GROSSMONT COLLEGE

COURSE OUTLINE OF RECORD

Curriculum Committee Approval: 04/26/2022

 GCCCD Governing Board Approval: 06/14/2022

THEATRE ARTS 104C – THEATRE PRODUCTION PRACTICUM: LIGHTING/SOUND III

1. Course Number Course Title Semester Units

THTR 104C Theatre Production Practicum: Lighting/Sound III 2

Semester Hours: 6 hours laboratory 96-108 hours 96-108 total hours

1. Course Prerequisites

 A “C” grade or higher or “Pass” in Theatre Arts 104B or equivalent.

Corequisite

None

Recommended Preparation

None

1. Catalog Description

Supervised participation in intermediate level lighting and sound implementation for a Theatre Arts production.

1. Course Objectives

The student will:

* 1. Plan or propose a method by which a lighting and sound element will be realized.
	2. Practice intermediate level lighting and sound installation and operation techniques to facilitate a theatrical production.
	3. Interact with other members of the production in a respectful, courteous, professional and safe manner.
	4. Demonstrate ability to responsibly and predictably complete assigned tasks associated with lighting and sound implementation in a theatre.
	5. Contribute to Theatre Arts productions that expose students and audiences to diverse stories and perspectives.
	6. Evaluate and assess the final completed lighting and sound element.
1. Instructional Facilities
	1. Theatre arts complex—Stagehouse theatre.
	2. Lab theatre.
	3. Scene shop.
	4. Light/sound booth.
	5. PVAC.
	6. Theatre rigging/fly system.
2. Special Materials Required of Student
	1. Elementary Hand Tools (Adjustable wrench, tape measure).
	2. Appropriate clothing as required for a specific position within the production.
3. Course Content
	1. Implementation of lighting and sound for a Theatre Arts Department production, which will be presented to an audience.
	2. Intermediate level techniques of lighting and sound equipment installation, usage, and programming.
		1. Intermediate level use and handling of lighting and sound equipment (lighting instruments, wireless microphones, headsets, lighting/sound consoles).
		2. Intermediate level lighting instrument hang, circuit and focus.
		3. Ladder and electric lift safety and protocols.
		4. Intermediate level cabling, equipment and fixture repair and maintenance.
		5. Intermediate level lighting and sound drawings and block diagrams.
	3. Understanding of lighting and sound design process and implementation.
4. Method of Instruction
	1. Demonstrations
	2. The student will be assigned a specific job title/assignment in the areas of lighting and sound.
	3. Drawings and individual verbal instructions will be given as to how certain lighting/sound related assignments for the production will be accomplished.
	4. Attendance at selected performances
5. Methods of Evaluating Student Performance
	1. Successful completion of assigned lighting and sound tasks according to established schedule.
	2. Respectful feedback on construction skills and application of knowledge.
	3. Final project performance (work methods, interaction with others, dedication, reliability, and competency).
6. Outside Class Assignments

 Reading of specific production scripts.

1. Representative Texts
	1. Representative Text(s):

 Script(s) related to production(s) being produced in the Theatre Arts Department.

 Examples:

* + 1. Nottage, Lynn. *By the Way, Meet Vera Stark*. New York, NY: Dramatists Play Service, Inc., 2011
		2. Hamill, Kate. *Pride and Prejudice*. New York, NY: Dramatists Play Service, Inc., 2017.
	1. Supplementary texts and workbooks:

Gillette, J. Michael*. Theatrical Design and Production.* New York, NY. McGraw Hill, 2019.

Addendum: Student Learning Outcomes

Upon completion of this course, our students will be able to do the following:

1. Demonstrate safe work habits in the area of theatre lighting and sound.
	1. Implement, assemble, set-up or manage a technical component of lighting and sound for a production.
	2. Demonstrate the ability to work collaboratively and respectfully with lighting and sound personnel, actors, directors, and other technical and design staff personnel.