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See And Hear How To Network A Connection

by Kirsten Nelson

trip to Atlanta is on the agenda for many in the audiovisual industry this month, as the opportunities offered by the InfoComm conference and exhibition command attention June 5-11 at the Georgia World Congress Center. A glimpse at consultants and contractors' list of things to see while visiting this tech-centric city reveals that the industry is indeed "AVolving" in accordance with the message InfoComm began to promote at last year's show.

In the 12 months since the AVolution campaign was launched, AV designers and installers have indeed found themselves in possession of an increasingly valued expertise, and with that change comes a new order of technological considerations. This year network technologies and video servers are bringing what was formerly hidden in the background of installations to the forefront of innovation, and integration is becoming less a buzzword than a requirement for a future industry model.

In seeking the tools for this mission, systems integrators will be walking the aisles of the show floor with one goal. "Innovation, that's what I'm looking for," declared Josh Weisberg, president of Scharff Weisberg. "I want to see product designs that break the mold, do it differently and were

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Olympic venue installation coverage from Athens, Greece

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entertainment steven j. thorburn

Flight Pattern

Employing Teamwork From The Ground Up

Recently, while waiting at the Montréal airport for my return flight home, I enjoyed a great example of teamwork—snow removal. It was the big fluffy flakes, the "White Christmas" type. The weather folks said they were expecting five centimeters, but from the looks of it, we were getting more like 10 and it was still coming. From experience growing up in Michigan, this was the type of snow that while work to remove, was more pleasant than others; it was not sticky, not too cold, just some good work, more like sweeping than shoveling. The good thing was flights were not "delayed."

In Montréal, the Air Canada concourse and supporting service buildings are in a 'U' shape with airplanes on one side and at the bottom of the U. What caught my attention when I first sat down by the windows were the two trucks cleaning out around the aircraft gate parking area. One was a small John Deere with a rear-attached scraper/hopper, so all of the snow was caught and pulled behind-it did not leave a mound for the baggage trams to fight with. It would fill its hopper and then drag it out to the center of the taxi area and dump it for the other truck to deal with. The sole job of this first truck was to support the gate workers and keep their area clean. It then passed its work product off to others that could more easily remove the snow from the area

The second tractor I watched was a Caterpillar plow of sorts. It had a wide U-shaped blade, and the two wings could be adjusted in or out to make a long, flat blade as needed. Its primary job was to clean out vacant gate parking areas (i.e., those not occupied with an aircraft). It would gather snow until its hopper was full. It would also push the snow out to the center, but once it had cleared all of the area it could, its job changed. It flattened out its blade and went to work on the snow in the center of the U.

Also working the center of the U were two snowplows with wide blades on the front and a swing-out blade on the passenger side. With both blades they could each clear a path in one pass that appeared to be at least 30 feet wide. In almost fighter-plane formation they would start at one end of the gate area and make their first "strafing" pass at pushing the snow out into the center. All of a sudden, a 60-foot-wide path was cleared. When they got to the other end, they did a turn, and rotated the front blade the other way, retracted the fixed passenger side blade and came back across the concourse tarmac. Another 30 feet



▲ The teamwork required to plow through a snowstorm at the Montréal airport is not unlike that required for a typical A/V project.

was cleared. This kept up only slowing to allow aircraft to back out or come in. This is when the Caterpillar plow would come and go. If it could not work at a gate it worked with the big plows. Part way though this process, a snow blower would come into the picture to remove the furrow of snow that was been built up by this team of snow-removal personnel.

OK, so this is a rather long description of a rather mundane process, but it is a great example of teamwork. There was no way that one person or machine could have kept up with the "downpour" of snow. They needed the momentum of the team, and they could not stop or slow down to keep up with the job. Otherwise the airport would have to close with the associated loss in revenue, upset travelers, system-wide delays, etc. The other point is that the snow removal team had a number of different tools. They had the big plow, the small plow, the snow blower, the front-end loader and the truck; and each was the correct tool for the job.

There are very few audiovisual projects that can be completed from the start to finish by a single person. The salesperson needs help building the market and branding the firm. Someone needs to design and engineer the system. The installation comes next, and it always seems that a crew of two can get a lot more done then two one-person teams. And, of course, there is the programming and the training on how to use and maintain the system.

So how do we build our teams; how can we apply this to the audiovisual industry? It was no accident that the snow-removal team was so efficient—they had lots of practice. I would wager that they also had detailed written "operational procedures" and that as long as they knew how to work a machine they could have switched machines and the result would have been the same and in just as efficient a manner. That's because for them it was a "job," not a "project." Each part of the snow-removal process was broken down into

manageable tasks (gate plowing, center plowing, worker area snow blowing, etc.). And there were even backup tasks to keep each team member productive (when you can't gate plow, then help center plow—don't just sit idle).

How often in our industry do we define the work process—what we go through—into the lowest common skill set? How often do we run training drills or have people practice a skill prior to going out to do a job? And what about cross-training; how often do we teach programmers how to hang loudspeakers (when you can't program, then hang loudspeakers—don't just sit idle).

For whatever reason, our industry seems to prefer the school of hard knocks or on-the-job training rather than the formal training ICIA and NSCA has been leading. Compare our industry to that of the rest of the design and construction industry where every person is licensed—the architect, the engineers and the contractors. By having this formal training, professionals can come together and form a team for a project, by using the skill set they have for their jobs, to fulfill their role for that project, on that team.

Teamwork does not just happen, it has to be worked at. But one of the best ways to improve the performance of any team is to make sure that each team member is well trained and knows what their "job" is as part of that specific team. As much as we would like, we may not always be able to get the "best" person for the job, we may have to settle for the second best or third best. But if that person is adequately trained with access to documented procedures, they will be able to perform their job as part of a successful team.

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Ideas 4.1 concept-mapping software

in English and French for the Microsoft Windows operating system and Mac OS X, enabling teachpreferred platform and language. According to the company, SMART Ideas software is the only conceptmapping software that combines cross-platform compatibility with the ability to switch easily between English and French. SMART Ideas software enables students to capture and organize ideas in multilevel concept maps during brainstorming sessions and arrange and link visuals that map simple or complex sequences of ideas. Completed maps can be exported to HTML, Appleworks and Microsoft Word, so students can share their diagrams with others or explore further during independent study. SMART Ideas software also features Cliplets, interactive clip-art images that students can manipulate directly to learn concepts such as telling time, measuring angles and calculating probability. For example, students can rotate the hands on the image of a clock to learn how to tell time and then use the accompanying digital clock to

> SMART Technologies www.smarttech.com