Briana Torres Problem #2

Technical Direction

In problem 2, our job was to deliver a platform plan for a raked stage. The bigger picture made sense for the reason being that platforms are fairly easy (to me at least) because of my experience with them. Overall it seemed as if there were no hidden mysteries within the project, which later changed. The beginning stages of planning were a bit difficult because I had to work alone and come up with questions on my own because of current situations of my colleagues. I was used to working with a group prior so it got me in the habit of others questioning or elaborating on my ideas. It was until after the first meeting that I had realized that I did not quite grasp the entire problem accordingly. I missed a couple of details on the drawings, which identified the fact that the stage was in fact a raked platform. This unfortunately changed my full approach to the problem and sketches I had already done. I also note that coming together with everyone to share their ideas really helped me see other perspectives and influence my own. The main issues for this problem were time and stability. The show called for a very quick turn around as well as providing the stability for a rock band following a talent show. One main idea that I spent much of my time on was budgeting hours to see precisely how much time it would take. Once realizing my own mistake on the raked stage I transferred ideas and came up with an alternative and easier build to allow for faster load-in. It was crucial that I had enough time as well as people to execute the task at hand. I based the majority of the problem through my personal experiences without doing much testing because the build was fairly simple. The hardest part for me was taking on too many responsibilities at once. I questioned myself often because I needed certain pieces of information to identify with others and that information lacked because others did not pull through timely. One idea that was discussed together was to have painters do the logo for the band over night but later tossed the idea because we found an alternative solution such as a decal that was less costly and required less people/time.

This project was similar to the first problem in the sense that it required a lot of planning and communication to be effective. In problem 2, I may have learned the most when it came to terms of working in a group. It was a big strain to assign tasks to people and then they would not deliver or not show up and it set back the timeline of the project which left less room for actual problem solving. In this case, I learned to always have back up plans. Another vital communication factor that I learned is that although we all have everyday obstacles you have to identify for yourself what should be your priorities and make time for them. The project could have ran a little more smooth if in person communication and discussions were present. Face to face communication is key when helping each other to really see your perspective on things. This directly applies to the real world because if you do not communicate to your employer or fail to deliver then your job is at risk or the likelihood that you will even be called back again to work with someone.