Entertainment Technology Program – NYC College of Technology

Instructor: Bruce Ellman   Mon & Weds. 12:00-1:40pm
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NOTE: This is a tentative syllabus and is subject to change.

COURSE DESCRIPTION: It is expected that incoming students are already able to design and properly document sound reinforcement, public address, and communication systems as well as possess basic skills in the use of computer audio recording, editing, and manipulation programs. This course will investigate the creation, collaboration, and execution of sound design using modern computer-based recording and playback techniques.

Students who successfully complete this course will be able to:
- Analyze a proposed project (e.g. a play script) for its technical and storytelling needs
- Collaborate effectively as part of a production team
- Select and create the appropriate sound and music cues based on type and usage
- Determine the proper playback, reinforcement, and/or public address system strategy as applicable to specific projects
- Select and program the appropriate automation system for a specific project
- Design and implement the three systems—show, communications, and monitoring—necessary for all projects
- Fully document their design so that any competent technician can realize that design without further elaboration

Prerequisites: ENT 2370, or ENT 3390
3 credits, 4 class hrs.

REQUIRED TEXTS: While there is no specific assigned textbook, students are required to provide other supplies including blank media and source materials (e.g. other play scripts, sound recordings, etc…).

EVALUATION AND GRADING PROCEDURES: There will be four projects including the final portfolio review.

Grading will be weighted as follows:

Projects 1-4	80%
Portfolio Review	15%
Participation	5%

In this upper-level class, professional quality presentations are mandatory. Hand-drawn/written paperwork will not be accepted. Late projects, *if accepted*, will be marked down *at least* one full grade.

(Note: There are no "make-up" projects in this course, so be sure to let me know IN ADVANCE if you have a problem.)

Attendance/Promptness:
If you have a legitimate reason for missing a class/assignment, or if you will be late, you must contact me *before* class begins. It is City Tech policy that if you have three unexcused absences that you will fail the class.

Required Internet Access:
The City Tech Blackboard system is accessible through: http://www.cuny.edu. You must log in and update your email password, and then check in twice a week throughout the semester.

Lab Time:
Projects will require quite a lot of work outside of this class. Please see the department's recommended work hour guidelines and keep in mind those are suggested minimums and not necessarily applicable to this course. Avail yourself of open lab hours.

The Projects:
There will be four projects and a portfolio review. Three of the class projects and the portfolio review will be executed in teams of two or three. Each team will have at least one Lead Designer and a System Designer/Production Sound Engineer per project.

Project ONE (individual): Design, document, and build a production of "Not Waving." This project will be completed in several steps as outlined on BlackBoard

Project TWO: (Team Project "A") Design, document and build "Third" by Wendy Wasserstein.

Project THREE: (Team Project "B") Design, document and build "Comic Potential" by Alan Ayckbourn.

Project FOUR: (Team Project "C") Design, document, and build an individual assigned play (TBD)

All projects are to be designed for Voorhees Theatre. Each team, under the direction of the PSE, will do a "Shop Build" of the show in V014 and present their project to the class.

Portfolio Review:
Each team will present their portfolios in a committee setting similar to the one used by USA829 for applicant review. The portfolio will include the three team projects.

Portfolios are to be turned in by 5/12. Interviews will be conducted the week of 5/19.

Be prepared to answer questions about any and all aspects of your designs and to play examples of sound cues from any/all of the portfolio projects.