

<b>Fiscal Unit/Academic Org</b>	Theatre - D0280
<b>Administering College/Academic Group</b>	Arts and Sciences
<b>Co-administering College/Academic Group</b>	Arts and Sciences
<b>Semester Conversion Designation</b>	New Program/Plan
<b>Proposed Program/Plan Name</b>	Entertainment Design and Technology
<b>Type of Program/Plan</b>	Undergraduate minor
<b>Program/Plan Code Abbreviation</b>	
<b>Proposed Degree Title</b>	

**Credit Hour Explanation**

Program credit hour requirements		A) Number of credit hours in current program (Quarter credit hours)	B) Calculated result for 2/3rds of current (Semester credit hours)	C) Number of credit hours required for proposed program (Semester credit hours)	D) Change in credit hours
Total minimum credit hours required for completion of program				12	
Required credit hours offered by the unit	Minimum			9	
	Maximum			12	
Required credit hours offered outside of the unit	Minimum			0	
	Maximum			3	
Required prerequisite credit hours not included above	Minimum			0	
	Maximum			0	

**Program Learning Goals**

Note: these are required for all undergraduate degree programs and majors now, and will be required for all graduate and professional degree programs in 2012. Nonetheless, all programs are encouraged to complete these now.

- Program Learning Goals**
- Develop and apply skills essential for careers in live events, theatre and themed entertainment.

**Assessment**

Assessment plan includes student learning goals, how those goals are evaluated, and how the information collected is used to improve student learning. An assessment plan is required for undergraduate majors and degrees. Graduate and professional degree programs are encouraged to complete this now, but will not be required to do so until 2012.

Is this a degree program (undergraduate, graduate, or professional) or major proposal? No

**Program Specializations/Sub-Plans**

If you do not specify a program specialization/sub-plan it will be assumed you are submitting this program for all program specializations/sub-plans.

**Pre-Major**

Does this Program have a Pre-Major? No

**Attachments**

- Proposal for Minor in Entertainment Design and Technology.pdf: Minor Proposal  
*(Program Proposal. Owner: Kelly, Logan Paige)*

**Comments**

**Workflow Information**

Status	User(s)	Date/Time	Step
Submitted	Kelly, Logan Paige	11/24/2020 09:49 AM	Submitted for Approval
Approved	Kelly, Logan Paige	11/24/2020 09:50 AM	Unit Approval
Approved	Haddad, Deborah Moore	11/24/2020 12:46 PM	College Approval
Pending Approval	Jenkins, Mary Ellen Bigler Hanlin, Deborah Kay Oldroyd, Shelby Quinn Vankeerbergen, Bernadette Chantal	11/24/2020 12:46 PM	ASCCAO Approval

**Department of Theatre**

**College of Arts and Sciences**

**Proposal: Undergraduate Minor in Entertainment Design and Technology**

**November 8, 2020**

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Dr. David Horn  
Associate Executive Dean for Undergraduate Education  
114 University Hall  
Columbus, Ohio 43210

RE: New Undergraduate Minor in Entertainment Design and Technology

November 18, 2020

Dear Associate Dean Horn:

I am writing to provide my strongest possible endorsement for the proposal to establish an undergraduate minor in Entertainment Design and Technology in the Department of Theatre, which, pending BOT approval will soon be known as the Department of Theatre, Film and Media Arts. This innovative minor program was designed by Associate Professor Brad Steinmetz, who is also our Director of Undergraduate Studies, in consultation with student groups, alumni and industry professionals. It was unanimously and enthusiastically endorsed by our departmental Curriculum Committee on October 19, 2020.

The proposed minor will lead to exciting, interdisciplinary collaboration between students from multiple units; we are particularly hopeful that it will attract students from the School of Engineering to our Department. It will also prepare students to obtain gainful employment in the entertainment industry, one of the most dynamic sectors of our economy that should be in full expansion once the pandemic is over.

Sincerely,

Andrew C. Shelton  
Interim Chair, Department of Theatre  
[shelton.85@osu.edu](mailto:shelton.85@osu.edu)



**Department of Theatre**

College of Arts and Sciences  
1089 Drake Performance and Event Center  
1849 Cannon Drive  
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Dr. Andrew Shelton  
Interim Chair, Department of Theatre  
1089 Drake Perf & Event Ctr  
Columbus, Ohio 43210

November 8, 2020

Dear Professor Shelton:

I'm excited to share our proposal for an undergraduate **Minor in Entertainment Design and Technology**, a program that capitalizes on our department's strengths, builds bridges to students across campus and helps prepare them for one of the fastest-growing sectors in our industry. The proposal is shaped by extensive conversations with current students, alumni and industry professionals.

As you know, I'm working with Katherine Goliver's team in the Office of Advancement to form an advisory committee of industry professionals who can help provide guidance and build relationships. The Curriculum Committee reviewed and discussed the proposal in their meeting on October 19<sup>th</sup>, 2020 where it was approved unanimously.

Sincerely,

A handwritten signature in black ink, appearing to read 'Brad Steinmetz', written in a cursive style.

Brad Steinmetz, MFA  
Associate Professor | Director of Undergraduate Studies  
Department of Theatre | The Ohio State University  
087 Drake Performance and Event Center  
steinmetz.25@osu.edu | 614-688-3751

**Proposed Undergraduate Minor in Entertainment Design and Technology**  
**Draft Date: November 8, 2020**

**GENERAL INFORMATION**

Name of program:	Minor in Entertainment Design and Technology
Proposed implementation date:	Fall 2021
Academic unit administrating program:	Department of Theatre, College of Arts and Sciences

**RATIONALE**

Theatre is an inherently interdisciplinary endeavor. A cast of nine actors may represent a team of ninety collaborators—designers, makers, engineers, technicians and crew—each bringing their discipline to bear toward a common purpose. These disciplines have cognates and allied fields thorough our campus at Ohio State. This minor is proposed as a bridge extending to adjacent departments and programs whose students want to apply the skills of their discipline to careers in live events, theatre and themed entertainment.

The Department of Theatre at Ohio State is uniquely capable to support this new program. With recent additions, our existing curriculum can deliver all the minor coursework immediately. We already have the essential infrastructure of venues, equipment, studios, tools and shops. Our faculty and teaching staff have the expertise. And we are already placing students into jobs in the industry.

The field of design and technology for live entertainment is quite broad and crosses into many industries. As technical capacities and audience expectations continue to escalate, live events require staff with an increasing degree of expertise, not just in technology but also in theatrical conventions and audience experience. Anecdotally, we've learn from a variety of these companies that they often look for interns and employees with the kind of complimentary backgrounds this minor can provide.

We have also identified a significant number of students who might pursue the minor, many of whom have already sought out our courses as a complement to their own programs. We've worked with many students from the College of Engineering as well as students of design, architecture and fashion. We recently held a listening session aimed at engineering students and saw more than thirty attend with questions and advice. We've also been encouraged by the response from students in the Theme Park Engineering Group, a large and active student organization we have been working with for the past few years.

## **ENROLLMENT and OTHER PROGRAMS**

The Department of Theatre offers a Minor in Theatre. Aimed at generalists, it simply requires any 15 credits from the department at or above the 2000 level. [Note: Theatre also sustains minors in Musical Theatre, Video Arts and Media Production and Analysis; however, because they do not pertain to the subject matter proposed, they are not discussed here.]

By contrast, students in this proposed minor would select from courses specifically supporting their disciplinary interests. Also, we hope that a Minor in Entertainment Design and Technology would both attract more students with these specific interests and also serve as a more accurate credential for prospective employers.

One elective available for this minor is housed in the Advanced Computing Center for the Arts and Design (ACCAD) but is taught by a faculty member from the Department of Theatre who holds a dual appointment with both units.

Although there is no real overlap with other departments in the curriculum of this minor, we see disciplinary adjacencies across our campus. We have identified a number of programs and areas whose fields are complementary to this minor including:

- Mechanical and Aerospace Engineering
- Civil, Environmental and Geodetic Engineering
- Computer Science and Engineering
- Electrical and Computer Engineering
- Architecture
- Industrial Design
- Interior Design
- Visual Communication Design
- Fashion and Retail Studies
- Moving-Image Production
- Art & Technology
- Dance
- Music Production and Recording
- New Media and Communication Technology

It is difficult to estimate enrollment based on student interest; however, we've heard from a few dozen students who have already indicated their intention to enroll. Due to the number and frequency of courses offered for the minor, many with excess enrollment capacity, we can immediately accommodate twenty to forty students in the minor each year.

## CURRICULAR REQUIREMENTS

ASC Minor Advising Sheet:

See Appendix A

Minor Course List:

### *DISCIPLINARY ELECTIVES - 9 hours minimum*

course	credit	name	prereq	existing
Theatre 2211	3	<b>Intro to Production Design</b>	none	Y
Theatre 3241	3	<b>Theatre Sound Techniques</b>	2211	Y
Theatre 3411	3	<b>Intro to Scene Design</b>	2211	Y
Theatre 3511	3	<b>Intro to Costume Design</b>	2211	Y
Theatre 3551	3	<b>Stage Make-Up</b>	2211	Y
Theatre 3611	3	<b>Intro to Lighting Design</b>	2211	Y
Theatre 5210	3	<b>Drafting &amp; Modeling</b>	none	Y
Theatre 5241	3	<b>Topics in Sound Technology</b>	3241	Y
ACCAD 5301	3	<b>Devising Experiential Media Systems</b>	none	Y
Theatre 5305	3	<b>Painting and Drawing</b>	none	Y
Theatre 5225	3	<b>Period Styles for Production</b>	none	Y
Theatre 5310	3	<b>Fundamentals of Media Design</b>	2211	Y
Theatre 5321	3	<b>Video Production 1</b>	permission	Y
Theatre 5401	3	<b>Engineering for Entertainment</b>	none	Y
Theatre 5403	3	<b>Scenic Painting</b>	permission	Y
Theatre 5501	3	<b>Costume Technology</b>	none	Y
Theatre 5603	3	<b>Lighting Technology</b>	none	Y

### *PRACTICIUM ELECTIVES - 3 hours minimum*

course	credit	name	prereq	existing
Theatre 2000.xx	1	<b>Production Practicum</b>	none	Y
		includes: .02 Sound, .03 Video, .04 Scenery, .05 Costuming, .06 Lighting, .09 General		
Theatre 3000	1-2	<b>Production Run Crew Practicum</b>	none	Y
Theatre 4000.xx	1-3	<b>Advanced Production Practicum</b>	permission	Y
		includes: .01 Stage Management, .02 Sound, .03 Video, .04 Scenery, .05 Costuming, .06 Lighting, .09 General, .14 Technical Direction		
Theatre 4191	1-3	<b>Internship</b>	permission	Y

*MINIMUM HOURS REQUIRED: 12*

The study and production of live events is entirely facility-dependent. Fortunately, the Drake Performance and Event Center houses nearly all of the venues, studios, labs and support spaces that these courses need, along with the necessary tools and equipment. The Motion Lab in Sullivant Hall is also used. Because all the courses already exist, their facility use is not likely to impact other programs.



**Appendix A:**  
**Minor Advising Sheet**

The Ohio State University  
College of Arts and Sciences

Minor in Entertainment Design and Technology

---

Brad Steinmetz, Dir. of Undergraduate Studies  
Department of Theatre  
087 Drake Performance and Event Center  
Columbus, OH 43210  
614-688-3751 | steinmetz.25@osu.edu

Overview:

The Minor in Entertainment Design and Technology supports students who want to apply the skills of their discipline to careers in live events, theatre and themed entertainment

Minor Requirements:

The Minor in Entertainment Design and Technology requires a minimum of 12 hours of credit, with 9 hours from a selection of relevant electives and 3 hours from courses focusing on practical experience on productions or in the field.

**Disciplinary Electives (9 credit hours)**

Some courses in this minor have prerequisites; please consult the course bulletin before enrolling.

THEATRE 2211 - Intro to Production Design (3)  
THEATRE 3241 - Theatre Sound Techniques (3)  
THEATRE 3411 - Intro to Scene Design (3)  
THEATRE 3511 - Intro to Costume Design (3)  
THEATRE 3551 - Stage Make-Up (3)  
THEATRE 3611 - Intro to Lighting Design (3)  
THEATRE 5210 - Drafting & Modeling (3)  
THEATRE 5225 - Period Styles for Production (3)  
THEATRE 5241 - Topics in Sound Technology (3)  
ACCAD 5301 - Devising Experiential Media Sys. (3)  
THEATRE 5305 - Painting and Drawing (3)  
THEATRE 5310 - Fundamentals of Media Design (3)  
THEATRE 5321 - Video Production 1 (3)  
THEATRE 5401 - Engineering for Entertainment (3)  
THEATRE 5403 - Scenic Painting (3)  
THEATRE 5501 - Costume Technology (3)  
THEATRE 5603 - Lighting Technology (3)

**Practicum Electives (3 credit hours)**

Some courses in this minor require permission of instructor. 2000.xx and 4000.xx courses are divided into a variety of discipline-specific versions. Please consult the course bulletin.

THEATRE 2000.xx - Production Practicum (1)  
THEATRE 3000 - Production Run Crew Practicum (2)  
THEATRE 4000.xx - Adv. Production Practicum (1-3)  
THEATRE 4191 - Internship (1-3)

**Minor in Entertainment Technology program guidelines**

Required for graduation No

Credit hours required Minimum of 12 hrs. 1000 level courses shall not be counted in the minor. At least 6 credit hours must be upper-level courses as defined by the College of Arts and Sciences

Transfer and EM credit hours allowed A student is permitted to count up to 6 total hours of transfer credit and/or credit by examination.

Overlap with the GE A student is permitted to overlap up to 6 credit hours between the GE and the minor.

Overlap with the major and additional minor(s)

- The minor must be in a different subject than the major.
- The minor must contain a minimum of 12 hours distinct from the major and/or additional minor(s).

Grades required

- Minimum C- for a course to be counted on the minor.
- Minimum 2.00 cumulative point-hour ratio required for the minor.
- Course work graded Pass/Non-Pass cannot count on the minor.
- No more than 3 credit hours of course work graded Satisfactory/Unsatisfactory may count toward the minor.

X193 credits No more than 3 credit hours.

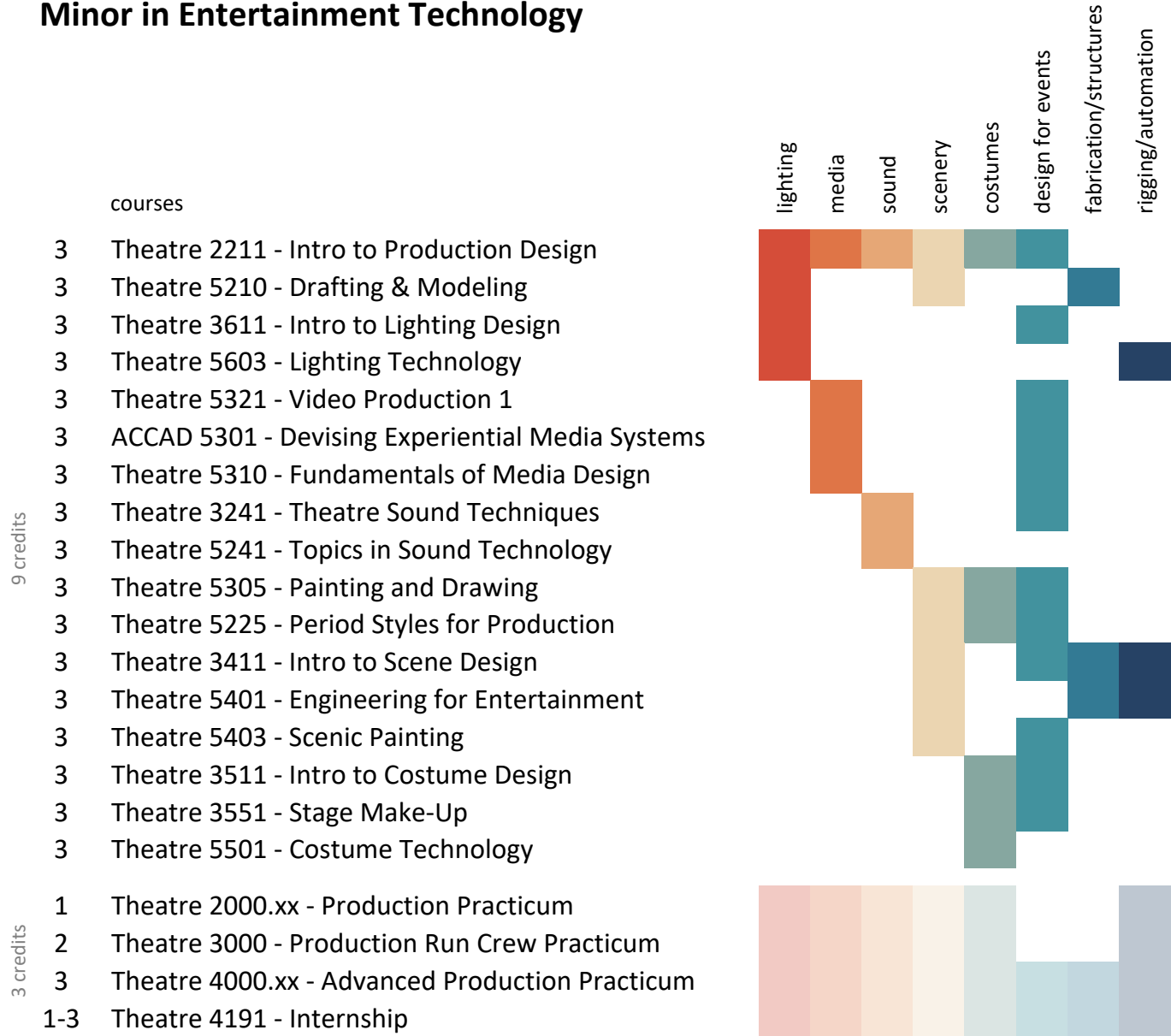
Minor Approval: The minor must be approved by the advisor or academic program coordinator for approval.

Filing the minor program form: The minor program form must be filed at least by the time the graduation application is submitted to a college/school advisor.

Changing the minor: Once the minor program is filed in the college office, any changes must be approved by the Department of Theatre, or a college/school advisor

**Appendix B:**  
**Curriculum Guidance**  
**by Discipline**

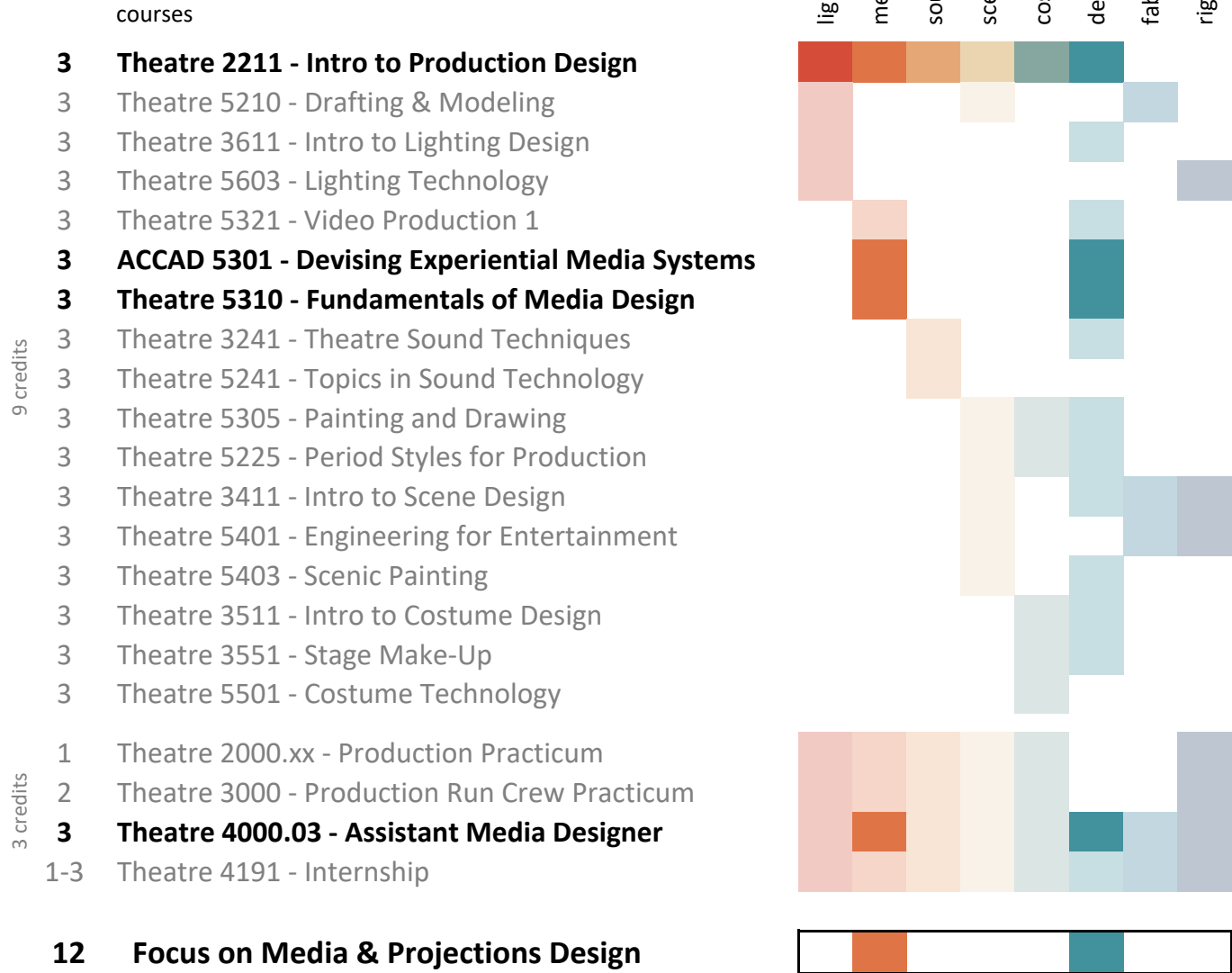
## Minor in Entertainment Technology



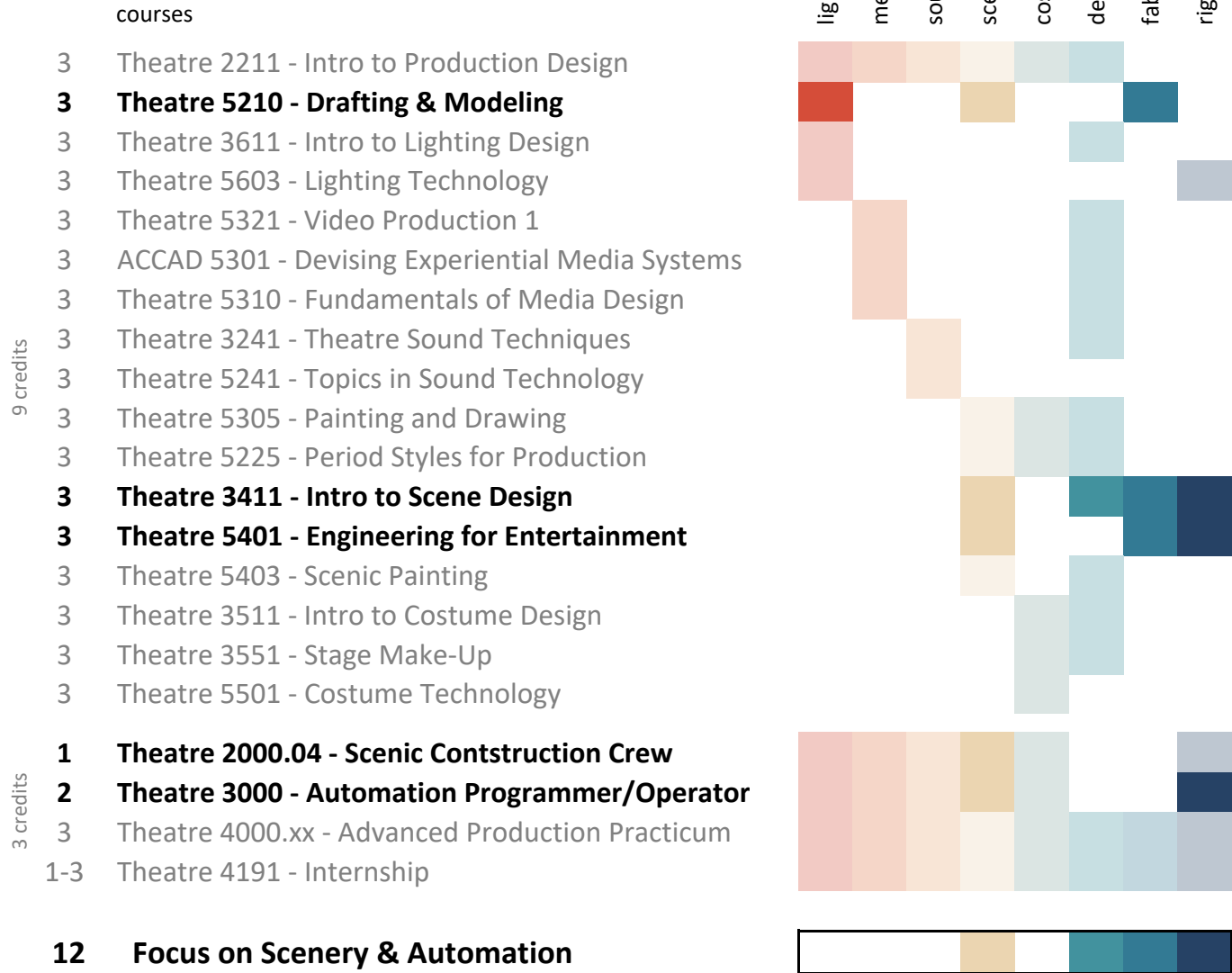
**12 Hours Total**



## Minor in Entertainment Technology



## Minor in Entertainment Technology



## Minor in Entertainment Technology

	courses
	3 Theatre 2211 - Intro to Production Design
	3 Theatre 5210 - Drafting & Modeling
	3 Theatre 3611 - Intro to Lighting Design
	3 Theatre 5603 - Lighting Technology
	3 Theatre 5321 - Video Production 1
	3 ACCAD 5301 - Devising Experiential Media Systems
	<b>3 Theatre 5310 - Fundamentals of Media Design</b>
	<b>3 Theatre 3241 - Theatre Sound Techniques</b>
	<b>3 Theatre 5241 - Topics in Sound Technology</b>
9 credits	3 Theatre 5305 - Painting and Drawing
	3 Theatre 5225 - Period Styles for Production
	3 Theatre 3411 - Intro to Scene Design
	3 Theatre 5401 - Engineering for Entertainment
	3 Theatre 5403 - Scenic Painting
	3 Theatre 3511 - Intro to Costume Design
	3 Theatre 3551 - Stage Make-Up
	3 Theatre 5501 - Costume Technology
	<b>1 Theatre 2000.02 - Audio Crew</b>
	<b>2 Theatre 3000 - Media Operator</b>
3 credits	3 Theatre 4000.xx - Advanced Production Practicum
	1-3 Theatre 4191 - Internship
<b>12</b>	<b>Focus on Audio/Video Technology</b>





