

Department of Theatre

College of Arts and Sciences

Proposal: Undergraduate Minor in Entertainment Design and Technology

November 8, 2020

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Dr. David Horn
Associate Executive Dean for Undergraduate Education
114 University Hall
Columbus, Ohio 43210

RE: New Undergraduate Minor in Entertainment Design and Technology

November 18, 2020

Dear Associate Dean Horn:

I am writing to provide my strongest possible endorsement for the proposal to establish an undergraduate minor in Entertainment Design and Technology in the Department of Theatre, which, pending BOT approval will soon be known as the Department of Theatre, Film and Media Arts. This innovative minor program was designed by Associate Professor Brad Steinmetz, who is also our Director of Undergraduate Studies, in consultation with student groups, alumni and industry professionals. It was unanimously and enthusiastically endorsed by our departmental Curriculum Committee on October 19, 2020.

The proposed minor will lead to exciting, interdisciplinary collaboration between students from multiple units; we are particularly hopeful that it will attract students from the School of Engineering to our Department. It will also prepare students to obtain gainful employment in the entertainment industry, one of the most dynamic sectors of our economy that should be in full expansion once the pandemic is over.

Sincerely,

Andrew C. Shelton
Interim Chair, Department of Theatre
shelton.85@osu.edu



Department of Theatre

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Dr. Andrew Shelton
Interim Chair, Department of Theatre
1089 Drake Perf & Event Ctr
Columbus, Ohio 43210

November 8, 2020

Dear Professor Shelton:

I'm excited to share our proposal for an undergraduate **Minor in Entertainment Design and Technology**, a program that capitalizes on our department's strengths, builds bridges to students across campus and helps prepare them for one of the fastest-growing sectors in our industry. The proposal is shaped by extensive conversations with current students, alumni and industry professionals.

As you know, I'm working with Katherine Goliver's team in the Office of Advancement to form an advisory committee of industry professionals who can help provide guidance and build relationships. The Curriculum Committee reviewed and discussed the proposal in their meeting on October 19th, 2020 where it was approved unanimously.

Sincerely,

A handwritten signature in black ink, appearing to read 'Brad Steinmetz', written in a cursive style.

Brad Steinmetz, MFA
Associate Professor | Director of Undergraduate Studies
Department of Theatre | The Ohio State University
087 Drake Performance and Event Center
steinmetz.25@osu.edu | 614-688-3751

Proposed Undergraduate Minor in Entertainment Design and Technology

Draft Date: May 29, 2023

GENERAL INFORMATION

Name of program:	Minor in Entertainment Design and Technology
Proposed implementation date:	Fall 2021
Academic unit administrating program:	Department of Theatre, College of Arts and Sciences

RATIONALE

Theatre is an inherently interdisciplinary endeavor. A cast of nine actors may represent a team of ninety collaborators—designers, makers, engineers, technicians and crew—each bringing their discipline to bear toward a common purpose. These disciplines have cognates and allied fields throughout our campus at Ohio State. This minor is proposed as a bridge extending to adjacent departments and programs whose students want to apply the skills of their discipline to careers in live events, theatre and themed entertainment.

The Department of Theatre at Ohio State is uniquely capable to support this new program. With recent additions, our existing curriculum can deliver all the minor coursework immediately. We already have the essential infrastructure of venues, equipment, studios, tools and shops. Our faculty and teaching staff have the expertise. And we are already placing students into jobs in the industry.

The field of design and technology for live entertainment is quite broad and crosses into many industries. As technical capacities and audience expectations continue to escalate, live events require staff with an increasing degree of expertise, not just in technology but also in theatrical conventions and audience experience. Anecdotally, we've learned from professionals in the industry that they often look for interns and employees with the kind of complimentary backgrounds this minor can provide.

We have also identified a significant number of students who might pursue the minor, many of whom have already sought out our courses as a complement to their own programs. We've worked with many students from the College of Engineering as well as students of design, architecture and fashion. We recently held a listening session aimed at engineering students and saw more than thirty attend with questions and advice. We've also been encouraged by the response from students in the Theme Park Engineering Group, a large and active student organization we have been working with for the past few years.

ENROLLMENT and OTHER PROGRAMS

The Department of Theatre offers a Minor in Theatre. Aimed at generalists, it simply requires any 15 credits from the department at or above the 2000 level. [Note: Theatre also sustains minors in Musical Theatre, Video Arts and Media Production and Analysis; however, because they do not pertain to the subject matter proposed, they are not discussed here.]

By contrast, students in this proposed minor would select from courses specifically supporting their disciplinary interests. Also, we hope that a Minor in Entertainment Design and Technology would both attract more students with these specific interests and also serve as a more accurate credential for prospective employers.

One elective available for this minor is housed in the Advanced Computing Center for the Arts and Design (ACCAD) but is taught by a faculty member from the Department of Theatre who holds a dual appointment with both units.

Although there is no real overlap with other departments in the curriculum of this minor, we see disciplinary adjacencies across our campus. We have identified a number of programs and areas whose fields are complementary to this minor including:

- Mechanical and Aerospace Engineering
- Civil, Environmental and Geodetic Engineering
- Computer Science and Engineering
- Electrical and Computer Engineering
- Architecture
- Industrial Design
- Interior Design
- Visual Communication Design
- Fashion and Retail Studies
- Moving-Image Production
- Art & Technology
- Dance
- Music Production and Recording
- New Media and Communication Technology

It is difficult to estimate enrollment based on student interest; however, we've heard from a few dozen students who have already indicated their intention to enroll. Due to the number and frequency of courses offered for the minor, many with excess enrollment capacity, we can immediately accommodate twenty to forty students in the minor each year.

CURRICULAR REQUIREMENTS

ASC Minor Advising Sheet:

See Appendix A

Minor Course List:

DISCIPLINARY ELECTIVES - 9 hours minimum

course	credit	name	prereq	existing
Theatre 2211	3	Intro to Production Design	none	Y
Theatre 3241	3	Theatre Sound Techniques	2211	Y
Theatre 3411	3	Intro to Scene Design	2211	Y
Theatre 3511	3	Intro to Costume Design	2211	Y
Theatre 3551	3	Stage Make-Up	2211	Y
Theatre 3611	3	Intro to Lighting Design	2211	Y
Theatre 5210	3	Drafting & Modeling	none	Y
Theatre 5241	3	Topics in Sound Technology	3241	Y
ACCAD 5301	3	Devising Experiential Media Systems	none	Y
Theatre 5305	3	Painting and Drawing	none	Y
Theatre 5225	3	Period Styles for Production	none	Y
Theatre 5310	3	Fundamentals of Media Design	2211	Y
Theatre 5321	3	Video Production 1	permission	Y
Theatre 5401	3	Engineering for Entertainment	none	Y
Theatre 5403	3	Scenic Painting	permission	Y
Theatre 5501	3	Costume Technology	none	Y
Theatre 5603	3	Lighting Technology	none	Y

PRACTICIUM ELECTIVES - 3 hours minimum

course	credit	name	prereq	existing
Theatre 2000.xx	1	Production Practicum	none	Y
		includes: .02 Sound, .03 Video, .04 Scenery, .05 Costuming, .06 Lighting, .09 General		
Theatre 3000	1-2	Production Run Crew Practicum	none	Y
Theatre 4000.xx	1-3	Advanced Production Practicum	permission	Y
		includes: .01 Stage Management, .02 Sound, .03 Video, .04 Scenery, .05 Costuming, .06 Lighting, .09 General, .14 Technical Direction		
Theatre 4191	1-3	Internship	permission	Y

MINIMUM HOURS REQUIRED: 12

The study and production of live events is entirely facility-dependent. Fortunately, the Drake Performance and Event Center houses nearly all of the venues, studios, labs and support spaces that these courses need, along with the necessary tools and equipment. The Motion Lab in Sullivant Hall is also used. Because all the courses already exist, their facility use is not likely to impact other programs.

Appendix A:
Minor Advising Sheet

The Ohio State University
College of Arts and Sciences

Minor in Entertainment Design and Technology

Brad Steinmetz, Dir. of Undergraduate Studies
Department of Theatre
087 Drake Performance and Event Center
Columbus, OH 43210
614-688-3751 | steinmetz.25@osu.edu

Overview:

The Minor in Entertainment Design and Technology supports students who want to apply the skills of their discipline to careers in live events, theatre and themed entertainment

Minor Requirements:

The Minor in Entertainment Design and Technology requires a minimum of 12 hours of credit, with 9 hours from a selection of relevant electives and 3 hours from courses focusing on practical experience on productions or in the field.

Disciplinary Electives (9 credit hours)

Some courses in this minor have prerequisites; please consult the course bulletin before enrolling.

THEATRE 2211 - Intro to Production Design (3)
THEATRE 3241 - Theatre Sound Techniques (3)
THEATRE 3411 - Intro to Scene Design (3)
THEATRE 3511 - Intro to Costume Design (3)
THEATRE 3551 - Stage Make-Up (3)
THEATRE 3611 - Intro to Lighting Design (3)
THEATRE 5210 - Drafting & Modeling (3)
THEATRE 5225 - Period Styles for Production (3)
THEATRE 5241 - Topics in Sound Technology (3)
ACCAD 5301 - Devising Experiential Media Sys. (3)
THEATRE 5305 - Painting and Drawing (3)
THEATRE 5310 - Fundamentals of Media Design (3)
THEATRE 5321 - Video Production 1 (3)
THEATRE 5401 - Engineering for Entertainment (3)
THEATRE 5403 - Scenic Painting (3)
THEATRE 5501 - Costume Technology (3)
THEATRE 5603 - Lighting Technology (3)

Practicum Electives (3 credit hours)

Some courses in this minor require permission of instructor. 2000.xx and 4000.xx courses are divided into a variety of discipline-specific versions. Please consult the course bulletin.

THEATRE 2000.xx - Production Practicum (1)
THEATRE 3000 - Production Run Crew Practicum (2)
THEATRE 4000.xx - Adv. Production Practicum (1-3)
THEATRE 4191 - Internship (1-3)

Minor in Entertainment Technology program guidelines

Required for graduation No

Credit hours required Minimum of 12 hrs. 1000 level courses shall not be counted in the minor. At least 6 credit hours must be upper-level courses as defined by the College of Arts and Sciences

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE A student is permitted to overlap up to 6 credit hours between the GE and the minor.

Overlap with the major and additional minor(s)

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades required

- Minimum C- for a course to be counted on the minor.
- Minimum 2.00 cumulative point-hour ratio required for the minor.
- Course work graded Pass/Non-Pass cannot count on the minor.
- No more than 3 credit hours of course work graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits No more than 3 credit hours.

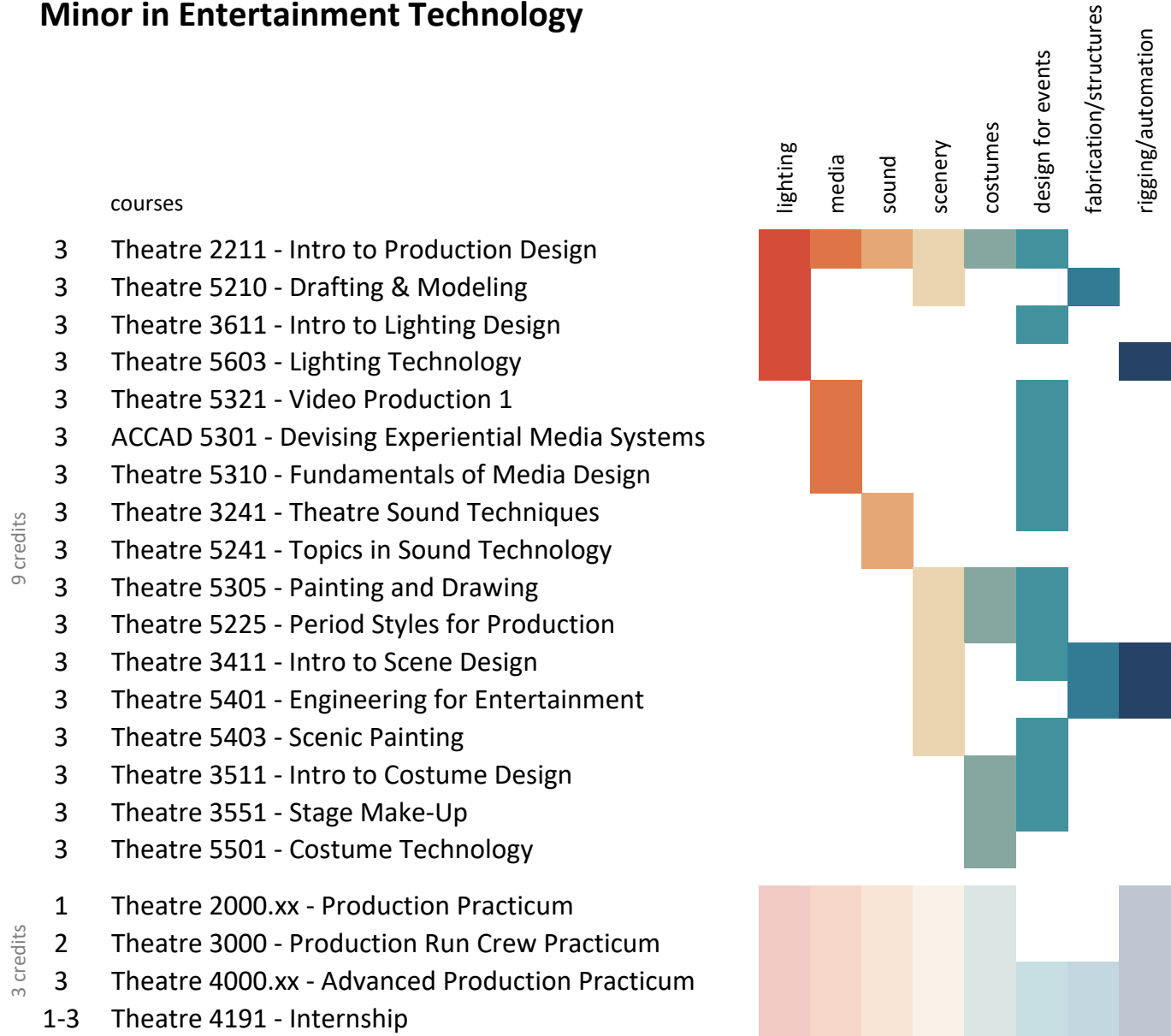
Minor Approval: The minor must be approved by the advisor or academic program coordinator for approval.

Filing the minor program form: The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor: Once the minor program is filed in the college office, any changes must be approved by the Department of Theatre, or a college/school advisor

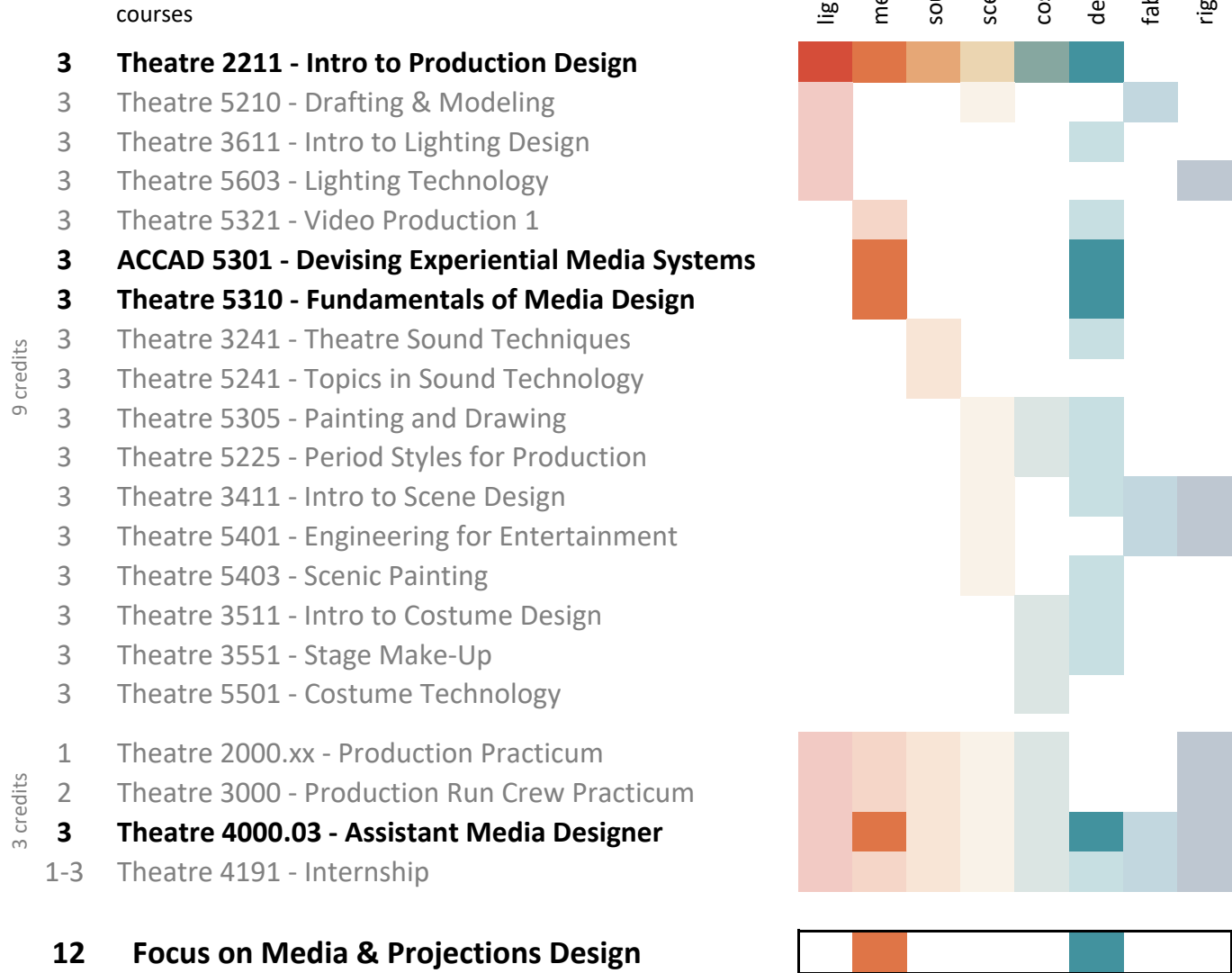
Appendix B:
Curriculum Guidance
by Discipline

Minor in Entertainment Technology

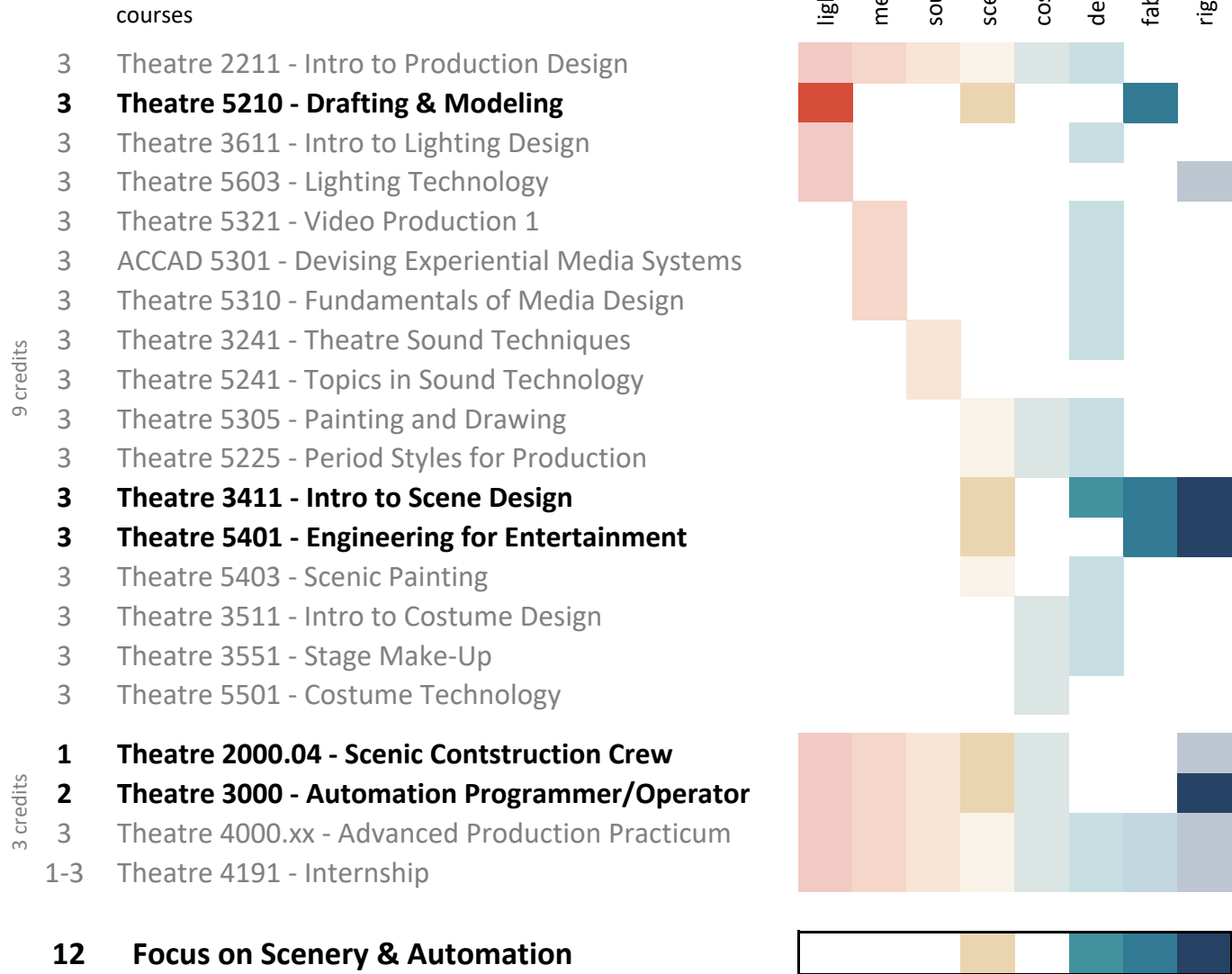


12 Hours Total

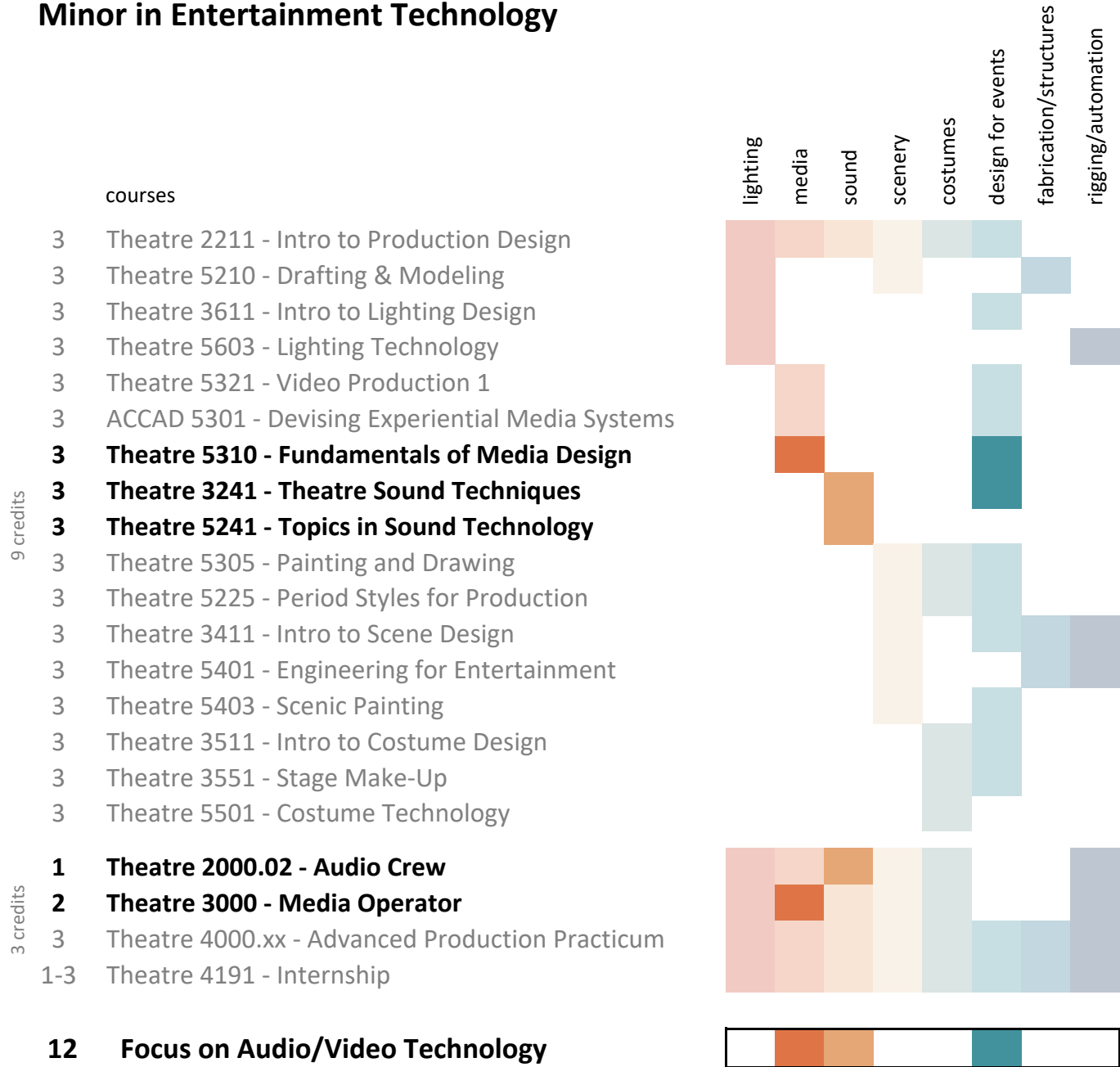
Minor in Entertainment Technology



Minor in Entertainment Technology



Minor in Entertainment Technology



12 Focus on Audio/Video Technology



Minor in Entertainment Technology

	courses
	3 Theatre 2211 - Intro to Production Design
	3 Theatre 5210 - Drafting & Modeling
	3 Theatre 3611 - Intro to Lighting Design
	3 Theatre 5603 - Lighting Technology
	3 Theatre 5321 - Video Production 1
	3 ACCAD 5301 - Devising Experiential Media Systems
	3 Theatre 5310 - Fundamentals of Media Design
9 credits	3 Theatre 3241 - Theatre Sound Techniques
	3 Theatre 5241 - Topics in Sound Technology
	3 Theatre 5305 - Painting and Drawing
	3 Theatre 5225 - Period Styles for Production
	3 Theatre 3411 - Intro to Scene Design
	3 Theatre 5401 - Engineering for Entertainment
	3 Theatre 5403 - Scenic Painting
	3 Theatre 3511 - Intro to Costume Design
	3 Theatre 3551 - Stage Make-Up
	3 Theatre 5501 - Costume Technology
3 credits	1 Theatre 2000.xx - Production Practicum
	2 Theatre 3000 - Production Run Crew Practicum
	3 Theatre 4000.05 - Assistant Costume Designer
	1-3 Theatre 4191 - Internship
12	Focus on Costume Design & Costruction

