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21M.scenery mechanisms effects yadda yadda
Tech Note One- Organization

MTG Production Staff flow charts

Attached are two flowcharts describing MIT Musical Theatre Guild production staff- one for a typical Guild show, one for what would generally be the minimal acceptable staff (though one person may often fill multiple positions).

A few notes about layout:

- 1) Connections describe what position directly oversees each other position. This chart does NOT attempt to describe who interacts directly.
- 2) Diagonal corners indicate positions filled in an ad hoc basis without formal interviews
- 3) Rounded corners indicate positions with a very limited specific responsibility, which may also include hired outside staff

A few major weaknesses in traditional guild organization highlighted by this chart:

- 1) The Guild rarely has master carpenters. The TD's direct responsibility for construction of the set is often a weakness that is clearly visible based on the gap next to "set designer" in the implementation-staff column. The failure to use master carpenters is, however, strongly motivated by a lack of appropriately trained people in the community (it's unlikely to get two people capable of being master carpenter interested in taking on responsibility at one time, at that one person usually ends up serving in the expanded role of technical director.
- 2) There is no 'front of house managing position- all front of house positions report directly to the producer. These areas are often the producer's greatest source of stress near the opening of a production.