Technical Theatre Training and Curriculum at Universities

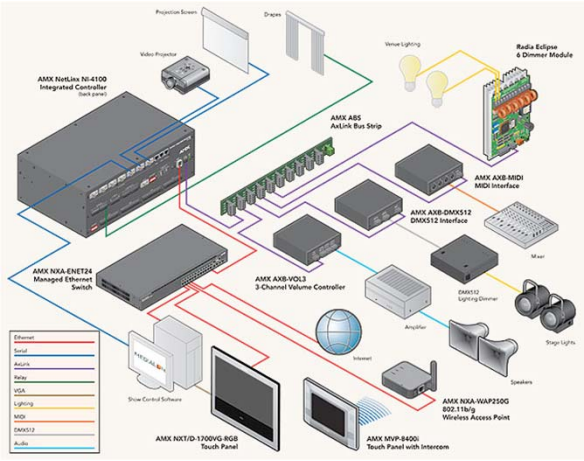
This project studies the current curricula offerings of university technical theatre programs; compose a baseline of entry-level skills required of theatre technicians by the entertainment industry; and apply the data gathered from industry to propose a model university technical theatre curriculum.

Findings:

- Develop interdisciplinary program between different departments across a university to provide technology training.
- The promotion of partnerships between the producers in the professional entertainment industry and universities.
- The entertainment industry has become highly automated through the use of computer networks. Lighting, sound, motion control, and fluid power are all now controlled via computer networking. Through my research and discussions with entertainment leaders, manufacturers and regional theatres, they all agree the importance of show network technology in every aspect of the entertainment industry.
- Entertainment control systems combine computers, networking, technology and art to bring bold ideas to reality. Universities must develop programs that can help research, develop new systems and provide training for students to implement science and technology to produce amazing art for all disciplines.

Entertainment Control Systems

Video Projections
Sound Design
Lighting Design
Scenery Automation
Hydraulics
Pneumatics
Pyrotechnics
Animatronic



A typical entertainment control system diagram

Live entertainment industries using Entertainment Control

Regional Theatre
Opera
Broadway
Concerts
Dance
Cruise Ships
Amusement Parks
Themed Restaurants
Las Vegas Shows
Museums

I am currently working with faculty from two other universities to develop a biennial survey that examines and follows current trends in live entertainment and advancements in technology.

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