Course Information Form (CIF)

Course Code: THE 205

Course Title: Advanced Stagecraft

Department: Arts, Media, and Social Sciences
PCS Code: 1.1 - Baccalaureate/Transfer
CIP Code: 50.0502
Repeatability: 0

Effective Date: Summer 2026

Credit Hours

Catalog Notation: 2-2-3
Credit Hour Distribution:

Lecture: 2	Lab: 2	Clinical: 0	**Total: 3**

General Course Information

Catalog Description

Advanced training in technical theatre including CNC, scenic structures, personnel lifts, arena and theatrical rigging, lighting console programming, and scenic automation. Laboratory experience is mandatory.

General Course Objectives

To provide advanced skill training for the Entertainment Industry.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

Credit in THE 105

Methods of Evaluation

4-6 quizzes and comprehensive final exam. 3-6 hands-on lab projects, and participation in classroom discussion.

Instructional Materials and Additional Supplies

Stage Rigging Handbook, by Jay O. Glerum, SIU press
Course Packet - will include selections from the following: Mechanical Design for the Stage by Alan Hendrickson, Focal Press; Show Networks and Control Systems for Live Entertainment by John Huntington, Focal Press; Entertainment Rigging by Harry Donovan

Course Content

General Learning Outcomes (GLOs)

- Reasoning and Inquiry: Students will demonstrate the ability to solve problems using deductive reasoning and logic, quantitative reasoning, or the scientific method.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Computerized Numeric Control	1. Demonstrate basic CNC operation by designing and writing a program to create a two-dimensional profile object.	3	5	0
Lighting Console Programming	1. Demonstrate the ability to perform Level 1 essentials of an Ion Electronic Theater Control lighting console by programming a light show to music.	2	8	0
Theatrical Rigging	1. Demonstrate ability to safely select the correct points and method to hang objects in open space. 2. Demonstrate ability to accurately perform the math and reasoning needed for rigging, and ability to safely implement the rigging.	5	4	0
Arena Rigging	1. Develop and perform advanced rigging skills.	5	4	0
Management and Contracts	1. Identify and define the principles of management and the basic contract components used in technical work.	1	0	0
Moving Scenery	1. Identify and define engineering principles and terminology for scenic elements.	1	3	0
Automation and Automated Scenery	1. Demonstrate proficiency in scenic automation operation and procedure by creating an operation manual for automated scenery and implementing the setup/use of the system.	8	6	0
Employment Tools	1. Demonstrate the ability to organize information into a presentable format for employers by creating a cover letter, resume, and portfolio of work.	5	0	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0