

**DUKE ELLINGTON SCHOOL OF THE ARTS
TECHNICAL DESIGN & PRODUCTION DEPARTMENT**

**THEATRE DESIGN I
SOPHOMORE: FALL 2019, SPRING 2020**

Instructor: Thom J. Woodward

COURSE DESCRIPTION

This course prepares students for a career in audio-visual technology in the technical theater, live event and recording industries. Students will learn the vernacular of audio production. Students will also explore tasks and operational procedures in all aspects of leading a production. Classroom work may be supplemented by crew assignments related to the Department's stage and other productions.

In the second half of this course students will begin a concentrated study of theater design in the area of sound. In this area students will discover the functions of design, placing the action, establishing mood, reinforcing mood, reinforcing theme, and staging the story or event.

COURSE OBJECTIVES

At the end of the course, the student should be able to:

1. Converse in the vocabulary of the discipline
2. Understand and apply the technologies and equipment used in audio production
3. Work as a member of a production team for theatrical and recording productions

METHOD OF INSTRUCTION

1. Lecture and Discussion
2. Demonstration, Illustration and Hands-on Activities
3. Printed and Online Materials

COURSE OUTLINE

- I. Properties and Characteristics of Sound
- II. Audio Equipment
 - A. Microphones
 - B. Cords, Cables, Connectors
 - C. Stands, Holders, Clips
 - D. Speakers / Monitors
 1. Stage
 2. Studio
 3. PA
 - E. Recorders
 - F. Mixers
 - G. Processors
- III. Proper Care and Handling of Audio Equipment
 - A. Storage
 - B. Packing & Unpacking
 - C. Safety
 - D. Setup and Strike
 - E. Load In and Load Out

- IV. Production / Performance Spaces
 - A. Studios
 - B. Theaters
 - C. Outdoors
- V. Acoustic Treatment
 - A. Baffles
 - B. Absorbers
 - C. Diffusors
 - D. Traps
- VI. Setup and Strike
 - A. Load In and Load Out
- VII. Production / Event Planning Process
- VIII. Applied Miking Techniques
- IX. Audio Engineering
 - A. Soundchecking
 - B. Mixing
 - C. Recording
 - D. Troubleshooting

COURSE REQUIREMENTS / GRADING

Participation (10%): Includes, attentiveness; active participation in class discussions; thoughtful criticisms; use of appropriate terminology.

Practice & Application (50%): This includes individual tasks; group tasks; research; student journals and home assignments.

Assessments (40%): This includes quizzes; projects; written reports; group projects; oral reports; and unit tests.

GRADING SCALE

The course will be graded on a combined POINT SYSTEM (for exams and quizzes) and an evaluation system (for assignments and projects), plus any extra credits earned. Grading will correlate with the following:

POINT SYSTEM:

A+	100+	B	80 - 89	D	60 - 69
A	90 - 99	C	70 - 79	F	0 - 59

PASS or FAIL SYSTEM:

Pass	10 pts
Fail	0 pts

EVALUATION POINT SYSTEM:

A+	5 pts	Exceptional	Earning an "A+" means the student has exceeded advanced understanding and exceeds assignment and project expectations, demonstrating academically superior skills and innovation in that specific area.
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A	4 pts	Excellent	Earning an “A” means the student has exhibited advanced understanding and exceeds assignment and project expectations, demonstrating academically superior skills in that specific area. An “A” is difficult to obtain and indicates unusually high achievement.
B	3 pts	Very Good	Earning a “B” means the student has exhibited proficient understanding and meets assignment and project expectations. A student receiving a “B” is right on track with the courses high academic expectations. A “B” is something to be celebrated!
C	2 pts	Good / Satisfactory	Earning a “C” means the student has exhibited basic understanding and partially meets assignment and project expectations. A student receiving a “C” understands the basic concept or skill, but has not yet reached the proficient level.
D	1 pt	Unsatisfactory	Earning a “D” means the student has exhibited minimal understanding and does not meet assignment and project expectations.
F	0 pts	Unacceptable	Earning a “F” means the student has failed to exhibit minimal understanding and does not meet assignment and project expectations.

LATE ASSIGNMENTS WILL BE ASSESSED A ONE LETTER GRADE PENALTY UNLESS ACCEPTABLE DOCUMENTATION OF EXTENUATING CIRCUMSTANCES IS PROVIDED.

GENERAL REQUIREMENTS

- A. All work must be neat and turned in on time! Work that is late or in an improper form MAY NOT BE ACCEPTED!
- B. The student must attend ALL class meetings. It is the responsibility of the student to clear all absences with the instructor.
- C. Students who miss an examination, quiz or assignment must present a signed and dated official excuse (such as one from a physician or a DESA administrator) and reschedule to complete the missed work within one week after returning to class.
- D. The instructor reserves the right to consult with others to determine the student’s performance on an assignment.
- E. The instructor reserves the right to modify the course content and direction, as well as the method of evaluation, if circumstances prove necessary. The students will be given ample notice of any changes.
- F. NO CHEATING WILL BE TOLERATED! All tests and assignments are to be your work, and any quoting or borrowing of ideas of others MUST BE ACKNOWLEDGED, and properly sited.

***This Syllabus is subject to change.**

(6/17/19)