including <a href="#">Project Reflection (2 pages)</a>
<b>Final Exam Week</b>	05/16	In person – V-321	Individual Presentations	Present individually to professor, advisers, classmates, and invited guests (if applicable).  <i>All students of the section must attend.</i>

Notes:

1. If there is any schedule change concerning in-person sessions, students will be notified in advance.
2. On OpenLab, your weekly progress report should be written in your ePortfolio.

**Event Attendance Policy (Departmental Policy)**

If you are going to work in our Industry, it is as important to be an educated and engaged audience member as it is to have a clear understanding of what happens behind the scenes. Also, when your peers and/or faculty are working hard on an event for the department, they should be rewarded with your strong support and encouragement, even though you may have had nothing to do with that project. There is nothing worse, after working a “zillion” hours, to have a small audience.

Therefore, as part of completion of this course you will be REQUIRED to attend at least one of the department's events. Please come and show your support as often as you can!

**Academic Integrity Policy (College Policy)**

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion. The complete text of the College policy on Academic Integrity may be found in the catalog.

## Zoom Information

<https://us02web.zoom.us/j/82984245373?pwd=MlhyQmRMQloyVExiWWtOMnRkYVhJdz09>

Meeting ID: 829 8424 5373

Passcode: 871846

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One tap mobile

+16469313860,,82984245373#,,,,\*871846# US

+16465588656,,82984245373#,,,,\*871846# US (New York)

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Dial by your location

- +1 646 931 3860 US
- +1 646 558 8656 US (New York)
- +1 312 626 6799 US (Chicago)
- +1 301 715 8592 US (Washington DC)
- +1 305 224 1968 US
- +1 309 205 3325 US
- +1 386 347 5053 US
- +1 507 473 4847 US
- +1 564 217 2000 US
- +1 669 444 9171 US
- +1 669 900 9128 US (San Jose)
- +1 689 278 1000 US
- +1 719 359 4580 US
- +1 253 205 0468 US
- +1 253 215 8782 US (Tacoma)
- +1 346 248 7799 US (Houston)
- +1 360 209 5623 US

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Find your local number: <https://us02web.zoom.us/u/kdxyF1fnYW>