ENTERTAINMENT TECHNOLOGY

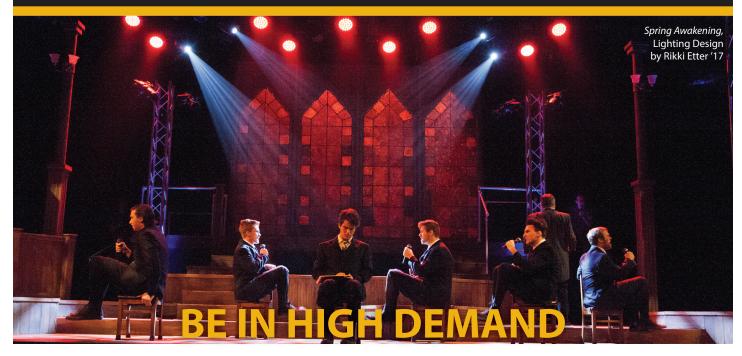*Spring Awakening,* Lighting Design by Rikki Etter '17

BE IN HIGH DEMAND

DEGREES

BACHELOR OF ARTS IN ENTERTAINMENT TECHNOLOGY (B.A.)

The B.A. in Entertainment Technology is the ideal opportunity to combine training in live entertainment, art and design, computer, and technology disciplines that several industry sectors consider high-demand areas. Students learn to balance creative vision with technological know-how through theory and practice. The "hands-on" experiential learning and production opportunities, along with internships and support from our industry partners, prepare students for an exciting and growing range of careers.

ENTERTAINMENT TECHNOLOGY

Today's entertainment world of live concerts, television, film, web-casting and theatre incorporates vast amounts of complex technology combined with artistic demand. It requires the discipline and dedication of armies of knowledgeable and skilled professionals. Now and in the foreseeable future, those students who are equipped with a balance of technology and creativity along with all the related problem-solving skills will be in high demand.

PROGRAM REQUIREMENTS

Core Requirements (24 credits)
THEA 120: Stagecraft
ENTC 220: Theatrical Lighting and Sound
ENTC 222: Vectorworks
THEA 312: Stage Design
ENTC 300: Internship/Co-op
ENTC 313: Advanced Production Techniques
ENTC 498: Independent Study/Capstone
ENTC 208: Practicum in Production (1 credit per semester, 3 credits required)

Advanced Requirements (15 credits, choose 5)
COMM 121: Intro to Media Arts Production
THEA 217: Theatre Appreciation
THEA 350: Theatre Management
THEA 310: Costume and Makeup for Stage
ENTC 495: Media Production and Stage Management
ENTC 320: Scenic Painting for Stage and Media
THEA 412: Topics: Stage Voice
ENTC 495: Portfolios and Careers
ENTC 400: Internship/Co-op (Advanced)
THEA 412: Topics: Devised Theatre
AENG 110: Communication/Information Systems
AENG 241: Drafting Communications
AENG 243: Techical Sketching, Design and Rendering
AENG 261: Electronic Systems
AENG 351: Digital Imaging

Abbreviated list – refer to Curriculum Overview for full course list.

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OBJECTIVES

The B.A. in Entertainment Technology prepares students for the in-demand jobs of today and the future. Overall, graduates of the program will be able to

1. demonstrate the core disciplinary knowledge and concepts that shape entertainment technology and apply that knowledge to areas of specialization;
2. use various technologies to creatively address entertainment-related design and production complexities; and
3. work and communicate within highly collaborative production teams and engage in design-thinking.

Students are equipped with a mix of technological know-how, design-thinking and all the related practical skills. Competencies and knowledge areas focus on the study of Entertainment Technology along with developing students' areas of specialization. More specifically, students will

• demonstrate foundational knowledge in Entertainment Technology and two or more creative disciplines or other associated media and technologies – i.e., vocabularies, generative processes, notational systems, editing systems, phases of production/exhibition/distribution, fundamental business practices;

• analyze technical challenges/projects using appropriate concepts and theory;

• devise technical solutions through an understanding of various technologies to support storytelling, narrative and other content structures;

• respond to various artistic/design goals as well as other technological, social, cultural and educational systems/requirements in developing their technical solutions;

• create cohesive design documentation for the physical and technical components of production for performance to be seen live, transmitted or recorded;

• accomplish professional assignments through collaborative work and/or organizing collaborations among various disciplines;

• understand what is effective, artistic, efficient, usable and desirable as it relates to audience-centered creative work;

• identify and demonstrate best practices in safety, industry regulations and standards, and ethical considerations and practices related to entertainment; and

• exhibit a portfolio of accomplished work in the student's professional emphasis.

Students will be ready for successful life careers by adopting both a desire for lifelong learning and the agile mindset needed to stay competitive in a growing industry with future technologies.

LOCAL INTERNSHIPS AND THEATRE RESOURCES

Atomic Design Inc.
Clair Brothers
Tait Towers
Upstage Video
Hershey Entertainment
American Music Theatre
Sight & Sound Theatre
Ephrata Performing Arts Center (EPAC)
Fulton Theatre
Strand-Capital Performing Arts Center
The Ware Center

MU Costume Rental Shop
Shumaker PDT
Production Express, Inc.
The Arden Theatre
Dutch Apple Dinner Theatre
Gretna Theatre
Pennsylvania Renaissance Faire
Totem Pole Playhouse
The Belmont Theatre
Prima Theatre
Susquehanna Stage
4Wall Entertainment

PROFESSIONAL DEVELOPMENT

Students studying Entertainment Technology have opportunities to attend professional conferences, including:
• Kennedy Center American College Theater Festival (KCACTF)
• The Live Event Association of Pennsylvania (LEAoP)
• United States Institute for Theatre Technology (USITT)

FACILITIES

Rafters Theatre, a "black box" theatre, is located in Dutcher Hall along with a studio theatre for student productions. Bassler Hall is used for class instruction and hands-on learning, and houses two fully equipped television studios, digital video and audio computer editing suites, multitrack audio recording facilities and a 24-station computer lab with current multimedia software. The Winter Visual and Performing Arts Center (VPAC) features a scenery workshop, art gallery, percussion and ensemble rooms, dance studio, 300-seat concert hall, 150-seat recital hall, 650-seat performance hall and a recording-studio suite.

ADVISEMENT

Advisement is a critical part of the Entertainment Technology major. Students will work closely with their advisor to further their academic goals. The faculty advisor for Entertainment Technology is:

Prof. Adam Boyer – Communication and Theatre
717-871-7119 | Adam.Boyer@millersville.edu

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