

REC 100: SURVEY OF ENTERTAINMENT TECHNOLOGY

Citrus College Course Outline of Record

Heading	Value
Effective Term:	Fall 2021
Credits:	4
Total Contact Hours:	72
Lecture Hours :	72
Lab Hours:	0
Hours Arranged:	0
Outside of Class Hours:	144
Strongly Recommended:	ENGL 101.
Transferable to CSU:	Yes
Transferable to UC:	No
Grading Method:	Standard Letter

Catalog Course Description

This course is an introduction to conventional and online entertainment technology. Includes exploring the content and creation of recorded music, television, radio, live theatre, film, video and electronic gaming: lecture, demonstration, field trips and guest professionals; media creation. 72 lecture hours.

Course Objectives

- provide historical perspective for the development of current entertainment technologies and practices
- identify specific types of equipment in current use for: a. film/video productions b. audio productions
- assess equipment needs for given: a. film/video productions b. audio productions
- create production models in audio and video
- develop a recommended equipment list that fulfills a wide variety of production needs

Major Course Content

1. Entertainment: an historical perspective, from Tin-Pan Alley to podcasting.
2. Overview and analysis of past and current content in entertainment media.
3. Introduction to radio programming technology and techniques.
4. An inside look at television production and technology.
5. The modern music industry and the on-line revolution.
6. Introduction to motion picture production techniques and technologies.
7. Live show and theatrical production techniques.
8. Electronic Gaming - introduction to computer and video games.
9. The World Wide Web and Internet-based entertainment.

Suggested Reading Other Than Required Textbook

Entertainment industry-related periodicals and journals.

Examples of Required Writing Assignments

Students will complete 3 - 6 page essays on entertainment history, leading entertainment figures, production techniques and staging of live shows.

Examples of Outside Assignments

Students will research entertainment media for use in individual and group assignments.

Instruction Type(s)

Lecture, Online Education Lecture