

# THEATER (THEA)

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## **THEA 1110G Introduction to Theatre 3 Credits (3)**

This course provides an introduction to the study of theatre. Students will examine various components that comprise theatre, such as acting, directing, playwriting, dramaturgy, scenic and costume design, stagecraft, spectatorship, history, theory, and criticism.

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## **THEA 1210G Acting for Non-Majors 3 Credits (3)**

This class gives non-majors experience in the depth and craft of the actors art. Students will learn various terms, techniques, and practices of acting and will demonstrate their understanding in class. Through exercises and improvisations, partnered scenes, and group work, students will be better able to appreciate the work of others as they learn techniques of performing. Repeatable: up to 3 credits.

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## **THEA 1221 Beginning Acting 3 Credits (3)**

Basic understanding of self-expression through a variety of physical exercises, improvisation, and character study, culminating in scene or monologue work. Restricted to: THTR majors

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## **THEA 1222 Stage Movement 3 Credits (3)**

Physical techniques for the actor to develop kinesthetic awareness and skills in characterization, archetypes, and stage combat. Restricted to: THTR majors.

### **Learning Outcomes**

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## **THEA 1223 The Art of Theatre 3 Credits (3)**

This course introduces the variety and scope of theatre professions, the value and goals of the theatre major and an analysis of the art form from script to stage. Restricted to: Required for THTR majors.

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## **THEA 1310 Introduction to Costuming 3 Credits (3)**

This course introduces students to basic skills generally used in creating costumes for theatre. During the semester students will be introduced to the costume shop, equipment, supplies, and processes. They will learn the process of sewing a garment and running a stage production.

### **Learning Outcomes**

1. Demonstrate basic hand and machine sewing skills. Use basic costume craft tools and techniques.
2. Analyze fabric selection for the stage.
3. Draft and use patterns.
4. Take body measurements for patterning and construct a costume from those measurements.
5. Combine interpersonal communication skills with costume construction skills.
6. Analyze a script for costume design purposes.
7. Build a garment.

[View Course Outcomes](#)

## **THEA 1310L Costume Craft Lab 1 Credit (1)**

Class members will assist in construction for productions in a studio environment.

### **Learning Outcomes**

1. Introduction to Costuming.

[View Course Outcomes](#)

## **THEA 1415 Running Crew I 2 Credits (2)**

Students learn about backstage and front of house production positions and work on a technical aspect of a production in a rehearsal and performance environment.

### **Learning Outcomes**

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## **THEA 2221 Intermediate Acting: Scene Study and Monologues 3 Credits (3)**

Monologues and scene work, using character and script analysis.

### **Learning Outcomes**

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## **THEA 2222 Intermediate Acting for Non-Majors 3 Credits (3)**

A continuation of THEA 1210 with an emphasis on monologues, scenes and characterization.

### **Learning Outcomes**

1. Apply fundamental techniques of voice and movement for the stage.
2. Analyze a dramatic text and interpret a character and develop the skills necessary to score a script for character development.
3. Perform specific choices to create and perform goal-driven characters.
4. Demonstrate various physical and mental relaxation techniques.
5. Identify internal and external techniques to increase actor's emotional range.
6. Demonstrate sensory exercises and apply this technique to scene work.
7. Articulate and implement key terminology of modern acting techniques.
8. Develop and articulate a basic personal artistic process.
9. Demonstrate the ability to work cooperatively on a creative/interpretative project. 1
10. Begin to develop professionalism and development of a critical eye through practice giving and receiving peer feedback, adherence to deadlines, memorization, flexibility and coachability.

[View Course Outcomes](#)

**THEA 2310 Stagecraft 3 Credits (3)**

Student will explore basic skills for scenic designers and techniques of set construction for the stage, including building scenery, rigging, painting and properties.

**Learning Outcomes**

1. Demonstrate a range of technical skills, which will qualify them to assist in the basic technical production of a play.
2. Demonstrate and apply how to safely and competently use hand tools, power tools, electrical, and electronic stage equipment.
3. Analyze the technical aspects of a play in performance.
4. Read and construct scenery from ground plans, elevations, and drawings.
5. Analyze a script from the perspective of a designer, artistic, and/ or technical director.

View Course Outcomes

**THEA 2310L Stagecraft Laboratory 1 Credit (1)**

Class members will assist with construction for productions in a studio environment.

**Learning Outcomes**

View Course Outcomes

**THEA 2340 Introduction to Design 3 Credits (3)**

Introduction into our visual world via the language of designers, focusing on collaboration, creative thinking and presentation skills. The varied design professions in theatre and the performing arts will be explored.

Restricted to: Required of all THTR Majors.

**Learning Outcomes**

1. Apply design vocabulary and descriptions when speaking about design.
2. Identify design tools and make choices about where to use them.
3. Apply the foundation information in understanding how design tools work.
4. Apply correct terminology in assessing design and script analysis.
5. Read and understand some of the design documents commonly used in the industry.

View Course Outcomes

**THEA 2415 Running Crew II 1 Credit (1)**

Students learn about backstage and front of house production positions and work on a technical aspect of a product in a rehearsal and performance environment.

**Learning Outcomes**

View Course Outcomes

**THEA 2421 Vocal Production for the Actor 3 Credits (3)**

Exploration and development of the actor's vocal instrument, including relaxation, projection, diction and articulation. Restricted to: THTR majors.

**Repeatable:** up to 3 credits

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**THEA 2993 Workshop in Theatre 0.5 Credits (0.5)**

Required for all freshman and sophomore theatre majors, this course coordinates all processes within Theatre Arts, providing a forum for discussion and feedback. Repeatable: up to 4 credits.

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**THEA 2996 Topics in Theater 1-3 Credits**

Specific subjects to be announced in the Schedule of Classes.

Repeatable: for a maximum of 9 credits.

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