



# NEW YORK CITY COLLEGE OF TECHNOLOGY



## Entertainment Technology Voorhees Hall, room V 203

### Who We Are

#### Bachelor of Technology in ENTERTAINMENT TECHNOLOGY

The entertainment industry has grown tremendously in the last 30 years. As with film and theatre, the increasing prominence of the theme park, music concerts, malls and amusement, the use of immersive technologies in advertising and marketing, sporting events, and the expansion of cable and independent television has created an entirely new job market for technicians, managers and designers. City Tech's Entertainment Technology program, the only one of its kind in the Northeast, and one of the few in the world, is designed to address these changes and provide students with the specialized technical coursework that is required to work in a variety of professional environments.

The program seeks to provide highly competent graduates for careers as scenery, lighting, sound, video, and show systems technologists, technical and production managers, equipment marketing representatives and personnel for distributors and rental houses in the entertainment industry. The program offers additional career options in the allied fields of film and television production; display design and construction; trade show exhibitions; club, casino and theme-park operations and all related performing arts production. Students desiring careers as designers or content creators can also benefit from the integrated technical and production components, and the degree provides a compelling stepping stone to more advanced design work at the graduate level.



# NEW YORK CITY COLLEGE OF TECHNOLOGY

## Bachelor of Technology in EMERGING MEDIA TECHNOLOGY

The BTech in Emerging Media Technologies is a four-year undergraduate program within the department of Entertainment Technology focused on creating the next generation of creative technologists for the expanding emerging media industries of New York City and beyond. Students develop solid skills within the framework of an integrated technical production-based curriculum. This uniquely qualifies them to work within the agile interdisciplinary teams that define today's media industry environment.

The program is one of a kind in its approach integrating media design theory and practice, computing media models and principles, and engineering methodology and implementation. In collaborative learning workshops, students gain hands-on experience using media production tools, develop skills in rapid prototyping, system integration, teamwork, software knowledge, and the tools to evaluate the viability of new media technologies. Advanced students create new media tools and software. The goal is to cultivate creative thinking capable of anticipating future applications of media technologies.

Students will complete the program with a technical production portfolio in their concentration area, a basic understanding of each of the concentration areas, and skills in production management, collaborative production (teamwork), and cooperative project design (collaborative design). Students will also learn general media and production technology including computer aided drafting and design software, simulation software, 3D modeling software, and digital media production competencies in audio, video, and web-based media. All students master basic competencies in interaction design.

### Degrees Conferred

Emerging Media Technology/BTech (MTEC)

Entertainment Technology/BTech (STB)

### Chair Person

John McCullough, Associate Professor, Chair

### Faculty and Staff

Professors: John Huntington, Charles Scott

Associate Professors: Sue Brandt, John McCullough, Ryoya Terao

Assistant Professors: Allison Berkoy, Heidi Boisvert, Adam Wilson

Senior CLT: John Robinson

CLT: Rudy Guerrero

CUNY Office Assistant: Margarete Medina



# NEW YORK CITY COLLEGE OF TECHNOLOGY

## Interesting/Important Facts

Students benefit from studying in small classes under the guidance of professional, industry-oriented faculty and learning in industry-standard facilities. New York City is an added resource to further enhance the dynamic and diversified course offerings. Student clubs are an important part of the study in the program and include:

### **City Tech Theatreworks:**

Each semester, students participate in one or more productions or workshops led by industry professionals.

### **The Stagecraft Club:**

Members attend guest lectures by industry specialists, manufacturer product demonstrations, and field trips to local shops and theatres.

### **The Society of Motion Picture and Television Engineers Student Chapter:**

This national group provides students with the opportunity to meet industry leaders and professionals, and to interact outside of the classroom with other students and faculty who have an interest in the motion imaging industry.

Entertainment Technology alumni can be found in the professional live performance venues, in design, installation and manufacturing shops, in television and video/film concert venues, as well as working with many entertainment-related companies in their respective communities. Student technicians receive valuable training by participating in the lighting, sound, video, show systems, production, publicity, and scenery crews for performances each year. For further information, call 718.260.5588 at the Entertainment Technology office in Voorhees Hall.

### **City Tech E-Sports Club**

The City Tech E-Sports Club brings students together who have an interest in gaming. The club aims to build a community where students can socialize, compete and express their passion for gaming. The club also seeks to compete at collegiate tournaments and host local competitive events.