

**Design for the Theater
THEA332 Fall 2009****3 Credit Hours**

Note: Syllabus dates and assignments may change. Keep notes about updates as assigned.

Instructor: Anne H. Berry**Contact information**

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Office Hours: T/TH, 10-11:30 a.m. in VA 13A

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Semester overview

This course is intended to provide students with a comprehensive view of the various facets of theater design—including set, lighting, costume and sound design—as well as help students develop conceptual and practical skills/competencies in these areas.

The first half of the semester will largely focus on design elements and principles, concept-building exercises, text analysis and research. The second half of the semester, which will expand on the components covered during the first eight weeks, will focus more heavily on practical applications such as drafting, model building, creating lighting plots, etc.

Course texts and plays:

- *Theatrical Design and Production: An Introduction to Scene Design and Construction, Lighting, Sound, Costume, and Makeup* by J. Michael Gillette
- *Twilight: Los Angeles* by Anna Deavere Smith
- *Othello* by William Shakespeare
- Additional resources and reading materials will be posted on moodle.

Grading

Individual project grades are based on a variety of criteria including concept, developmental processes, presentation, craftsmanship and meeting project deadlines.

Final semester grades will be determined based on the following components:

- 10% Class participation
- 40% Sketchbooks and in-class exercises
- 50% Assignments

Sketchbooks

Students are required to maintain sketchbooks for specific assignments as well as to help document process development. The sketchbooks should be comprised of students' drawings and studies, but may also include notes, journal entries, inspiration and any other resources that aid creative development. Students are free to organize their books according to personal preference.

Materials

Along with sketchbooks, students should keep general art supplies on hand (pencils, markers, paints, drawing paper, etc.). Additional materials will be announced as needed.

Attendance

Attendance is mandatory. This course, which is a collaborative effort on the part of both the instructor and students, involves discussions, critiques and exercises that require class participation. Consequently, frequently unexcused absences and continually arriving late and leaving early will negatively affect a student's final grade at the end of the semester.

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Illness, family emergencies or pre-approved activities related to another class, such as class trips, are considered excused absences and will not impact a student's grade. (Please notify me ahead of time if you will be missing class.)

Late assignments

Assignments are due at the beginning of class on their specified due dates. Any work turned in ten minutes after class has started is considered late and will be lowered one letter grade. Projects that have not been handed in by the end of the class period (on the day they are due) will not be given a grade.

Classroom ethos

The classroom is meant to be a safe environment where students are free to express their thoughts and opinions without being disparaged. Criticism is an important aspect of constructive, artistic discussion, but feedback should be respectfully given and received. Anything less has the potential to disrupt the spirit of collaborative learning and may negatively impact a student's semester grade.

Electronic devices

As a general rule, electronic devices (i.e., cell phones, PDAs and iPods) must be turned off, silenced or put away during class.

Plagiarism

Papers you submit in this course will be checked for plagiarized material copied from the web, other student papers, and selected on-line databases. Cases of plagiarism are reported to the Associate Dean. Penalties for plagiarism are listed in the college catalog and range from redoing the assignment to dismissal from the college.

Statement regarding disability accommodations

Goshen College wants to help all students be as academically successful as possible. If you have a disability and require accommodations, please contact the instructor or Director of the Academic Resource and Writing Center, Lois Martin, early in the semester so that your learning needs may be appropriately met. In order to receive accommodations, documentation concerning your disability must be on file with the Academic Resource and Writing Center, GL113, x7576, lmartin@goshen.edu. All information will be held in the strictest confidence.

The Academic Resource and Writing Center offers tutoring and writing assistance for all students. For further information please see www.goshen.edu/studentlife/arwc/.

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Core competencies

- Students will be able to demonstrate knowledge of basic design principles
- Students will be able to work collaboratively
- Students will be able to analyze written plays/texts
- Students will be able to work in and experience all areas of theater design
- Students will be able to work with dimension and scale
- Students will be able to develop and apply practical theater skills
(See “technical and practical skills” handout for details)
- Students will be able to relate their learning to GC’s core values

Course calendar (tentative)

Week 01	Aug. 31	Introduction to the course and overview of the semester
Week 02	Sept. 7	Design elements and principles

Over the course of weeks 3-9, each student will develop an artistic concept for *Twilight: Los Angeles* by Anna Deavere Smith that includes set, costume/make-up, lighting and sound design components.

Week 03	Sept. 14	Text analysis and research; begin working with <i>Twilight: Los Angeles</i>
Week 04	Sept. 21	<i>Twilight: Los Angeles</i> ; narrative storytelling (understanding literal aspects as well as the “poetry” of a play)
Week 05	Sept. 28	<i>Twilight: Los Angeles</i> ; set design
Week 06	Oct. 5	<i>Twilight: Los Angeles</i> ; figure drawing and costume design
Week 07	Oct. 12	<i>Twilight: Los Angeles</i> ; lighting design (guest speaker)

Week 08	MID-TERM BREAK	
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The second half of the semester, students will work as a team to develop a comprehensive concept that will apply to set, costume/make-up, lighting and sound design components for *Othello* by William Shakespeare. An emphasis on technical abilities will provide opportunities for students to delve more deeply into specific areas of design and hone their skills.

Week 09	Oct. 26	Sound design (guest speaker); begin working with <i>Othello</i>
Week 10	Nov. 2	<i>Othello</i>
Week 11	Nov. 9	<i>Othello</i>
Week 12	Nov. 16	<i>Othello</i>
Week 13	Nov. 23	<i>Othello</i> ; begin putting portfolios together
Week 14	Nov. 30	<i>Othello</i> ; continue work with portfolios
Week 15	Dec. 7	Finish <i>Othello</i> ; finish portfolios

FINAL	Portfolio presentation	
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Campus events

During the semester, students are required to attend at least **three** theater productions on campus including one senior theater recital:

Sept. 18, 8 p.m.: Angie Noah senior theater recital
 Oct. 2-4: Homecoming One Acts
 Oct. 30-Nov. 1, Nov. 6-8: Big Love/fall mainstage
 Nov. 22, 3 p.m.: Sarah Noah senior theater recital (tentative)

Students will receive one free ticket to attend a senior recitals.