

PRODUCTION SOFTWARE

REVISION C - 2 APRIL 2026

INSTRUCTOR CONTACT INFORMATION

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COURSE DESCRIPTION

This course is designed to expose students to a variety of production related software tools as well and how they can be utilized across departments in the creation of theatrical productions. A special emphasis will be placed on core concepts such as how data is stored and manipulated, as well as how systems can communicate with each other across production networks. While some software that will be covered is discipline-specific, the course is designed to be accessible to students in all disciplines of technical theatre.

It is essential that students have a basic working knowledge of computers in general before enrolling in this course.

Over the course of the semester, students will explore and develop projects in FileMaker, QLab, Lightwright, and Vor. They will explore various network configuration tools such as ETC Concert, Pathscape, Dante Controller, and Wireshark. They will gain a working understanding of show control signals and protocols such as OSC. They will also utilize various cloud sync and collaboration platforms. Finally, they will explore NodeRED and create their own mini-applications to solve real-world production show control challenges.

COURSE SCHEDULE (SUBJECT TO CHANGE)

CLASS	DATE	LOCATION	TOPICS COVERED
1	1/16/26	Computer Lab	Intro/Cloud Services/Software Installs/Filemaker Intro
2	1/23/26	Zoom	FileMaker
3	1/30/26	Computer Lab	FileMaker
4	2/6/26	NO CLASS	Work on FileMaker Projects
5	2/13/26	Computer Lab	FileMaker
6	2/20/26	Computer Lab	FileMaker
7	2/27/26	Computer Lab	QLab - Sound
8	3/6/26**	Computer Lab	SETC - What should we do???
	3/13/26	NO CLASS - SPRING BREAK	
9	3/20/26**	TBD	TBD
10	3/27/26	Zoom	Vor
11	4/3/26	Design Lab	QLab - Video
12	4/10/26	Zoom	Vectorworks & Lightwright
13	4/17/26	Zoom	Network Tools
14	4/24/26	Computer Lab	NodeRED & DIY
15	5/1/26	Computer Lab	NodeRED & DIY
16	5/8/26	Computer Lab	Final Projects