ORIGINAL COURSE IMPLEMENTATION DATE: September 2021

REVISED COURSE IMPLEMENTATION DATE:

COURSE TO BE REVIEWED (six years after UEC approval)**:** January 2027

Course outline form version: 05/18/2018

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: THEA 125	**Number of Credits:** 3 Course credit policy (105)

Course Full Title: Technical Theatre III: Technical Controls for Performance

Course Short Title: Technical Theatre III

(Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)

Faculty: Faculty of Humanities	**Department (or program if no department):** Theatre

Calendar Description:

Practical introduction to software applications used in the live entertainment performing arts industry in technical production. Introduces industry standard applications for technical drawing and sound, lighting, and video control.

Prerequisites (or NONE):	(C+ or better in English Studies 12, English First Peoples 12, English 12, or English Literature 12) or (CPT score of 48 or better) or (evidence of any test score or course grade listed under the Degree/diploma-level English language proficiency standards in the UFV academic calendar at www.ufv.ca/calendar/current/General/EnglishProficiency.htm).
Corequisites (if applicable, or NONE):	NONE
Pre/corequisites (if applicable, or NONE):	NONE

Antirequisite Courses *(Cannot be taken for additional credit.)*

Former course code/number:

Cross-listed with:

Dual-listed with:

Equivalent course(s):

(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)

Typical Structure of Instructional Hours

Lecture/seminar hours	20
Tutorials/workshops	40
Supervised laboratory hours	
Experiential (field experience, practicum, internship, etc.)	
Supervised online activities	
Other contact hours:	
Total hours	**60**

Labs to be scheduled independent of lecture hours: ☒ No ☐ Yes

Special Topics *(Double-click on boxes to select.)*

This course is offered with different topics:

☒ No ☐ Yes *(If yes, topic will be recorded when offered.)*

Independent Study

If offered as an Independent Study course, this course may be repeated for further credit: *(If yes, topic will be recorded.)*

☒ No ☐ Yes, repeat(s) ☐ Yes, no limit

Transfer Credit

Transfer credit already exists: *(See **bctransferguide.ca**.)*

☒ No ☐ Yes

Submit outline for (re)articulation:

☐ No ☒ Yes *(If yes, fill in transfer credit form.)*

Grading System

☒ Letter Grades ☐ Credit/No Credit

Maximum enrolment (for information only): 25

Expected Frequency of Course Offerings:

Annually *(Every semester, Fall only, annually, etc.)*

Department / Program Head or Director: Heather Davis-Fisch	**Date approved:**	October 2020
Faculty Council approval	**Date approved:**	October 23, 2020
Dean/Associate VP:	**Date approved:**	October 23, 2020
Campus-Wide Consultation (CWC)	**Date of posting:**	December 4, 2020
Undergraduate Education Committee (UEC) approval	**Date of meeting:**	January 29, 2021

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Describe safe work practices and how to minimize risks related to electricity, working at heights, handing heavy equipment.
- Demonstrate set up of basic audio, projection, and lighting systems.
- Use industry standard software to record, edit, and play sound and video files (e.g. Qlab, Isadora).
- Use a lighting simulator (e.g. Capture) to virtually record and execute lighting.
- Use a lighting console to record and execute lighting scenes.
- Describe the fundamentals of technical drawing.
- Use industry standard drafting software (e.g. VectorWorks) to generate technical drawings and diagrams.
- Apply skills when working with scenes from plays by a diverse range of authors, including Indigenous authors.

Prior Learning Assessment and Recognition (PLAR)

☒ Yes ☐ No, PLAR cannot be awarded for this course because

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.)*

Lecture, class discussion, demonstrations, tutorials on software.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials *(If more space is required, download Supplemental Texts and Resource Materials form.)*

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	Jeromy Hopgood	QLab 4: Projects in Video, Audio, and Lighting Control	2nd	Routledge	2018
2.	Davin Gaddy	Media Design and Technology for Live Entertainment: Essential Tools for Video Presentation	1st	Routledge	2018
3.	Alex Oliszewski, Daniel Fine	Digital Media, Projection Design, and Technology for Theatre	1st	Routledge	2018
4.	Steve Macluskie	Vectorworks for Theatre	1st	Entertainment Technology Press	2015
5.	Dalbir, S. (ed.)	Performing Back – Post-Colonial Canadian Plays	3rd	Playwrights Canada Press	2015

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Online video tutorial bundle required. Students will be provided with scenes from a range of plays, including those by non-western and Indigenous playwrights, to work with for tutorials and workshops.

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	30%	Field experience:	%	Portfolio:	%
Midterm exam:	%	Project:	%	Practicum:	%	Other:	%
Quizzes/tests:	20%	Lab work:	50%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Week 1 Terminology and safety considerations
Week 2 Basics of sound design, Qlab tutorial 1
Week 3 Qlab tutorial 2
Week 4 Qlab workshop
Week 5 Basics of projection design, Isadora tutorial 1
Week 6 Isadora tutorial 2
Week 7 Isadora workshop
Week 8 Basics of lighting design, lighting control tutorial 1
Week 9 Lighting control tutorial 2
Week 10 Lighting workshop
Week 11 Basics of technical drawing, VectorWorks tutorial 1
Week 12 VectorWorks tutorial 2
Week 13 VectorWorks workshop