



New York City College of Technology
Entertainment Technology Department
300 Jay Street, Room V-203 Brooklyn, NY 11201
(718) 260-5588 <http://www.entertainmenttechnology.org/>

ENT4410, Technical Direction, D267

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

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

2018, Spring

Professor: John McCullough

Office: V121B, 718-260-5506

Email: jmccullough@citytech.cuny.edu

Office Hours: Tuesdays and Thursdays, 11am-1pm

Class Meeting Time:

Mondays and Wednesdays, noon-12:40pm, Room V225

Learning results from what the student does and thinks and only from what the student does and thinks. The teacher can advance learning only by influencing what the student does to learn. –Herbert A. Simon

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.

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:

Stribling, Zachary, and Richard Girtain. *The Technical Director's Toolkit: Process, Forms, and Philosophies for Successful Technical Direction*. Focal Press, 2016..

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!

Grades:

Every piece of work you produce (in-class activities, homework, projects) will receive detailed feedback from me, but they WILL NOT BE GRADED. This feedback will indicate the strengths and weaknesses of your work, as well as areas to improve and what skills or concepts you should learn next.

We will determine your final grade together during a grading conference at the end of the semester. You will use your learning portfolio to write a self-assessment of your work and suggest the grade that you think have earned based on your mastery of the concepts and skills introduced in class. We will review your assessment and portfolio together, and come to an agreement about your grade.

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.

Weekly Topics

	<u>Date</u>	<u>Day</u>	<u>Topic</u>	<u>Assignment Due</u>
1	1/29	M	Intro: Class contract, problem-based learning	
2	1/31	W	Portfolios and work on Problem 1	
3	2/5	M	Problem 1 Presentations	Problem 1
4	2/7	W	What's a Technical Director? Assign Problem 2	
	2/12	M	College Closed	
5	2/14	W	Problem 2 Sketch presentations	Problem 2 Initial Sketches
	2/19	M	College Closed	
6	2/20	T	Lecture/Lab/Demo	
7	2/21	W	Problem 2 Final Presentations, Assign Problem 3	
8	2/26	M	Work Day	
9	2/28	W	Problem 3 Sketch Presentations	Problem 3 Initial Sketches
10	3/5	M	What is true? How do we know things?	
11	3/7	W	Lecture/Lab/Demo	
12	3/12	M	Work Day	
13	3/14	W	Work Day	
14	3/19	M	Lecture/Lab/Demo	
	3/21	W	SNOW DAY	
15	3/26	M	Problem 3 Check-in	
16	3/28	W	Lecture/Lab/Demo	
	4/2	M	No Class – Spring Recess	
	4/4	W	No Class – Spring Recess	
17	4/9	M	Lecture/Lab/Demo	
	4/11	W	Friday Schedule	
18	4/16	M	Problem 3 Presentations	Problem 3 Complete Packages
19	4/18	W	Assign/Discuss Problem 4	
20	4/23	M	Preparing a Budget Estimate – activity in class	
21	4/25	W	<i>F2M</i> Play Discussion	Read <i>F2M</i>
22	4/30	M	Problem 4 Sketch Presentations	Problem 4 Budget Estimates
23	5/2	W	Making a schedule – activity in class	Revised Problem 4 Budget Estimates
24	5/7	M	Work Day	
25	5/9	W	Portfolio Practice – activity in class	
26	5/14	M	Problem 4 Check-in and Work time	
27	5/16	W	Lecture/Lab/Demo	
28	5/17	R	Work Day	
29	5/21	M	Problem 4 Presentations	Problem 4 Complete Packages
30	5/23	W	Portfolio Presentations	Portfolios