MFA in Theatre and Entertainment Arts Course

Entertainment Design and Technology Major

TETE 2003, 2004, 2005 Production Practice I, II & III
Students work on a minimum of two productions in roles appropriate to their chosen specialisation. Students are required to complete a production file for each assignment.

DRDR 2010 Devising Theatre: Theory and Practice
Devising Theatre is an important practice in contemporary theatrical culture. In contrast to conventional theatre practice, it reflects an alternative vision regarding why and how we produce theatrical performance. In a society where individual creativity is becoming more and more important, Devising Theatre opens up more ways for individual expression. It also occupies a crucial position in developing a truly diversified arts scene where different forms and ideas can be respected and, eventually, appreciated. From a practical point of view, artists with training in Devising Theatre can create more career opportunities for themselves and others by working pro-actively together to realise the final product, often independently of traditional centres of theatre production. Each group member in a devised theatre project needs, in a very real sense, to work as a playwright, director, performer, designer, technical specialist, and sometimes even administrator. This course enables students to study certain important theories and practices of Devising Theatre before going on to devise a solo performance/project and to work with fellow students to devise a group performance/project. This devising process also serves as a means for the students to assimilate and put into practice theories and techniques they have acquired in the MFA programme.

The major topics of investigation are the theories behind Devising Theatre and major practices and current methodology employed in Devising Theatre.

Classes included scene work, seminars, workshops, critical analysis of recorded and live performances, master classes, and workshops conducted by invited guests and artists

TEDT 2001 Advanced Lighting Design
A course structured to create the opportunity for analysis of theatre productions and the role which lighting design plays within them. The analytical group discussions focus exclusively on productions that the course members have played a part in, or have all seen. Course members are directed to attend, over the year, a range of productions both within the Academy and outside it, which form the basis of structured group discussion. A common element of the course is the invitation of a key member of the relevant production team, such as the lighting designer, to join the group discussion and respond to the questions of the course members. Course members also have the opportunity to present and defend their own work. Script analysis takes the form of the submission of concept analysis and the discussion of a text.

TEDT 2002 Advanced Programming for Lighting
The course explores the area of advanced programming for lighting starting with an overview covering the history of moving lights and control of both conventional and moving lights. Students are provided with examples and case studies that provide a deeper understanding of how these areas have reached their current state of high technology. Also included is a module explaining the principles behind being a skilled a lighting programmer and why this area of the profession has expanded so rapidly over recent years. A range of lighting consoles is used as tools for the course rather than concentrating on a single brand of lighting console. Students gain the knowledge and a level of proficiency necessary to be a skilled Lighting Programmer for different areas of the entertainment industry such as concert, theatre, touring, television, events, corporate shows, and theme parks.
TEDT 2003 Advanced Projection and Multi-media Production
The course reveals the creative and technical secrets in designing and programming projections for theatre and live events, with special emphasis on the convergence of lighting, sets, and projection in theatre and live entertainment. Sections of the course review the latest projection technology, from LED projection surfaces to projectors, media servers, and playback options. The creation of images using various computer aided design software is explained and demonstrated, as is the actual rendering of static and moving images.

TEDT 2004 Architectural and Themed Lighting
Using the aesthetic values attained through course and production work within the lighting programme, students are instructed on how to apply this knowledge in a range of architectural lighting applications. These include residential, recreational, commercial, historic sites, and institutional environments. Alternative areas of architectural lighting applications are also explored and include lighting the themed environment and architectural event lighting. Lectures guide students through the processes of aesthetic and technical analysis, instrumentation and control, design planning, budgeting, and presentation techniques.

TEDT 2005 Computerised Sound Systems for Theatre
This course has three modules that examine current methods of sound manipulation and playback in relation to the sound requirements for theatrical productions. The module on sound manipulation focuses on techniques and the application of digital audio editing software including ProTools, Wavelab, and samplers. The second module covers audio file playback, and MIDI control systems used to playback sound designs including Sound Cue System, SFX, and G-Type. The third module takes the sound playback systems and integrates with additional show control systems such as lighting or motion control or dedicated show control systems.

TEDT 2006 Corporate Event Lighting
This course provides students with an in-depth study of corporate event lighting. Students gain an understanding of the aims and objectives of lighting corporate events, together with personnel and managerial structures. Each student is familiarised with the production process and the various techniques used in this field of lighting design. Individual and class projects develop theatrical conventions as the main source of inspiration and expertise and provide the environment for an exploration and synthesis of new ideas and methodologies to be applied within corporate event lighting. The course also serves as a forum for students to identify and refine individual ideas for corporate event lighting.

TEDT 2007 Digital Arts, Theatre and Performance Studies
This course equips students with both the key skills to engage in a wide variety of digital arts production and to understand the concepts and design essential of working with media through hands-on technical workshops, seminars, tutorials, and the final project. Students develop a project that allows them to explore how digital technology offers extraordinary new ways of juxtaposing disparate materials, and new methods and techniques of making, displaying, performing, and networking creative work.

TEDT 2008 Entertainment Rigging
This course explores advanced rigging techniques used in hanging of sound, lights, scenery, and other equipment within the entertainment industry. International rigging professionals offer a diverse experience and provide specialised knowledge and techniques of entertainment rigging. The course also explores advanced rigging techniques used in non-theatre venues, such as museums, shopping malls, concert halls, outdoor shows, art galleries, installations, hotel meeting rooms and ballrooms, churches, and conference rooms. A portfolio is required at the end of the course.

TEDT 2009 Line Array and Show Production Computer-aided Systems
This course provides the theory behind line array speaker systems and the process of installation and optimisation of the system. This course also utilises visualisation software programs for real-time audio analysis and their implementation in sound system design. Student designers are invited to explore the contemporary system design practices and techniques through tutorials, practical projects, and presentations.
TEDT 2010 MIDI and Music Technology / Interactive Control Systems
This course includes the study of the application of interactive music technology systems such as; Max, ICube, CSound, PureData sound synthesis, into the world of interactive performance and music composition. The first module covers the practical skills required to utilise today's interactive music composition and production software. The second module provides the environment for the student to develop the utilisation of this software within an interactive performance.

TEDT 2011 MIDI and Music Technology / Music Production
This course covers the study of the application of MIDI hardware and software in the production of high quality music in three modules. This first module covers an in depth and systematic understanding of the current MIDI software and hardware systems. The second module extends this knowledge into digital audio recording systems and the methodology of sound synthesis and musical sound design. The third module provides the opportunity for the student to analyse the rationale and requirements of using MIDI systems in music composition. Subjects covered include; sound synthesis, sampling, MIDI sequencing software, MIDI editing, and composition.

TEDT 2012 Music Composition for Theatre & Multimedia
This course provides the opportunity to study music composition on a one-to-one basis for various theatre productions including, drama, dance, and musical theatre as well as video, computer games, and TV programs with the aid of music technology.

TEDT 2013 Musical Theatre Sound Design
The course covers the planning, implementation and aesthetics of musical theatre sound design. Students are required to see musical theatre performances to be able to discuss the design and aesthetic approach. The course explores sound design conventions in current practice for musical theatre and current sound aesthetics. International sound designers are invited to explore contemporary sound design practices and techniques through tutorials, practical projects, and presentations.

TEDT 2014 Audio Workstation: Music Production
This course is offered in collaboration with Digidesign ProTools certified training and education programme. On completion of the course the student will be a certified ProTools operator. Pro Tools production essentials covers the core concepts and skills needed to operate a Digidesign Pro Tools|HD system in a professional studio environment. music production techniques covers techniques for working with Pro Tools systems in a professional music production environment. Concepts and skills will be reinforced with practical music-specific examples.

TEDT 2015 Audio Workstation: Post Production
This course is offered in collaboration with Digidesign ProTools certified training and education programme. On completion of the course the student will be a certified ProTools operator. Pro Tools production essentials covers the core concepts and skills needed to operate a Digidesign Pro Tools|HD system in a professional studio environment. Post- production techniques cover techniques for working with Pro Tools in a professional post- production environment. Concepts and skills are reinforced with practical post-specific examples.

TEDT 2016 Show Networking and Control Systems
The course explores the definitions, concepts, protocols, and hardware utilised by the modern sound, lighting, or stage system designer to access resources, bring new resources into the design process and have the ability to be flexible to the directors' requests. Cabling options, network design rules, and specific tools of the trade are also covered and lead to the investigation of design parameters and sample networks that might be used for theatrical productions, music concerts, and themed entertainment. Students are shown how show control systems communicate with lighting, video, audio equipment, and more to multiply the possibilities of producing spectacular entertainment.
TEDT 2017 Sound Design Aesthetics
This seminar type course explores contemporary sound design and the status of the art form in order to enhance the aural experience and vocabulary and to understand sound design aesthetics and related arts. Students are required to present their script analysis, background research, and any required sound effects and music of a complete sound design for a chosen section of a script that is indicative of their intended design for the complete play. Students are expected to attend performances including opera, musical theatre, drama, dance, film, and concerts, and present their opinion of the sound design observed. International and local sound designers are invited to explore the contemporary sound design aesthetics through tutorials, seminars, and presentations.

TEDT 2018 Sound Design Techniques
The course explores the process of developing a sound design for a theatrical production and examines the techniques necessary to bring the design to reality using the most current techniques and procedures of contemporary sound design. Students are encouraged to formulate their own individual approach to the expertise required in the creation of a sound design. International sound designers are invited to explore contemporary sound design practices and techniques through tutorials, practical projects, and presentations.

TEDT 2019 Sound System Design for Musical Theatre
The course covers sound system design, planning, implementation, and production management of sound system design for musical theatre. The student studies all aspects involved with sound system design and production engineering of a musical theatre production. This course is offered in conjunction with an Academy musical theatre production to provide the opportunity to apply theory into practice. A student is assessed separately for his/her involvement with the production. It should be noted that musical theatre productions are not offered by the Academy every year, and therefore this course is only offered when a musical theatre production is part of the Academy repertory.

TEDT 2020 Special Project: Sonic Art
This course provides the student with the opportunity to produce a unique sound design/installation within the context of a personal art form. It takes the skills and aesthetic judgement acquired in the sound design techniques and aesthetics courses, and through the presentation of a student initiated project, allows the student to become an artist in sound. Lectures introduce the student to the work of important electroacoustic composers such as Karlheinz Stockhausen and Trevor Wishart. In addition, there are practical workshops and seminars in which students present and discuss work undertaken throughout the duration of the course. All work is developed and evaluated through a series of seminar-based ‘composition/design clinics’.

TEDT 2021 Special Project: Technical Directing
This course revolves around student initiated technical direction projects with either local or overseas institutes, theatre or production companies. Through the presentation of this project during weekly seminars with the lecturer and fellow students, are able to advance their knowledge and skills by participating in various forms of entertainment arts, such as special events, installations, exhibitions and fashion shows.

TEDT 2022 Special Project: Light Aesthetics
The course is offered through a series of seminars and workshops specifically designed to provide the student with a diversified insight into various art forms of light and to develop a wider awareness of the enormous variety of lighting practises both within Hong Kong and the International community. Local and/or international artists are invited to share their experiences and working methodologies, focusing on aesthetic content thereby providing a catalyst for in-depth discussions with students and enabling students to develop a critical response to various elements of lit performances or events. Under the guidance of the course instructor, students are given the opportunity to research topics that emerge from the workshops or seminars offered by professional artists. Areas of research are expected during the duration of the course.
TEDT 2023 Stage Machinery – Automation
The course provides the opportunity for students to explore both permanent and temporary installations of automation systems. For example, the use of an automated wagon in a production, or a hydraulic orchestra pit within an existing theatre. The course involves extensive use of computers in the control of automation systems and students become familiar with the use and implementation of the related software. The use of automation systems frequently requires the collaboration of technical and artistic considerations to meet the required aesthetics. The utilisation of automation becomes not only sophisticated, but also an artistic process and is now more widely implemented.

TEDT 2024, 2025 Technical Direction I & II
An advanced course that concentrates on developing the specialist skills required in the role of a technical director for individual productions as well as within a permanent venue. Students execute technical plans and drawings as well as all related procedures in the development of a production. The course additionally covers the overall administrative criteria of the technical production area, which includes subjects such as, time and cost budget management, inventory control, and space management.

TEDT 2026 Visualisation Systems for Lighting Design
This course provides students with an exploration of the industrial standard visualization software - WYSIWYG. Individual and class projects require students to use WYSIWYG to draft, visualise, render, and pre-programme stage lighting effects ready for implementation on lighting control consoles. Assignments include: 2D and 3D drafting, object drawing and editing, generation of associated paperwork for production proposal, the rendering of scenes with photo-realistic lighting effects, and the pre-programming of stage lighting effects. The course is divided into two modules. The first module covers the practical skills required to utilize the WYSIWIG software. The second module serves as a forum for students to identify and refine ideas for their stage lighting effects through the use of simulation exercises and/or realisations; and as a platform for the student to synthesise their lighting design creativity in the virtual world.