

THTR193 : Entertainment Rigging Practicum

General Information

Author:	<ul style="list-style-type: none">Melody Gunter
Course Code (CB01) :	THTR193
Course Title (CB02) :	Entertainment Rigging Practicum
Department:	T ART
Proposal Start:	Spring 2026
TOP Code (CB03) :	(1006.00) Technical Theater*
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	C - Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000653715
Curriculum Committee Approval Date:	03/26/2025
Board of Trustees Approval Date:	06/17/2025
Last Cyclical Review Date:	03/26/2025
Course Description and Course Note:	THTR 193 provides students with hands-on experience in various elements of rigging in live entertainment, including safely and effectively handling rigging equipment and setting up various rigging systems. Students develop the technical skills required to work as rigger in the entertainment industry. Note: Students are expected to be available for crew calls, rehearsals, and performances of GCC productions as assigned by the instructor. Additional materials including an 8" crescent wrench, work gloves, and backstage appropriate clothing may be required.
Justification:	New Course
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	<ul style="list-style-type: none">In-Person
Author:	<ul style="list-style-type: none">Melody Gunter
Course Family:	Technical Theatre Production - Running Crew

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">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)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Not transferable

Transferability Status

Not transferable

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	162
Total Course Out-of-Class Hours	0
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.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience Education Status (CB10)

Weekly Student Hours

	In Class	Out of Class
Lecture Hours	0	0
Laboratory Hours	9	0
Studio Hours	0	0

Course Student Hours

Course Duration (Weeks)	18
Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	0

Laboratory	162
Studio	0
Total	162

Course Out-of-Class Hours

Lecture	0
Laboratory	0
Studio	0
Total	0

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

Prerequisites, Corequisites, Recommended Corequisites, and Recommended Preparation

No Value

Entry Standards

Entry Standards	Description
No value	No value

Course Limitations

Cross Listed or Equivalent Course	Description
No value	No value

Specifications

Methods of Instruction

Methods of Instruction	Laboratory
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Methods of Instruction	Discussion
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Methods of Instruction	Collaborative Learning
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Methods of Instruction	Demonstrations
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Out of Class Assignments

No Out of Class Assignments. All assignments completed during assigned lab hours.

Methods of Evaluation**Rationale**

Other	Participation in rigging lab assignments
Activity (answering journal prompt, group activity)	Practical rigging crew work
Project/Portfolio	Execution of multiple individual assignments pertaining to rigging before and during a live event

Textbook Rationale

This is a classic text. It is also extensive enough so that it can be used for THTR 191-194.

Textbooks

Author	Title	Publisher	Date	ISBN
Carter, Paul	Backstage handbook: an illustrated almanac of technical information	Broadway Press	2012	9780911747393

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

Description	Industry standard rigging manuals and guidelines
Author	No value
Citation	No value
Online Resource(s)	No value

Learning Outcomes

Course Objectives

Analyze rigging needs for various live events, including identifying appropriate rigging systems, equipment, and load calculations.

Execute a variety of rigging techniques for live events.

Inspect and assess industry standards and regulations related to rigging, including OSHA guidelines.

Collaborate with a production team and technical crew to ensure successful execution of rigging elements for live events.

Operate common rigging equipment for live events.

SLOs

Integrate technical knowledge and hands-on skills to implement rigging systems for live events.

Expected Outcome Performance: 70.0

Inspect and assess common rigging challenges.

Expected Outcome Performance: 70.0

Demonstrate safety protocols related to executing rigging tasks.

Expected Outcome Performance: 70.0

Demonstrate an understanding of how rigging operates before and during a live production.

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

No value

Laboratory/Studio Content

Hands-On Stage & Scenic Applications (162 hours)

- General Stage Rigging Set-Up
- General Scenic Rigging Set-Up
- Rigger
- Fly System Operator
- Deck Crew
- Working with a truss system
- Reading and interpreting a blueprint
- Working with stage elevations
- Working with a Flyrail system
- Hanging curtains, pipes and drapes
- Leveling platforms
- Identifying between window and door walls on prints
- Correctly lifting wall

Total Hours: 162

Additional Information

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Is it possible this course will have a material fee?

No

I have contacted my library liaison (<https://campusguides.glendale.edu/faculty/liaisons>):

Yes

What term(s) will this course be offered?

Fall/Spring

Will any additional resources be needed for this course? (Click all that apply)

- No

If additional resources are needed, add a brief description and cost in the box provided.

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- New Equipment

If additional resources are needed, add a brief description and cost in the box provided.

This course is a part of the new Entertainment Technology Academy. New equipment will be acquired for this course.