

## THTR192 : Entertainment Audio Practicum

### General Information

Author:	<ul style="list-style-type: none"><li>Melody Gunter</li></ul>
Course Code (CB01) :	THTR192
Course Title (CB02) :	Entertainment Audio 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) :	CCC000653714
Curriculum Committee Approval Date:	04/23/2025
Board of Trustees Approval Date:	06/17/2025
Last Cyclical Review Date:	04/23/2025
Course Description and Course Note:	THTR 192 provides students with hands-on experience in sound production in live entertainment, including sound board operation, mixing, and live sound reinforcement. Students develop the technical skills required to work as audio engineers and sound technicians 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 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 lab assignments
Activity (answering journal prompt, group activity)	Practical audio crew work
Project/Portfolio	Execution of multiple individual assignments pertaining to audio in a live event

**Textbook Rationale**

This is a classic text. It is extremely thorough and can be used for courses 191-194 for the Technical Theatre program.

**Textbooks**

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

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

Description	Industry standard audio engineering manuals and guidelines
Author	No value
Citation	No value
Online Resource(s)	No value

## Learning Outcomes

### Course Objectives

Analyze sound requirements for various productions, considering factors such as venue size and acoustic properties.

Experiment with sound reinforcement systems for live events.

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

Operate various audio equipment, including microphones, mixing consoles, signal processors, amplifiers, and speakers.

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

### SLOs

Experiment with the execution of sound mixing and editing.

Expected Outcome Performance: 70.0

Inspect and assess common audio system issues.

Expected Outcome Performance: 70.0

Demonstrate safe audio practices.

Expected Outcome Performance: 70.0

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

Expected Outcome Performance: 70.0

## Course Content

### Lecture Content

No value

### Laboratory/Studio Content

#### Hands-On Audio Production for Live Events (162 hours)

- Sound Board Operator
- Sound Board Programmer
- Audio Engineer
- A2 (Assistant Audio Engineer)
- General Audio set-up for a live event
- Basic Audio hook up from Microphone to Board
- Running Cables from downstage wedges to board
- Working with delayed house sound signals for large audiences
- Working with angles of sound
- Understanding to not patch into the same power as electric department
- Mixing on a basic digital sound system

**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/liaisons>):

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.