

ENTERTAINMENT TECHNOLOGY

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



BE IN HIGH DEMAND

DEGREE

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 & 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)

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| THEA 120 | Stagecraft |
| ENTC 2XX | Vectorworks |
| ENTC 220 | Theatrical Lighting and Sound |
| ENTC 312 | Stage Design |
| ENTC 3XX | Advanced Production Techniques |
| ENTC 300 | Internship/Co-op |
| ENTC 498 | Independent Study/Capstone |
| ENTC 201 | Practicum in Production |
| | (1 credit per semester, 3 credits required) |

Advanced Requirements (15 credits, choose 5)

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| COMM 121 | Intro to Audio-Video |
| THEA 217 | Intro to Theatre |
| THEA 350 | Theatre Management |
| ENTC 310 | Costume and Clothes for Stage and Media |
| ENTC 3XX | Production and Stage Management |
| ENTC 3XX | Scenic Painting for Stage and Media |
| THEA 412 | Topics: Stage Voice |
| ENTC 4XX | Portfolios and Careers |
| THEA 400 | Internship/Co-op (Advanced) |
| THEA 412 | Topics: Devised Theatre |
| ITEC 110 | Communications/Info Systems |
| ITEC 241 | Drafting Communication |
| ITEC 243 | Tech. Sketching, Design, Rendering |
| ITEC 261 | Electronic Systems |
| ITEC 351 | Digital Imaging |



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;
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' area 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 story-telling, 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 & 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.
- 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.

ADVISEMENT

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

Prof. Victor Capece - Communication & Theatre
717-871-7568; Victor.Capece@millersville.edu

Prof. Adam Boyer - Communication & Theatre
717-871-7119; Adam.Boyer@millersville.edu

LOCAL INTERNSHIPS AND 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 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

York Little Theatre

Prima Theatre

Lancaster Marionette Theatre

Susquehanna Stage

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, multi-track 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.

PROFESSIONAL DEVELOPMENT

Students studying Entertainment Technology have opportunities to attend professional conferences including:

- Kennedy Center American College Theatre Festival (KCACTF)
- The Live Event Association of Pennsylvania (LEAoP)
- United States Institute for Theatre Technology (USITT)