



Course Syllabus
Introduction to Entertainment
Technology: ENT 101

Faculty Name:	
Course Information:	INTRODUCTION TO ENTERTAINMENT TECHNOLOGY: ENT 101
Course Section, Term and Year:	
Course Meeting Times & Location:	

Contact:

Phone Number:	
Office Location:	
Email address:	
Enter days/time you are available to meet with students.	

Netiquette

Respect the diversity of opinions among the instructor and classmates and engage with them in a courteous, respectful, and professional manner. All posts and classroom communication must be conducted in accordance with the student code of conduct. Think before you push the Send button. Did you say just what you meant? How will the person on the other end interpret the words?

Communication:

Faculty Communication with Students:

Discuss how faculty will contact students.

Student Communication with Faculty:

Discuss how students will contact faculty when they have questions or concerns.

Course Description:

ENT 101 Introduction to Entertainment Technology

3-0-3

This course is an introduction to the entertainment technology industry and its place within the creative economy. Topics include working methods, techniques, and processes associated with live performance, audio/video production, and interactive entertainment and media environments. Students will investigate various current events, industry models, and career opportunities.

Course Learning Outcomes:

- Identify the structure of major sectors of the entertainment technology industry, including live performance, video/audio production, and interactive media.
- Discuss technology career opportunities available in the entertainment industry and the importance of portfolios in earning these jobs.
- Recognize and utilize a working vocabulary of entertainment industry terminology.

Program Learning Outcomes:

Students will be able to:

- 1) Plan, implement, and manage projects
- 2) Demonstrate professional skills for the Entertainment Technology field
- 3) Identify career opportunities in the creative economy
- 4) Demonstrate proficiency with digital technology
- 5) Apply design principles across multiple formats

Course Resources:

Textbook:	Enter title, edition, author, ISBN for required text.
Materials:	Enter all additional required materials and tools needed to complete course here.
Access:	List access codes needed for websites or other software. .

Course Policies:

Click here to describe how students will participate in your class. Include policies regarding missed exams, makeup exams, extra credit assignments, late assignments, missed assignments, etc.

Course Delivery:

Course Content:

Lecture Format:

Student Expectations specific to this course:

Course Outline and Schedule

Grading Method:

Click here to enter a clear explanation of how students will be evaluated, including a description of course assessments and a statement of the assessment process and measurements. Include weight/percentages for quizzes, exams, papers, projects, homework, attendance, participation, etc.

Grading Scale:

Letter	Grade Range
A	Enter range for A.
A-	Enter range for A-.
B+	Enter range for B+
B	Enter range for B.
B-	Enter range for B-
C+	Enter range for C+.
C	Enter range for C.
D	Enter range for D.
F	Enter range for F.

Earn an FMCC Micro-credential Badge:

Check this link to see if this course meets a requirement for an FM Micro-credential Badge:

<https://www.credly.com/organizations/fulton-montgomery-community-college/badges>