

THTR194 : Entertainment Video Projection Practicum

General Information

Author:	<ul style="list-style-type: none">Melody Gunter
Course Code (CB01) :	THTR194
Course Title (CB02) :	Entertainment Video Projection 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) :	CCC000653716
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 194 provides students with hands-on experience in all elements of video projection in live entertainment, including setting up and operating video projection systems. Students develop the required technical skills to work as video projection 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 an 8" crescent wrench, work gloves and backstage appropriate clothing may be required.
Justification:	New Course
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	<ul style="list-style-type: none">In-Person
Author:	<ul style="list-style-type: none">Melody Gunter
Course Family:	Technical Theatre Production - Running Crew

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Theater Arts
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

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

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

Laboratory	162
Studio	0
Total	162

Course Out-of-Class Hours

Lecture	0
Laboratory	0
Studio	0
Total	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
------------------------	------------

Methods of Instruction	Discussion
------------------------	------------

Methods of Instruction	Collaborative Learning
------------------------	------------------------

Methods of Instruction	Demonstrations
------------------------	----------------

Out of Class Assignments

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

Methods of Evaluation**Rationale**

Other	Participation in assigned video projection labs
Activity (answering journal prompt, group activity)	Practical video projection work
Project/Portfolio	Execution of multiple individual assignments pertaining to video projection in a live event

Textbook Rationale

This a classic text in technical theatre. It also can be used for all courses for the Technical Theatre Degree.

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	Instructor-generated materials
Author	No value
Citation	No value
Online Resource(s)	Instructor-generated materials

Learning Outcomes

Course Objectives

Analyze video projection requirements for various live events.

Experiment with video projection equipment for live events.

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

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

Demonstrate a proficiency in operating video projection equipment for a live event.

SLOs

Experiment with the execution of video projection equipment for a live event.	Expected Outcome Performance: 70.0
Inspect and assess common video projection system issues.	Expected Outcome Performance: 70.0
Demonstrate safe video projection equipment practices.	Expected Outcome Performance: 70.0
Operate video projection equipment for a live event.	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

Video Projection Roles, Responsibilities, and Technical Skills (162 hours)

- Projections Installation Crew
- Projections Board Operator
- Projections Programmer
- Video Engineer
- V2 (Assistant Video Engineer)
- Camera Operator
- Video Technician
- Proper handling of video walls when installing
- Running redundant signals
- Proper handling of LED Panels

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.