



2023-2024 Academic Year

Entertainment Technology

Associate in Applied Science Degree (A.A.S.)

Liberal Arts Division

[609.570.3378](tel:609.570.3378) admiss@mccc.edu

The Associate in Applied Science in **Entertainment Technology** prepares students for careers in the entertainment industry. There are two concentrations.

The **Technical Theatre** concentration (ETT.THR.AAS) prepares graduates for careers as lighting and sound technicians, technical managers, equipment marketing representatives, and technical personnel for distributors and rental houses. Additional career options include the allied fields of film and television production; trade show exhibition; club, casino, and theme park operations; and all related performing arts production.

PROGRAM OUTCOMES

- Demonstrate entry-level professional competence as a lighting and sound technician;
- Write lighting and sound cues for all related performing arts productions;
- Design lights or sound for concert, stage, and video;
- Work cooperatively with colleagues;
- Create a soundtrack for theatre, film, or concert performances;
- Set up and operate lighting and sound control systems;
- Demonstrate basic proficiency using digital audio workstations and professional sound editing programs;
- Troubleshoot common technical problems encountered when using complex combinations of lighting, sound, and video equipment.

Students are expected to become involved in the technical, managerial, and performance aspects of college theatre productions and other entertainment activities. All students are required to complete a practicum in entertainment technology.

The **Music Technology** concentration (ETT.MUS.AAS) integrates music theory and performance with a comprehensive array of technical and business skills that enable the graduate to pursue a variety of career tracks in the music industry such as record producer, recording engineer, remix engineer, sound technician for live shows and concerts, as well as careers in the field of film scoring and film music editing. Other career options in the

music entertainment industry include artist development and management, promotion, and marketing.

PROGRAM OUTCOMES

- Demonstrate basic proficiency at the piano keyboard;
- Demonstrate a working knowledge of music theory, including note reading, scale and chord construction, and the principles of voice leading and composition;
- Understand the history of African American music of the 20th century and its relevance to contemporary popular music;
- Create original musical compositions and record those compositions using MIDI sequencing software, a Macintosh computer and Windows-based PC, and MIDI synthesizer keyboard;
- Demonstrate a working knowledge of the music business, including copyright and contract law, artist management, and marketing strategies;
- Demonstrate entry-level professional competence as a sound technician;
- Set up sound reinforcement equipment;
- Demonstrate entry-level competence as a technical manager in the entertainment industry.

Since most business- and technology-related careers in the entertainment industry require additional training and experience, students may take advantage of the many internship programs now available, such as those offered by Sony Music in New York, Disney Productions in Florida, and Passage Theatre as well as Boehme Opera Company in Trenton.

Alternatively, students may choose to matriculate at one of the growing number of four-year institutions now offering a baccalaureate degree in music business and technology or entertainment technology. Students have transferred to Stockton State University, Ramapo College, Temple University, Mercy College in Westchester, NY, and The College of New Jersey.

The latest equipment and software is provided for student use in both concentrations. Professional equipment includes the latest high-end moving lights, color changers, color mergers, lighting control, digital and analog sound mixers, signal processors, sound production software, sequencing software, MIDI controllers, and multi-track digital recording.

Our facilities include a black box theatre fully equipped with lighting and sound equipment, a sound lab with 14 high-end digital audio workstations and three control surfaces, in addition to studios for multi-track live recording.

The Entertainment Technology program may be pursued part-time or full-time and may be completed by daytime or evening attendance. Admission requires a high school diploma or its equivalent.

Technical Theatre CONCENTRATION

DEGREE CURRICULUM

2023-2024 Academic Year

ETT.THR.AAS

CIP 509999

The course sequence below represents a recommended example of how this degree program can be completed in two years, presuming a Fall Term start and satisfaction of all Developmental Studies (Foundations courses) requirements and prerequisites. Actual approaches toward completion depend on each student's anticipated transfer institution, career objectives, or other individual circumstances.

Students are encouraged to meet regularly with an academic advisor or Success Coach to consider options, establish plans, and monitor progress.

Code	Course (lecture/lab hours)	Credits	To Do This Semester
FIRST SEMESTER			
<u>ENG 101</u>	English Composition I (3/0)	3	✓ Meet with your faculty advisor to complete an academic plan. Make sure you are aware of any course prerequisites you may need to take, and how long it will take to complete your degree.
<u>ETT 102</u>	Introduction to the Entertainment Industry (2/2)	3	
<u>MAT 125</u>	Elementary Statistics I (3/0)	3	
<u>THR 101</u>	Introduction to Theatre (3/0)	3	
	<i>OR</i>	3	✓ Use your online tools: Check your <u>MercerMail</u> daily, utilize features of Office 365, and get to know <u>Student Planning</u> .
<u>MUS 103</u>	Introduction to Music (3/0)	3	
— —	<u>Diversity and Global Perspective general education elective</u>	3	
			✓ Take advantage of <u>Learning Centers</u> or <u>Online Tutoring</u> to support your studies and assignments.

SECOND SEMESTER

CMN 153	Digital Audio Production I (2/2)	3	<ul style="list-style-type: none"> Students in the Entertainment Technology program take ETT 102 (not CMN 151) as a prerequisite for CMN 153.
ENG 102	English Composition II (3/0)	3	<p>✓ Transitioning to college can be challenging. Meet with your Success Coach for guidance and support.</p> <p>✓ Apply for financial aid by May 1.</p>
ETT 200	Technical Production (1/90 hours)	1	<p>✓ Contact professors with questions and use their office hours to develop a connection. Talk with them to get the inside scoop on how your profession works.</p>
THR 102	Stagecraft (2/2)	3	
THR 152	Lighting Technology (2/2)	3	
THR 210	Theatre History: Classical to Elizabethan (3/0)		
	OR	3	<p>✓ Be sure to visit the Career Services office to explore jobs, internships, and career information and get help with your resume and other career tools.</p>
THR 212	Central Voices in World Drama (3/0)		<p>✓ Apply for Continuing Student scholarships at www.mccc.edu/m-scholarships.</p>

THIRD SEMESTER

ART 122	History of Art II (3/0)		
	OR	3	<p>✓ Keep in contact with each professor and your faculty advisor. Make sure you are on track to graduate on time.</p>
CMN 107	Cinema (3/0)		
CMN 111	Speech: Human Communication (3/0)		
	OR	3	<p>✓ Work with Career Services to formulate plans for after you've earned this degree.</p>
CMN 112	Public Speaking (3/0)		

CMN 254	Live Sound Reinforcement (2/2)	3	<p>✓ Develop team and leadership skills by getting involved in activities and clubs.</p> <p>✓ Apply for Continuing Student scholarships at www.mccc.edu/m-scholarships.</p> <p>✓ Manage your stress! Take advantage of the MCCC pool, Fitness Center, free yoga and Zumba. Reach out for counseling or other support if you need it. Your Success Coach can connect you with resources.</p>
THR 150	Scenic Techniques (2/2)	3	
— —	Social Science general education elective	3	

FOURTH SEMESTER

CMN 255	Sound Design (1/4)	3	<p>✓ Get ready to start your career! Begin the job application process.</p> <p>✓ Discuss your career plans with your faculty advisor. S/he can help you transition successfully.</p>
ETT 205	Arts and Entertainment Management (3/0)	3	
ETT 290	Entertainment Technology Internship	2	
PHY 111	Physical Science Concepts (2/2)	3	
THR 252	Lighting Design (2/2)	3	

Music Technology CONCENTRATION

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Code	Course (lecture/lab hours)	Credits	To Do This Semester
FIRST SEMESTER			
CMN 153	Digital Audio Production I (2/2) <ul style="list-style-type: none">Students in the Entertainment Technology program take ETT 102 (not CMN 151) as a prerequisite for CMN 153.	3	✓ Meet with your faculty advisor to complete an academic plan. Make sure you are aware of any course prerequisites you may need to take, and how long it will take to complete your degree.
ENG 101	English Composition I (3/0)	3	✓ Use your online tools:
MAT 120	Mathematics for Liberal Arts (3/0)	3	Check your MercerMail daily, utilize features of Office 365, and get to know Student Planning .
MUS 105	Fundamentals of Music Theory (3/0)	3	✓ Take advantage of Learning Centers or Online Tutoring to support your studies and assignments.
MUS 121	Piano Class I (0/2)	1	
MUS 156	The History of American Pop Music (3/0)	3	

SECOND SEMESTER

CMN 253	Digital Audio Production II (2/2)	3	<p>✓ Transitioning to college can be challenging. Meet with your Success Coach for guidance and support.</p> <p>✓ Apply for financial aid by May 1.</p> <p>✓ Contact professors with questions and use their office hours to develop a connection. Talk with them to get the inside scoop on how your profession works.</p> <p>✓ Be sure to visit the Career Services office to explore jobs, internships, and career information and get help with your resume and other career tools.</p> <p>✓ Apply for Continuing Student scholarships at www.mccc.edu/m-scholarships.</p>
ENG 102	English Composition II (3/0)	3	
MUS 123	Music Business (3/0)	3	
MUS 127	Music Theory I (2/2)	3	
MUS 155	History of Jazz and Blues (3/0)	3	
MUS 167	Musicianship I (0/2)	1	

THIRD SEMESTER

CMN 111	Speech: Human Communication (3/0)	3	<p>✓ Keep in contact with each professor and your faculty advisor. Make sure you are on track to graduate on time.</p>
	<i>OR</i>		
CMN 112	Public Speaking (3/0)		
CMN 254	Live Sound Reinforcement (2/2)	3	<p>✓ Work with Career Services to formulate plans for after you've earned this degree.</p>
CMN 256	Digital Audio Production III (2/2)	3	
MUS 122	Piano Class II (0/2)		

	<i>OR</i>		1	<p>✓ Develop team and leadership skills by getting involved in activities and clubs.</p> <p>✓ Apply for Continuing Student scholarships at www.mccc.edu/m-scholarships.</p> <p>✓ Manage your stress! Take advantage of the MCCC pool, Fitness Center, free yoga and Zumba. Reach out for counseling or other support if you need it. Your Success Coach can connect you with resources.</p>
MUS 142	Guitar Class I (1/1)			
— —	Diversity and Global Perspective general education elective		3	
— —	Social Science general education elective		3	

FOURTH SEMESTER

CMN 255	Sound Design for the Entertainment Industry (1/4)		3	<p>✓ Get ready to start your career! Begin the job application process.</p> <p>✓ Discuss your career plans with your faculty advisor. S/he can help you transition successfully.</p>
ETT 205	Arts and Entertainment Management (3/0)		3	
MUS 235	Music Composition in the Virtual Studio (2/2)			
	<i>OR</i>		3	
THR 152	Lighting Technology (2/2)			
PHY —	Lab Science general education elective		3	
	<ul style="list-style-type: none"> Select from the PHY category of general education courses. PHY 111 recommended. 			