

## THTR191 : Entertainment Lighting Practicum

### General Information

Author:	<ul style="list-style-type: none"><li>Melody Gunter</li></ul>
Course Code (CB01) :	THTR191
Course Title (CB02) :	Entertainment Lighting Practicum
Department:	T ART
Proposal Start:	Spring 2026
TOP Code (CB03) :	(1006.00) Technical Theater*
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	C - Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000653713
Curriculum Committee Approval Date:	03/26/2025
Board of Trustees Approval Date:	06/17/2025
Last Cyclical Review Date:	03/26/2025
Course Description and Course Note:	THTR 191 provides students with hands-on experience in all elements of lighting in live entertainment. Students develop the technical skills required to work as electricians, lighting programmers and light board operators in the entertainment industry. Note: Students are expected to be available for crew calls, rehearsals, and performances of GCC productions as assigned by the instructor. Additional materials including an 8" crescent wrench, work gloves and backstage appropriate clothing may be required
Justification:	New Course
Academic Career:	<ul style="list-style-type: none"><li>Credit</li></ul>
Mode of Delivery:	<ul style="list-style-type: none"><li>In-Person</li></ul>
Author:	<ul style="list-style-type: none"><li>Melody Gunter</li></ul>
Course Family:	Technical Theatre Production - Running Crew

### Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none"><li>Theater Arts</li></ul>
Alternate Discipline:	No value
Alternate Discipline:	No value

## Course Development

### Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

### Course Special Class Status (CB13)

Course is not a special class.

### Pre-Collegiate Level (CB21)

Not applicable.

### Grading Basis

- Grade with Pass / No-Pass Option

### Course Support Course Status (CB26)

Course is not a support course

## General Education and C-ID

### General Education Status (CB25)

Not Applicable

### Transferability

Not transferable

### Transferability Status

Not transferable

## Units and Hours

### Summary

<b>Minimum Credit Units (CB07)</b>	3
<b>Maximum Credit Units (CB06)</b>	3
<b>Total Course In-Class (Contact) Hours</b>	162
<b>Total Course Out-of-Class Hours</b>	0
<b>Total Student Learning Hours</b>	162

### Credit / Non-Credit Options

#### Course Type (CB04)

Credit - Degree Applicable

#### Noncredit Course Category (CB22)

Credit Course.

#### Noncredit Special Characteristics

No Value

#### Course Classification Code (CB11)

Credit Course.

Variable Credit Course

#### Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education Status (CB10)

### Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	9	0
Studio Hours	0	0

### Course Student Hours

<b>Course Duration (Weeks)</b>	18
<b>Hours per unit divisor</b>	54
<b>Course In-Class (Contact) Hours</b>	
Lecture	0

Laboratory	162
Studio	0
<b>Total</b>	162

**Course Out-of-Class Hours**

Lecture	0
Laboratory	0
Studio	0
<b>Total</b>	0

**Time Commitment Notes for Students**

No value

**Units and Hours - Weekly Specialty Hours**

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

**Prerequisites, Corequisites, Recommended Corequisites, and Recommended Preparation**

No Value

**Entry Standards**

Entry Standards	Description
No value	No value

**Course Limitations**

Cross Listed or Equivalent Course	Description
No value	No value

**Specifications**

**Methods of Instruction**

Methods of Instruction	Laboratory
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Methods of Instruction	Discussion
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Methods of Instruction	Collaborative Learning
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Methods of Instruction	Demonstrations
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**Out of Class Assignments**

No Out of Class Assignments. All assignments completed during assigned lab hours.

**Methods of Evaluation****Rationale**

Other	Participation in lighting lab assignments
Activity (answering journal prompt, group activity)	Practical lighting crew work
Project/Portfolio	Execution of multiple individual assignments pertaining to lighting in a live event

**Textbook Rationale**

This is a classic text. It is extensive to be used as a textbook for all four THTR 191-194 classes.

**Textbooks**

Author	Title	Publisher	Date	ISBN
Cater, Paul	Backstage handbook: an illustrated almanac of technical information	Broadway Press	2012	9780911747393

**Other Instructional Materials (i.e. OER, handouts)**

Description	Industry standard lighting equipment manuals and guidelines.
Author	No value
Citation	No value
Online Resource(s)	No value

## Learning Outcomes

### Course Objectives

Analyze a light plot to successfully hang, cable, and focus lighting instruments.

Experiment with intelligent lighting instruments for live events.

Inspect and assess industry standards and regulations related to lighting equipment and electrical safety.

Collaborate with a production team and technical crew to ensure successful execution of lighting elements for live events.

Operate a light board for a live event.

### SLOs

Experiment with the execution of lighting equipment for a live event, including intelligent lighting instruments and lighting consoles.

Expected Outcome Performance: 70.0

Inspect and assess common lighting system issues.

Expected Outcome Performance: 70.0

Demonstrate safe lighting power and distribution practices.

Expected Outcome Performance: 70.0

Demonstrate an understanding of how lighting equipment operates during a live production.

Expected Outcome Performance: 70.0

## Additional SLO Information

**Does this proposal include revisions that might improve student attainment of course learning outcomes?**

No

**Is this proposal submitted in response to learning outcomes assessment data?**

No

**If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.**

No Value

**SLO Evidence**

No Value

## Course Content

### Lecture Content

No value

### Laboratory/Studio Content

#### Practical Skills and Roles in Entertainment Lighting Production (162 hours)

- Master Electrician
- Lighting Programmer
- Light Board Operator
- Follow Spot Operator
- Hang and Focus Crew
- Safely hanging lighting equipment
- Working with bale position, "C" Clamp, proper wrench
- Working with colors for temps and moods
- Understanding Kelvin and tones
- LED lamp inputting of addresses and basic menu settings (such as: invert, address, restart)
- Troubleshooting moving lights
- Understanding wattage and load balancing on hot leg distribution
- Utilizing Cycs & Scrim
- Understanding basics of an ETC system, whole hog, and GrandMA

**Total Hours: 162**

## Additional Information

### Repeatability

Not Repeatable

### Justification (if repeatable was chosen above)

No Value

### Is it possible this course will have a material fee?

No

### I have contacted my library liaison (<https://campusguides.glendale.edu/faculty/liasons>):

Yes

### What term(s) will this course be offered?

Fall/Spring

### Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value

## Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- New Equipment

If additional resources are needed, add a brief description and cost in the box provided.

This course is a part of the new Entertainment Technology Academy. New equipment will be acquired for this course.