

U30601: Undertake basic Entertainment and Events Technology activities

Unit Descriptor:

This unit deals with the skills and knowledge required to carry out basic lighting/sound/audiovisual activities and applies to individuals operating in the production of entertainment events.

ELEMENT		PERFORMANCE CRITERIA	
<i>To be competent you must achieve the following:</i>			
1.	Prepare to undertake basic Entertainment and Events Technology activities	1.1	Materials for Entertainment and Events Technology plans are read and discussed with supervisor.
		1.2	Entertainment and Events Technology equipment used to execute installation plans is correctly identified.
2.	Carry out pre-performance procedures	2.1	Entertainment and Events Technology equipment and accessories are safely and correctly rigged as required under supervision.
		2.2	Entertainment and Events Technology equipment is set and positioned according to supervisor's instructions.
3.	Participate in technical rehearsals/performances	3.1	Basic Entertainment and Events Technology activities are carried out as required according to supervisors' instructions.
4.	Carry out post performance procedures	4.1	Basic Entertainment and Events Technology activities are carried out as required according to supervisor's instructions.
5.	Maintain and store equipment	5.1	Basic Entertainment and Events Technology activities are carried out as required according to supervisor's instruction

RANGE STATEMENT

You must cover the items below

A. Materials to be read (at least 3)

- (i) equipment lists
- (ii) operating manuals and instructions
- (iii) equipment labels
- (iv) event sheets (job sheets, scripts, running orders and cue sheets)
- (v) staging equipment including stage sections, risers, steps and properties (props)
- (vi) Entertainment and Events Technology plans
- (vii) sound block diagrams
- (viii) organisational procedures

B. Equipment (at least 2)

- (i) audiovisual equipment including multimedia projectors, video players and monitors
- (ii) types of stages including layout and components
- (iii) audio equipment including tape recorders, compact disc players, microphones, cables, connectors, amplifiers, speakers, equalizers, effects and mixing desks, amp racks and feedback monitors
- (iv) lighting equipment including lighting units, controllers, dimmers, electrical / electronic props, special effects

C. Basic entertainment and events technology activities (at least 5)

- (i) positioning and cabling audio equipment according to audio plan
- (ii) fitting radio microphones to performers
- (iii) operating a digital audio record/playback system
- (iv) controlling microphone and cable placement
- (v) operating a follow spot
- (vi) plotting and executing lighting cues on a lighting control system
- (vii) plotting and executing sound cues
- (viii) disassembling and packing equipment
- (ix) tuning sound systems
- (x) controlling the sound during a live performance so that each element (vocal or instrumental) is well defined with the mix
- (xi) check and store entertainment and events technology equipment
- (xii) switch on and off entertainment and events technology systems correctly
- (xiii) setup a scenic set on stage
- (xiv) execute a change of set without creating distraction

UNDERPINNING KNOWLEDGE AND SKILLS

1. Common concepts/parameters used in operating entertainment and events technology equipment.
2. Rigging procedures.
3. Cultural diversity.
4. Understanding of legal and safety issues with regard to lighting, sound and audiovisual operations.
5. Using basic lighting, sound and audiovisual equipment.
6. Basic programming on a lighting board.
7. Read and understand lighting, sound and audiovisual plans.
8. Plot and execute cues on a given lighting control system.
9. Sketch a plan of basic entertainment layout.
10. Understand the different types of stages.
11. Understand the different types of audiovisual equipment.
12. Understand the different types of properties

EVIDENCE GUIDE

(1) Critical Aspect of Evidence

You must provide evidence that shows you have done this over a sufficient period of time for your assessor to consider that you are competent. You have to prove that you can meet all of the performance criteria on at least two (2) occasions. This evidence must come from working in Entertainment and Events Technology.

It is essential that competence be observed in the following aspects:

- (i) undertaking a range of basic lighting/sound/audiovisual activities
- (ii) follow written and/or spoken Entertainment and Events Technology instructions

(2) Method of Assessment

Assessment methods must confirm consistency of performance over time and in a range of workplace relevant contexts.

Evidence may be collected in a variety of ways including:

- direct observation
- oral questioning
- written test
- evaluation of previous work
- testimonials from clients
- supporting statement from present or past supervisor /employer

Assessment methods should closely reflect workplace demands and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties).

(3) Context of Assessment

Assessment may take place on the job, off the job or a combination of both of these. However, assessment of this unit would most effectively be undertaken on the job due to the specific workplace environment requirements. Off the job assessment must be undertaken in a closely simulated workplace environment.