



**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

2019, Spring

Professor: John McCullough

Office: V203, 718-260-5506

Email: [jmccullough@citytech.cuny.edu](mailto:jmccullough@citytech.cuny.edu)

Office Hours: Mondays and Wednesdays, noon-2pm or by appointment

**Class Meeting Time:**

Tuesdays and Thursday, 4-5:40pm, 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 Openlab. You must have an OpenLab account, and join the class at [openlab.citytech.cuny.edu/techdirectionsp2019](http://openlab.citytech.cuny.edu/techdirectionsp2019) . You must be able to 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

	<b>Date</b>	<b>Day</b>	<b>Topic</b>	<b>Assignment Due</b>
<b>1</b>	1/29	T	Intro: Class guidelines, problem-based learning	
<b>2</b>	1/31	R	Portfolios and work on Problem 1	Writing 1 – Problem Solving
<b>3</b>	2/5	T	Problem 1 Presentations	Problem 1
<b>4</b>	2/7	R	What’s a Technical Director? Assign Problem 2	Drafting 1 – Flats
	2/12	T	<b>College Closed</b>	
<b>5</b>	2/14	R	Problem 2 Sketch presentations	Problem 2 Initial Sketches
<b>6</b>	2/19	T	Lecture/Lab/Demo	
<b>7</b>	2/21	R	Problem 2 Final Presentations, Assign Problem 3	Problem 2
<b>8</b>	2/26	T	Assign Problem 3, Problem 3 Sketch Presentations	Problem 3 - Initial Sketches Writing 2 – What I learned
<b>9</b>	2/28	R	What is true? How do we know things?	Problem 3 – Test Proposal
<b>10</b>	3/5	T	Lecture/Lab/Demo, Assign Drafting 2	Revised Test Proposal; Notes Check
<b>11</b>	3/7	R	Work Day	
<b>12</b>	3/12	T	Work Day	Drafting 2 - Platforms
<b>13</b>	3/14	R	Lecture/Lab/Demo	
<b>14</b>	3/19	T	Problem 3 Check-in	Problem 3 Test Results
<b>15</b>	3/21	R	Lecture/Lab/Demo	Writing 3 – Report Response
<b>16</b>	3/26	T	Lecture/Lab/Demo	
<b>17</b>	3/28	R	Problem 3 Presentations	Problem 3 Complete Packages
<b>18</b>	4/2	T	Assign/Discuss Problem 4	
<b>19</b>	4/4	R	Preparing a Budget Estimate – activity in class	Notes Check
<b>20</b>	4/9	T	F2M Play Discussion	Read F2M
<b>21</b>	4/11	R	Problem 4 Sketch Presentations	Problem 4 Budget Estimates
<b>22</b>	4/16	T	Making a schedule – activity in class	Revised Problem 4 Budget Estimates
<b>23</b>	4/18	R	Work Day	
	4/23	T	<b>College Closed</b>	
	4/25	R	<b>College Closed</b>	
<b>24</b>	4/30	T	Work Day	Writing 3 – Management
<b>25</b>	5/2	R	Portfolio Practice – activity in class	Drafting 3 – Stairs and railings
<b>26</b>	5/7	T	Problem 4 Check-in and Work time	
<b>27</b>	5/9	R	Lecture/Lab/Demo	
<b>28</b>	5/14	T	Work Day	
<b>29</b>	5/16	R	Problem 4 Presentations	Problem 4 Complete Packages
<b>30</b>	5/21	T	Portfolio Presentations	Portfolios; Notes Check