

HIGH SCHOOL TECHNOLOGY SYSTEMS, DIGITAL MEDIA/TV PRODUCTION

New Construction

I. PROGRAM PHILOSOPHY

In recent years, applications of science and technology in the workplace have expanded rapidly, increasing the need for higher levels of education and training required of workers. The new technologies require well-educated workers to carry out both standardized and specialized procedures, and whose educational foundation has given them the capacity to keep pace with increasing technology demands.

Technology Education addresses the needs of students considering a technical career choice. This special program is designed to provide education that is realistic in making informed career choices and learning the fundamentals within the scope of that career choice. In addition, this program will prepare students for the next educational step to gain higher-level technical skills.

II. PROGRAM GOALS

Career Exploration

Scans Competency Skill Building

Core Technical Competency in communications, television production and related digital systems.

III. PROGRAM ACTIVITIES

Level One involves career exploration and investigation in one or more career paths. This activity culminates in some level of career decision making.

Level Two involves team building and basic life-skill training. This will include scans competencies and related behaviors considered applicable to the students chosen career field.

Level Three involves basic technical skills training. Skills identified by industry partners as being the entry-level skills necessary for getting and holding a job will be taught. Successful completers will receive industry recognition and certification.

Level Four may include Cooperative Education or school-based industries. Students may elect to work part-time while completing high school, or participate in a classroom business as a part of the capstone activities of this program.

IV. ORGANIZATIONAL NOMENCLATURE

Teacher – Student Ratio: 1:25

Student Capacity per Period: 25

Total Number of Teachers: 1

Total Number of Aides (If Applicable):

Grade Levels or Age Levels for Which Program is intended: 9, 10, 11, and 12

Hours per Day Space Will be Used: All Day

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V. INNOVATIONS, EXPERIMENTAL IDEAS, OTHER PLANNED USES

NA

VI. SQUARE FOOTAGE CHANGES EXPLANATION THAT VARIES FROM APPROVED FACILITIES LIST

NA

VII. PROGRAM FURNITURE AND EQUIPMENT REQUEST FORM

*Shown on drawings

purchased and installed by contractor

Space or Area Number of Items Description of Furniture/Equipment Needed

Digital Media Lab

30	High End Desktop Computers - Student Stations
1	High End Desktop Computer - Teacher Station
1	High End Laptop Computer - Teacher Station
1	Smart Board w/Speakers, Cables, Adapters
1	Student Response System (30 set)
10	Tablet Devices
10	Flip-Small Video Camera
30	48" Table (Student Stations)
1	"L" Shaped Teacher Desk
4	72" Rectangle Table
54	Chairs
1	Teacher Chair
3	10' White Board
4	3' Corkboard/Tackboard
1	Teacher Presentation Station
1	Digital Presenter
1	File Server
1	Color Printer (Large Lab)
2	Monochrome Printer (Large Lab)
3	Printer Stands
1	Scanner
1	Laminator
1	Poster Maker
1	Blu-Ray Player
2	Four Drawer Locking File Cabinet
2	Two Drawer Legal Locking File Cabinet

Storage

6	Wall Cabinets (w/Locks)
6	Floor Cabinets (w/Locks) with Countertop Workspace

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New Construction

VII. PROGRAM FURNITURE AND EQUIPMENT REQUEST FORM (continued)

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TV STUDIO

2	Studio Configured SVHS Cameras
2	SVHS Camcorders
4	Spare Camcorder Batteries
2	Ni-Cad Battery Chargers
2	Tripods with Dolly (Tripod must support Teleprompter)
2	Teleprompters
1	Teleprompter Compatible Computer
1	27 Inch Color Television
5	Lavalier Microphones
5	Hand-Held Microphones
2	Wireless Microphones
2	Shotgun (Boom) Microphones (with Stands)
2	Portable Lighting Kits
1 Set	500 Watt Lamps
1 Set	750 Watt Lamps
1 Set	1000 Watt Lamps
4	Portable Dimmers
1	Studio Lighting System (including Controller)
1	Cyclorama
1	Blue Screen Background
1 Set	Furniture

TV CONTROL ROOM

2	SVHS Videotape Players (Compatible with Controller)
1	SVHS Videotape Recorder (Compatible with Controller)
1	A/B Roll Edit Controller
1	Cuts Only SVHS Edit System (include VTR and VTP)
1	Digital Video Effects System (DVE)
1	DVE Compatible Computer
1	Nonlinear Editing System (NLS) (including SVHS VTR)
1	NLS Compatible Computer
1	Multimedia Computer
4	9 Inch Color Monitors
1	13 Inch Monitor
2	14 Inch Monitors
1	Vector Scope
1	Waveform Analyzer
1	16 Channel Audio Mixer
1	Intercom System (8 Station)
1	Non-Copyright Music Source
1	Power Amplifier
1	Stereo Speaker System
2	Portable Lighting Kits

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New Construction

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<u>Space or Area</u>	<u>Number of Items</u>	<u>Description of Furniture/Equipment Needed</u>
TV CONTROL ROOM (continued)		
	1 Set	500 Watt Lamps
	1 Set	750 Watt Lamps
	1 Set	1000 Watt Lamps
	4	Portable Dimmers
	1	Studio Lighting System (including Controller)
GROUP PROJECTS (COMPUTER)		
	6	Tables Laminated Tops with Adjustable Legs
	25	Chairs, 18" Sled Base
	1	Teacher's Desk
	1	Secretary's Chair
	1	All-In-One Smartboard (interactive white board) including an attached projector
	1	Sound enhancement equipment system including amplifiers, speakers, and microphones

VIII. SPECIAL CONSIDERATIONS

- Built-in Cabinetry

A. Casework will be identified during design

B. Build-in Instructional Aids

General Classroom (Each Classroom)

One 4 ft. x 16 ft. magnetic white markerboard, one 4 ft. x 4 ft. tackboard.
Standard markerboard to have eraser tray, flag holder and demountable map railing. Install an interactive projector in the center of the markerboards.

Provide wheeled cabinet with doors for sound enhancement equipment and amplifier. Cabinet and equipment shall be located at, or adjacent to, the major teaching wall with tethered wiring and harnesses. Equipment purchased with Furniture, Fixtures, Equipment & Technology (FFE&T) funds.

The back of the cabinet must allow connections of white speaker wire for the four speakers used with sound enhancement equipment, a network connection, connection to interactive projector and power.