

Entertainment Technology AATECH Course Descriptions

Computer Applications CSIT 120 (*Prerequisite for all AATECH courses*): Hands-on experience with microcomputers and microcomputer applications featuring the use of Windows, word processing, spreadsheet, database, and presentation graphics software.

Graphic Design ARTD 100: Design principles as they apply to graphic communication. Abstract and pictorial design for the printed media. Film and architectural signage. Lettering is applied as an abstract design element.

Hardware and O.S. Fundamentals CSNT 110: Provides the knowledge and skills necessary to build a foundation in computer hardware and operating systems. Includes P.C. hardware and operating system fundamentals; installation, configuration and upgrading; diagnosing and troubleshooting; preventative maintenance; motherboards, processors, and memory; printers; and basic networking, including network operating systems.

Business Management BMGT 105: Analysis of personal qualifications, forms of ownership, sources of information, financing, planning, legal problems, record keeping, advertising, insurance, sales promotions, credit, public relations, and current aids to successful management.

Business Math BUS 110: Theory and practical application to business situations of computing trade and cash discounts, commissions, payrolls, property taxes, interest, bank discount, compound interest, present value, annuities, sinking funds, insurance, consumer credit, and depreciation.

Intro to Entertainment Technology ENTT 100 (*Requires concurrent enrollment in RTV 103*): An introduction to the live entertainment technology industry, including: working methods, processes, equipment and facilities for theatre, opera, dance, concert productions, theme parks, themed retail, cruise ship venues, and corporate special events. Related current events and career opportunities will be discussed. Attendance at several of the type of events listed above is required.

Intro to Audio Visual Systems RTV 103 (*Requires concurrent enrollment in ENTT 100*): Provides a theoretical and practical foundation in temporary and permanent video and audio systems technology for entertainment applications such as theatre, corporate events, hotel/ballroom A/V work, theme parks, museums and other related applications.

Intro to Radio and TV with Lab RTV 100, RTV 100L: A survey of American broadcasting, its development, impact and influence on our society; basic principles, mass communication theory, station operation programming, advertising, rating services, cable television, regulation, and censorship; in depth analysis of current issues and developments. Includes practice in the use of radio and television studio equipment.

Technical Theater TA 105: A general survey of technical theatre including stagecraft, lighting, sound design, costuming, make up, production organization, business management, and promotion. Course will include practical skills in all areas.

Digital Television Production RTV 120: The terminology, practices, and aesthetic considerations of visual and sound productions. Principles of producing, staging, shot composition, directing, blocking, graphics, studio techniques, and lighting for television.