T ART136 : Lighting Console Programming

General Information

Author:	• Melody Gunter
Course Code (CB01) :	T ART136
Course Title (CB02) :	Lighting Console Programming
Department:	T ART
Proposal Start:	Fall 2024
TOP Code (CB03) :	(1006.00) Technical Theater*
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000644459
Curriculum Committee Approval Date:	02/28/2024
Board of Trustees Approval Date:	04/16/2024
Last Cyclical Review Date:	02/28/2024
Course Description and Course Note:	T ART 136 is the study of intelligent lighting consoles and their use in the live entertainment industry. The course includes an in-depth approach to the various equipment in the field and the methods used for lighting programming. Students learn approaches to lighting cue building, intelligent light control, and moving light manipulation on lighting consoles used in live events, concerts, and theatrical performances.
Justification:	New Course
Academic Career:	• Credit
Author:	• Melody Gunter

Academic Senate Discipline

Primary Discipline:	• 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)

No value

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

Transferability & Gen. Ed. Options

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Pending

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	126
Total Course Out-of-Class Hours	36
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.

Funding Agency Category (CB23)

Not Applicable.

☐ Cooperative Work Experience Education Status (CB10)

☐ Variable Credit Course

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	1	2
Laboratory Hours	6	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	18
Laboratory	108
Studio	0
Total	126
Course Out-of-Class Hours	
Lecture	36
Laboratory	0
Studio	0
Total	36

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

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction	Lecture
Methods of Instruction	Laboratory
Methods of Instruction	Demonstrations
Methods of Instruction	Collaborative Learning
Methods of Instruction	Discussion

Out of Class Assignments

- Observation of intelligent lighting consoles used in programming and technical rehearsals
- Written assignments, such as critiques of live performances
- Participation in or observation of live events on campus using intelligent lighting consoles

Methods of Evaluation	Rationale
Exam/Quiz/Test	Midterm Exam
Project/Portfolio	Individual projects displaying the programming of various lighting consoles
Writing Assignment	Written critiques based off of the observation of live theatre events that implement intelligent lighting and lighting consoles
Other	Practical hands-on work surrounding the programming of various lighting consoles
Exam/Quiz/Test	Final Exam
Exam/Quiz/Test	Quizzes based on lecture, readings, and course material

Textbook Rationale

Essential text for Automated Lighting Programming.

Textbooks

Author	Title	Publisher	Date	ISBN
Schiller, Brad	The Automated Lighting Programmer's Handbook	Routledge	2022	9780367653255

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

No Value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Analyze the relationship of the programmer with the production team in order to understand their role with the lighting designer and the rest of the design team.

Examine the role of the lighting designer in order to understand the responsibilities of the programmer.

Experiment with a variety of intelligent lighting instruments and consoles in order to understand their differences and similarities.

Inspect and assess the maintenance and repair of various intelligent lighting consoles in order to understand how each unit operates.

Assess the capabilities of an intelligent light console by programming a variety of units for a production in order to, in the future, offer lighting designers a range of options.

SLOs

Illustrate the use of a variety of intelligent lighting consoles. Expected Outcome Performance: 70.0

Assess the maintenance and repair of various intelligent lighting consoles. Expected Outcome Performance: 70.0

Discuss the capabilities of an intelligent lighting console for a live event. Expected Outcome Performance: 70.0

Facilitate the operation of an intelligent lighting console for a live production and show flexibility when dealing with real show situations and contingencies. 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

The manipulation of intelligent lighting instruments through an intelligent console (6 hours)

Programming various intelligent lighting control consoles (6 hours)

Rigging a lighting plot with intelligent lights for a variety of situations and venues (1 hours)

Designing and programming a small concert and theatrical production (1 hours)

Control protocol signal path (1 hours)

Dissection of intelligent lighting console (1 hours)

Troubleshooting procedure (1 hours)

Repair and maintenance procedures (1 hours)

Total hours: 18

Laboratory/Studio Content

The application of class lecture content for the manipulation of intelligent lighting instruments through an intelligent console (18 hours)

Programming various intelligent lighting control consoles (18 hours)

Intelligent lighting crew work (12 hours)

Rigging a lighting plot with intelligent lights (9 hours)
Design and program a small concert and theatrical production (9 hours)

Control protocol signal path (6 hours)

Dissection of intelligent lighting console (6 hours)

Troubleshooting procedure (6 hours)

Repair and maintenance procedures (6 hours)

Total hours: 108