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### ENT 1100 Introduction to Entertainment and Emerging Media Technologies, Syllabus

Susan Brandt

*CUNY New York City College of Technology*

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# ENT 1100 INTRODUCTION TO ENTERTAINMENT TECHNOLOGY



New York City College of Technology  
Entertainment Technology Department  
300 Jay Street V-203  
Brooklyn, NY 11201  
(718) 260-5588  
Fax (718) 260-5591

## ENT 1100 Introduction to Entertainment Technology WN204(23989)

3 class hours, 0 lab hours, 3 credits

**Professor: Susan Brandt** [sbrandt@citytech.cuny.edu](mailto:sbrandt@citytech.cuny.edu), V203; 718.260.5595

### Virtual Office Hours:

To make a virtual appointment with Professor Brandt use the link below  
[Brandt appointment link](#)

### Virtual lecture location

Install Zoom

Use the meeting ID and password listed in the information tab on Blackboard

### Weblink to course content

#### Zoom

Meeting ID: 873 2535 5646

Password: intro

### Class Meeting Time

**Tuesday 11:30-2:00 pm. The lectures and classwork are asynchronous - this means that you can access the lecture anytime it is posted on Saturday, then complete the require homework and classwork before the due date posted on Blackboard.**

## Course Description:

An introduction to the entertainment and interactive media technology industry including working methods; processes, equipment, and facilities for live, recorded, and interactive environments, including theatre, opera, dance, concert productions, theme parks, themed-retail, cruise ship venues, video production, immersive, interactive, and virtual environments, and gaming technology. Students will investigate commercial, not for profit, independent, and corporate industry models. Related current events and career opportunities will be discussed.

## Writing Intensive Course

This course has been designated as a Writing Intensive Course (WIC). You will be responsible for writing several papers over the course of the semester. These will be graded both on content and on style/syntax. You will have an opportunity to correct your draft papers before the final grade.

## Grades

Papers	20%
Mid-term Exam	10%
Final Exam	15%
Quizzes	10%
Homework	15%
Team Projects	25%

Show participation/attitude 5%.

## Required Technology

- Access to a computer with at least 256 MB RAM and an internet connection.
- A webcam and microphone are preferred for participation in the course.
- Access to your Citytech email account.
- Access to CUNYfirst and to Blackboard
- The Zoom application, or a web browser that supports Zoom.
- If you are uncertain of your ability to take an online learning course, there is a Beginners Guide to Blackboard, and a skills assessment available on the Citytech homepage.
- **Required Internet Access**
- You must log in and update your email address, and then check in once a week throughout the semester.

## Required Materials

- 25'-0" Tape measure
- Suggested Materials
- Thumb Drive 8MB
- Flashlight 15 lumens

## Attendance/Promptness

If you have a legitimate reason for turning in an assignment late, you must contact me (sbrandt@citytech.cuny.edu) before the assignment is due.

## Show Attendance Policy (Departmental Policy)

If you are going to work in the Entertainment Industry, it is as important to be an educated and engaged audience member as it is to have a clear understanding of what happens backstage. Also, when your peers and/or faculty are working hard on a live event for the department, they must be rewarded with your strong support and encouragement, even though you may have nothing to do with that project. There is nothing worse, after working a "zillion" hours on a project, than to have a small audience. Therefore, as part of completion of this course you will be **REQUIRED** to view **a live or virtual performance this semester**. Please show your support as often as you can!

## Online Course Technology Prerequisites

You will need an email account and should be comfortable using it. The college provides an email account to all students. You should have access to and be able to use the Mozilla, Internet Explorer, Chrome Internet Explorer browsers with Blackboard. AOL users should maximize the Internet Explorer browser and minimize AOL.

You need access to a computer with at least 256 MB RAM and an Internet connection via a 56k modem or, ideally, the college T1 line.

To make sure you have the online skills necessary to take this course; please take the online survey. You will receive a score and information letting you know if you are prepared to take an online course.

## How to obtain the beginners guide to Blackboard and take the online survey

Go to the City Tech Home Page

Click on helpful links.

Scroll down to "Websupport 1."

Scroll down to Instructional Technology Tutorials and Handouts

Scroll down to "Beginners Guide to Blackboard," and click.

A series of instructional tutorials is listed

\*Student training is also available in the open student lab in the General Building, sixth floor, Room G600. The phone number for the lab is (718)254-8565.

## Online Component Description

I will be checking black board three times a week.  
will be checking my email Monday through Friday

## Blackboard menu

**ANNOUNCEMENT** is the entry point. Announcements tell you everything you might expect to hear at the beginning of a class if we were in a classroom. In our virtual classroom, you must read the announcements each time you enter the course by logging on. Check these announcements three times a week.

**INFORMATION** is where you will find information about me (phone, email, office location and so on). Our online classroom is open 24 hours a day, 7 days a week. So, if you want to ask your professor any questions about class, you can post to the discussion board. (Course syllabus, grading policies), links to Openlab and Zoom classroom. Links to make an appointment with your professor.

**HOMEWORK, QUIZZES AND TESTS** is the location to turn in all your work take weekly quizzes, your midterm and Final.

**DISCUSSIONS**- Post any questions you have about class or specific projects.

**TOOLS** is where you'll find tools for updating your personal information, creating your own Home Page (on this site), checking your grades, and exchanging word processing files with classmates and with me via the Digital Drop Box. Also, the tools for sending email to me other members of the class.

## Openlab menu

Home

Instructions is the information hub of the webpage it includes syllabus, schedule, and online etiquette

Lectures

Homework

Projects

Tools

## Learning Outcomes

**After taking this class, the student will be able to...**

**This will be demonstrated by...**

Correctly use Entertainment Technology vocabulary terms.

Proper use of terminology in class discussions, writing assignments, and team projects, as well as quizzes and tests.

Identify the different types of Entertainment Technology systems and recognize different types of components used in each.

Homework assignments that require the creation of simple technical documents using a variety of different technology components. Midterm and Final exams.

Identify and explain the traditional production process used to develop, implement, and perform live entertainment, video, and media projects.

Video response paper, tests, discussion, and participation in the team projects.

Read and interpret simple technical documents, including architectural plans, inventories, and system diagrams.

Assignments and team projects.

Identify the types of documentation used in each discipline within the entertainment and media technology fields.

Short assignments and team projects.

Identify and describe the different types of technology used at performance, installation, and virtual venues and describe how they impact the audience experience.

In-class discussion and video presentations that analyze a variety of different entertainment productions. Students will also see several performances, exhibitions, and/or installations, and write response papers.

Identify personnel and their responsibilities in typical entertainment organizations.

Quizzes and tests. Participation in the Team projects that simulate production teams, each member having a different set of responsibilities that map into professional production development.

## Papers

There will be a mixture of formal and informal writing throughout the semester. You will write two formal papers, as well as in-class writing assignments, your class journal, and written sections of your team project. Communicating your ideas with the written word is an important skill in the entertainment industry.

## Themed Environment Project

This is one of the major projects of the class. You will be a team member in a project that will develop a theoretical exhibit for a themed attraction. You will be required to provide paperwork and take part in a class presentation.

## Homework

Above and beyond the major projects, you will also have a variety of smaller homework projects, papers, etc. These usually are assignment sheets involving terminology and systems. There will be some research component as well.

## Quizzes

Frequent small quizzes will be given before or during the class. These will often be on Blackboard, so it is essential that you have Internet access and are able to access the site. Usually, these cover terms based on the previous week's lecture. These quizzes will also cover the assigned readings.

## Video Project

This is another team-based project, of shorter duration. Students will work as a team to plan, produce, and edit a short (VERY SHORT) video, using standard techniques of preproduction, production, and postproduction.

## Midterm and Final Exams

These are comprehensive and will cover all topics covered in the class. A final review sheet will be provided that to help you prepare for the tests.

## Recommended Text:

*The Backstage Handbook* by Paul Carter ISBN 0-911747-39-7