

Entertainment and Event Technology Qualification Matrix

	Level 4	Level 5	Level 6
Title	New Zealand Certificate in Entertainment, Event and Screen Production Technology (Level 4) with strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, Scenic Construction, Screen Assistant Direction, Gripping, Screen Production Assistant, and Screen Special Effects [Ref: 3417]	New Zealand Certificate in Entertainment and Event Technology (Level 5) with strands in strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, and Scenic Construction [proposed]	New Zealand Diploma in Entertainment and Event Technology (Level 6) with strands in strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, and Scenic Construction [Ref: 3430]
Credits	120 credits (must achieve two strands)	60 credits (must achieve one strand)	120 credits (must achieve one strand)
Strategic Purpose Statement	<p>This qualification provides the entertainment, event and screen production industries with technicians who can operate safely, under indirect supervision.</p> <p>The qualification includes strands that recognise specific knowledge and practical skills in various areas relating to entertainment, events and screen production technology. Graduates of this qualification will have technical skills and knowledge in two of the areas covered by the strands.</p>	<p>This qualification is for individuals who wish to further develop their career as a professional technical specialist in the entertainment and event industry.</p> <p>It provides the entertainment and event industry with technicians who can operate safely, with advanced technical proficiency in their chosen area of specialisation, recognised through the qualification strands.</p>	<p>This qualification is for individuals who wish to develop their career as a technical manager in the entertainment and event industry.</p> <p>It provides the entertainment and event industry with technical managers who can operate safely, and manage personnel, with advanced technical proficiency in their chosen area of specialisation, recognised through the qualification strands.</p>
Education pathway	<p>This qualification builds on from the New Zealand Certificate in Entertainment and Event Operations (Level 3) [Ref: 3416].</p> <p>This qualification can lead to:</p> <ul style="list-style-type: none"> - New Zealand Certificate in Creativity (Level 4) [Ref: 2869] - New Zealand Certificate in Entertainment and Event Technology (Level 5) with strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, and Scenic Construction [PROPOSED]; - New Zealand Diploma in Audio Engineering and Production (Level 5) [Ref: 3422]; - New Zealand Diploma in Screen Production (Level 5) [Ref: 3212] 	<p>This qualification builds on the New Zealand Certificate in Entertainment, Event and Screen Production Technology (Level 4) with strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics Scenic Construction, Assistant Direction, Gripping, Screen Production Management, and Special Effects [Ref: 3417].</p> <p>This qualification can lead to:</p> <ul style="list-style-type: none"> - New Zealand Diploma in Entertainment and Event Technology (Level 6) with strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, and Scenic Construction [Ref: 3430]. - New Zealand Diploma in Screen Production (Level 6) [Ref: 3213] - New Zealand Diploma in Scenic Construction and Properties (Level 6) [Ref: 3437] - New Zealand Diploma in Performing Arts Technical Production (Level 6) [Ref: 3436] 	<p>This qualification builds on the New Zealand Certificate in Entertainment and Event Technology (Level 5) with strands in strands in Entertainment Rigging, Lighting, Audio, Vision, Stage Management, Stage Mechanics, and Scenic Construction [Ref: proposed].</p> <p>This qualification can lead to study at a higher level.</p>
Employment pathway	<p>This qualification may lead to employment or self-employment in entry level technical roles for:</p> <ul style="list-style-type: none"> - live or location sound (live event audio) - audio; - entertainment or screen production rigging; - entertainment or screen production lighting; - vision; - stage mechanics; - stage management; - screen production management; - scenic or set construction; - screen special effects; - technical equipment retail, hire and supply - technical roles within screen; - screen assistant director; - screen production assistant, - grip assistant. <p>Technician working under broad supervision and able to lead a defined task.</p> <ul style="list-style-type: none"> - 2IC for RNZB/NZO - Senior technician at a rental supply company 	<p>This qualification may lead to employment or self-employment in leading hand or senior technician roles for:</p> <ul style="list-style-type: none"> - live sound (live event audio); - audio; - entertainment rigging; - entertainment lighting; - vision; - stage mechanics; - stage management; - scenic or set construction; - technical equipment retail, hire and supply. <p>Technician for a specialist function able to deliver an event or production and contribute to the planning of an event or production. Having a high level of knowledge in a technical discipline.</p> <ul style="list-style-type: none"> • HOD for RNZB/NZO • 2IC for large festival e.g. AAF / NZF / WOW • Project Manager for a rental supply company 	<p>This qualification may lead to employment or self-employment in technical manager or senior technical specialist roles for:</p> <ul style="list-style-type: none"> - live sound (live event audio); - audio; - entertainment rigging; - entertainment lighting; - vision; - stage mechanics; - stage management; - scenic or set construction; - technical equipment retail, hire and supply. <p>Manager / high level specialist for large production company.</p> <ul style="list-style-type: none"> • Production Manager RNZB/NZO/Small Festivals • HOD WOW/Large Festival • Operations Manager Large rental supply company

Core Graduate Profile Outcomes (GPOs)	Implement industry practices, processes and protocols to work effectively as part of a crew and with other departments to meet entertainment, event or screen production requirements. (15 credits)	Contribute to the content, and lead the implementation of industry practices, processes and protocols for a specialist function and work with other departments to meet performance or event requirements. (5 credits)	Plan, manage and critically evaluate production processes and procedures for performances or events. (15 credits)
	Maintain professional conduct and etiquette and apply appropriate communication to respond to internal and external stakeholders. (10 credits)	Role model and mentor professional conduct and etiquette and communicate effectively with internal and external stakeholders. (5 credits)	Manage selection and supervision of personnel for performances, or events. (10 credits)
	Apply understanding of the entertainment, event or screen production technology industry to develop own career. (10 credits)	Develop in depth technical specialist industry knowledge to manage own professional practice. (10 credits)	Manage professional practice and development for self and others. (10 credits)
	Implement safe working procedures and practices for entertainment, event or screen production. (25 credits)	Contribute to and facilitate safe working procedures and practices for the chosen technical function within performances or events. (5 credits)	Integrate regulations, guidelines and processes into the development, implementation and evaluation of health and safety practice in the entertainment and event industry. (30 credits)
Lighting strand	Safely install, operate and remove lighting equipment to meet the production and lighting plan requirements for a range of performances, events or screen productions. (30 credits)	Plan and prepare the lighting production requirements for a performance, or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of lighting for a range of performances or events. (55 credits)
		Implement the lighting production requirements of a performance or event. (20 credits)	
Entertainment Rigging strand	Safely install, operate and remove rigging equipment to meet the production and rigging plan requirements for a range of performances, events or screen productions. (30 credits)	Plan and prepare the entertainment rigging production requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of entertainment rigging for a range of performances or events. (55 credits)
		Implement the entertainment rigging production requirements of a performance or event. (20 credits)	
Stage Mechanics strand	Safely set up, operate and remove scenery and stage mechanical devices to meet the production requirements for a range of performances or events. (30 credits)	Plan and prepare the stage mechanics production requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of stage mechanics for a range of performances or events. (55 credits)
		Implement the stage mechanics production requirements of a performance or event. (20 credits)	
Vision strand	Safely install, operate and remove vision equipment to meet the production and vision plan requirements for a range of performances, events or screen productions. (30 credits)	Plan and prepare the vision requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of vision for a range of performances or events. (55 credits)
		Implement the vision requirements of a performance or event. (20 credits)	
Audio strand	Safely install, operate and remove audio equipment to meet the production and audio plan requirements for a range of performances, events, screen productions or live recording. (30 credits)	Plan and prepare the audio production requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of audio for a range of performances or events. (55 credits)
		Implement the audio production requirements of a performance or event. (20 credits)	

Entertainment and Event Technology Qualification Matrix

Stage Management strand	Implement stage management documentation and production process requirements to ensure the smooth running of a range of performances and events. (30 credits)	Plan and prepare the stage management requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of stage management for a range of performances or events. (55 credits)
		Implement the stage management requirements of a performance or event. (20 credits)	
Scenic Construction strand	Construct scenery or sets using a range of construction methods, equipment and digital technologies for a range of performances, events or screen productions. (30 credits)	Plan and prepare the scenic construction requirements of a performance or event. (15 credits)	Analyse the requirements and deliverables, and develop, manage and evaluate the implementation of scenic construction for a range of performances or events. (55 credits)
		Implement the scenic construction requirements of a performance or event. (20 credits)	
Assistant Screen Direction strand	Implement assistant director documentation and production process requirements to ensure the smooth running of a range of screen productions. (30 credits)		
Gripping strand	Safely set up, operate and remove on-set grip equipment to meet the requirements for a range of screen productions (30 credits)		
Screen Production Assistant strand	Implement screen production management documentation and process requirements to ensure the smooth running of a range of screen productions. (30 credits)		
Screen Special Effects strand	Safely setup, operate and wrap the necessary SPFX equipment, components and expendables to meet the production and SPFX plan requirements for a range of screen productions. (30 credits)		
Theory and practical requirements	<p>This qualification recommends 400 hours within realistic (in-house or public) industry/community settings to practice and demonstrate competence. This is the minimum number of practical hours that industry would expect for graduates to be able to prove competence in this qualification and ensures that graduates have experienced the dynamics of the industry and applied their skills in this context. Of which at least 150 hours must be demonstrated in each selected strand. The remaining 100 hours can be applied within any role within the entertainment, event or screen production technology industry.</p> <ul style="list-style-type: none"> - Minimum of six entertainment, event or location/studio changes for screen productions in total of <ul style="list-style-type: none"> o Of which, <ul style="list-style-type: none"> ▪ two must be in context of first strand selection ▪ two must be in the context of second strand selection. - At least two events or screen productions must meet the definition of complex. All events or screen productions must have sufficient depth to give the learner opportunity to demonstrate the GPOs. - All events or screen productions must be within realistic industry/community settings. <p>*Screen productions can include location and/or studio changes as being sufficient</p>	<p>This qualification recommends 300 hours within realistic (in-house or public) industry/community settings to practice and demonstrate competence. This is the minimum number of practical hours that industry would expect for graduates to be able to prove competence in this qualification and ensures that graduates have experienced the dynamics of the industry and applied their skills in this context. Of which at least 200 hours must be demonstrated in the graduate's strand specialty.</p> <ul style="list-style-type: none"> - Minimum of three performances or events in total of which one performance or event must meet the definition of complex. The remaining two performances or events do not need to be a complex event but must contain complex work relevant to the selected strand. - All performances or events must have sufficient depth to give the learner opportunity to demonstrate the GPOs. - All performances or events must be within realistic industry/community settings. 	<p>This qualification recommends 600 hours within realistic (in-house or public) industry/community settings to practice and demonstrate competence. This is the minimum number of practical hours that industry would expect for graduates to be able to prove competence in this qualification and ensures that graduates have experienced the dynamics of the industry and applied their skills in this context. Of which at least 200 hours must be demonstrated in the graduate's strand specialty.</p> <ul style="list-style-type: none"> - Minimum of four performance or events in total, all of which must meet the definition of complex. - All performances or events must have sufficient depth to give the learner opportunity to demonstrate the GPOs. - All performances or events must be within realistic industry/community settings. <p>The performances or events and logged hours at Level 5 may count towards 50% of performance or events and logged hours at Level 6 if completed within the previous two years.</p>