New York City College of Technology
Entertainment Technology Department
300 Jay Street, Room V-205 Brooklyn, NY 11201
(718) 260-5588 http://www.entertainmenttechnology.org/

ENT4410, Technical Direction, D241

2 Lecture Hours,2 Lab Hours, 3 Credits and 4 Total Hours

Prerequisites: ENT 2210 Pre- or Co-requisites: ENT 3200, ENT 3300

2014, Spring
Professor: John McCullough
Office: V205, 718-260-5506
Email: jmccullough@citytech.cuny.edu
Office Hours: Tuesday and Thursday, 11am-12pm

Class Meeting Time:

Tuesdays and Thursdays, 8am-9:40am, Room V124

Course Description:

An in depth analysis of the planning, budgeting and construction processes used in the production of scenery. Students will apply their knowledge of construction and drafting techniques and process to generate shop drawings, develop budget estimates and plan construction schedules. Lab work will focus on creating prototypes, introducing new construction materials, and developing jigs and fixtures that increase productivity and accuracy in the scene shop.

Grades:

Your grade will be determined as follows:

Participation	20%
Problem 1	15%
Problem 2	15%
Problem 3	15%
Problem 4	15%
Portfolio	20%

No late work will be accepted. No makeup work will be allowed unless it is discussed BEFORE the deadline. There will be opportunities for extra credit.

Course Expectations

This course is taught using a “problem-based” model. This is a student-centered model of instruction and it requires students to be engaged and active members of the class. Student-centered means students will be choosing what to study, what solutions to attempt, and doing a lot of learning on their own both in and out of class. In order to be successful as a class, we all have to commit to working together.

This class uses Blackboard and Openlab. You must be able to log in to both systems and receive email sent to your CUNY email address.

Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
Analyze scene design drawings	in-class assignments, problems
Create technical solutions to meet design goals	in-class assignments, problems
Generate shop drawings for scenic elements	Problems, portfolio
Produce planning and tracking paperwork for a scenery project (calendars, budgets, materials orders, receipt book, etc.)	Problems, portfolio
Read a script for technical information	Problems, presentations

Gen Ed Learning Outcomes

After taking this class, the student will be able to...	This will be demonstrated by...
Use creativity to solve problems	Problems, portfolio
Communicate using written, oral, and visual means	Problems, presentations, group work, portfolio

Required Texts And Materials:

A separate reading list will be provided for you.

Notebook or binder, 25' tape measure, pencil, architectural scale rule, safety glasses, appropriate shop attire, multitool, flashlight, USB flash drive or external hard drive.

NB: You are required to bring your equipment to every class meeting!

Attendance Policy:

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 City Tech policy that if you have more than three unexcused absences, you will fail the class.

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 and events. Please come and show your support as often as you can!

Weekly Topics

	Date	Day	Topic	Assignment Due
1	1/28	T	Intro: Class contract, problem-based learning	
2	1/30	R	Portfolios and work on Problem 1	
3	2/4	T	Problem 1 Presentations	Problem 1
4	2/6	R	What is a Technical Director?	
5	2/11	T	Problem 2 Sketch presentations	Problem 2 Initial Sketches
6	2/13	R	Lecture/Lab/Demo	
7	2/18	T	Lecture/Lab/Demo	
8	2/25	T	Problem 2 Final Presentations	
9	2/27	R	Work Day (John Out)	
10	3/4	T	Work Day (John Out)	
11	3/6	R	Problem 3 Sketch Presentations	Problem 3 Initial Sketches
12	3/11	T	Lecture/Lab/Demo	
13	3/13	R	Lecture/Lab/Demo	
14	3/18	T	Lecture/Lab/Demo	
15	3/20	R	Problem 3 Check-in	
16	3/25	T	Work Day (John Out)	
17	3/27	R	Work Day (John Out)	
18	4/1	T	Problem 3 Presentations	Problem 3 Complete Packages
19	4/3	R	Assign/Discuss Problem 4	
20	4/8	T	Lecture/Lab/Demo	
21	4/10	R	Lecture/Lab/Demo	
22	4/24	R	Problem 4 Sketch Presentations	Problem 4 Sketches
23	4/29	T	Lecture/Lab/Demo	
24	5/1	R	Work Day	
25	5/6	T	Lecture/Lab/Demo	
26	5/8	R	Problem 4 Check-in and Work time	
27	5/13	T	Lecture/Lab/Demo	
28	5/15	R	Work Day	
29	5/20	T	Problem 4 Presentations	Problem 4 Complete Packages
30	5/22	R	Portfolio Presentations	

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.