Theatre (THTR)

Courses

THTR 5123. Theatrical Design Rendering Techniques. 3 Hours.
Investigation of drawing and painting methods and materials useful to theatrical designers. Integration of traditional and digital technology and tools in creating the documents necessary to communicate in the theatrical process. (Typically offered: Irregular)

THTR 5133. Design Portfolio Development. 3 Hours.
Development of the skills and techniques used to prepare and present a professional design portfolio in order to successfully interview for a career in the theatre. Traditional and digital output including portfolio, website and marketing materials are created. Prerequisite: Graduate Standing in Theatre or by instructor permission. (Typically offered: Irregular) May be repeated for up to 6 hours of degree credit.

THTR 5143. History of Decor for the Stage. 3 Hours.
An overview of architectural decoration and its application to theatrical design from the Predynastic Period (4400-3200 B.C.) through the Art Deco period with references to contemporary decor. Prerequisite: Graduate standing. (Typically offered: Irregular)

THTR 5151. Singing for Musical Theatre. 1 Hour.
Private study of the singing voice focusing on musical theatre vocal technique and repertoire. (Typically offered: Irregular) May be repeated for up to 3 hours of degree credit.

THTR 5173. Drafting for the Designer. 3 Hours.
Focuses on industry standard practices of drafting. Students will study and execute design drafting packages for the theatre, including but not limited to Designer Drawings, Painter's Elevations, Props Packages, Lighting Plots and Sections. Prerequisite: Graduate Standing in Theatre or by instructor permission. (Typically offered: Irregular) May be repeated for up to 9 hours of degree credit.

THTR 5183. Scene Design Studio. 3 Hours.
Individual and advanced projects in designing scenery for various theatrical genres as well as non-theatrical applications with emphasis on the design process involving playscript analysis, text analysis, and research. Collaboration skills and advanced rendering techniques will be explored. Contributes to on-going portfolio development. Prerequisite: THTR 4653 or instructor consent. (Typically offered: Fall) May be repeated for up to 6 hours of degree credit.

THTR 5193. Scene Technology Studio. 3 Hours.
Individual and advanced projects in scenic techniques with emphasis on scene painting, drafting, rendering, properties design, or scenic crafts as determined by student need. Contributes to on-going portfolio development. Prerequisite: Graduate standing or instructor consent. (Typically offered: Spring) May be repeated for up to 9 hours of degree credit.

THTR 5283. Costume Design Studio. 3 Hours.
Individual and advanced projects in costume design and construction with emphasis on flat pattern, draping, corsetry, tailoring or costume crafts as determined by student need. Contributes to on-going portfolio development. Prerequisite: Graduate standing or instructor consent. (Typically offered: Spring) May be repeated for up to 9 hours of degree credit.

THTR 5383. Lighting Technology Studio. 3 Hours.
Individual and advanced projects in lighting technology with emphasis on programming, equipment, advanced control, lighting software, methods of digital rendering and computer visualization. Contributes to ongoing portfolio development. Prerequisite: Graduate standing or instructor consent. (Typically offered: Spring) May be repeated for up to 9 hours of degree credit.

THTR 5393. Lighting Design Studio. 3 Hours.
Individual projects in lighting design with an emphasis on stage lighting as an art form. Investigates the design process involving script interpretation, design aesthetics, research and storytelling. Contributes to ongoing portfolio development. Prerequisite: Graduate standing or instructor consent. (Typically offered: Fall) May be repeated for up to 9 hours of degree credit.

THTR 5413. African American Theatre History -- 1950 to Present. 3 Hours.
A chronological examination of African-American theatre history from 1950 to the present through the study of African-American plays and political/social conditions. Students will become familiar with the major works of African-American theatre and have a deeper understanding of American History. Graduate degree credit will not be given for both THTR 4463 and THTR 5413. (Typically offered: Irregular)

THTR 542V. Graduate Acting Studio. 1-3 Hour.
Provides actors with intensive opportunities to explore specific aspects of their craft. Sample topics include characterization, Chekhov, Pinter, Brecht, improvisation and mask work. Topics vary each semester. Prerequisite: Graduate standing in Theatre. (Typically offered: Irregular) May be repeated for up to 18 hours of degree credit.

THTR 5432. Graduate Voice and Speech I. 2 Hours.
Teaches how to build clear vocal production using proper breath support, grounded in the Alexander technique. Emphasis on the connection between breath and thought, learning to undo inadequate vocal habits, and vocal hygiene. Prerequisite: Graduate standing in Theatre. (Typically offered: Fall) May be repeated for up to 4 hours of degree credit.

THTR 5443. Graduate Acting: Period Styles. 3 Hours.
Styles of acting in relation to French and English Dramatic Literature (16th-19th Centuries). This course also examines the historical and cultural influences that shaped each genre. A period dance component is included. Prerequisite: Graduate standing in Theatre. (Typically offered: Spring)

THTR 545V. Musical Theatre Performance. 1-3 Hour.
Theory and techniques of performing a singing role for the theatre. Integrates acting and vocal techniques and examines the relationship between score and text. Prerequisite: Graduate standing in Theatre. (Typically offered: Irregular)

THTR 548V. Meisner Technique I. 1-3 Hour.
Acting theory and exercises of Sanford Meisner, including repetition work, connecting with partner, three moment game, activities, and emotional preparation. (Typically offered: Irregular)

THTR 549V. Meisner Technique II. 1-3 Hour.
Continuation of Meisner Technique I. Incorporation of theory and advanced exercises of the Meisner Technique into the playing of text. Prerequisite: THTR 548V. (Typically offered: Irregular)

THTR 5511. Alexander Technique Lessons. 1 Hour.
Students will become aware of habitual patterns of tension and how these patterns interfere with performance, learning, and overall health. The Technique offers practical skills for improving coordination and for re-gaining a sense of ease of movement in all activities. (Typically offered: Fall and Spring) May be repeated for up to 6 hours of degree credit.

THTR 5523. Writing for Television and Screen. 3 Hours.
Advanced study and practice in writing for the small and big screen, with focus on writing for television. This writing workshop is an investigation into the form, structure, and vocabulary of writing for television, designed to give students tools, strategies, and practice in writing for television. (Typically offered: Irregular) May be repeated for up to 9 hours of degree credit.
THTR 5533. Graduate Playwriting: Special Projects. 3 Hours.
Advanced study and practice in the area of playwriting. The area of concentration will be determined by the student's specific writing project(s). Prerequisite: Graduate standing. (Typically offered: Fall and Spring) May be repeated for up to 18 hours of degree credit.

THTR 5552. Graduate Voice and Speech II. 2 Hours.
A continuation of Graduate Voice and Speech I, exploring more closely the connection between breath support and volume, pitch, range, resonance and articulation. Prerequisite: THTR 5432. (Typically offered: Spring)

THTR 5562. Graduate Voice and Speech III. 2 Hours.
Continuation of Graduate Voice and Speech II, focusing on the classification of vowels and consonants according to the International Phonetic Alphabet (IPA). Prerequisite: THTR 5552. (Typically offered: Fall)

THTR 5572. Graduate Voice and Speech IV. 2 Hours.
Continuation of Graduate Voice and Speech III. Extension of the application of the IPA to the analysis of different accents of individuals for whom English is a second language. Approximately eight dialects of English will be examined. Prerequisite: THTR 5562. (Typically offered: Spring)

THTR 5633. Creating a One-Person Show. 3 Hours.
Actors learn to use compelling personal experiences and interests in the creation of a unique one-person show. Includes exploration in characterization, staging and playwriting. Culminates in the public presentation of a short one-person show. Prerequisite: Graduate standing in Theatre. (Typically offered: Spring)

THTR 5643. Devised Theatre. 3 Hours.
Explores performer-created works developed through group dynamics, with emphasis on innovative source materials and inventive theatrical approaches. (Typically offered: Spring)

THTR 5653. Directing Modern Drama. 3 Hours.
Studio course exploring the challenges of directing post-19th Century dramatic literature. Individual projects in collaboration with actors. Sample dramatic literature includes styles such as Realism, Expressionism, Absurdism, post-Modernism and Epic Theatre. Topics vary each semester. Prerequisite: Graduate standing in Theatre. (Typically offered: Fall) May be repeated for up to 12 hours of degree credit.

THTR 5673. Adapting and Directing Non-Theatrical Texts. 3 Hours.
Offers directors practice in the adaptation and staging of non-theatrical prose, poetry and current events. Individual projects in collaboration with actors. Prerequisite: Graduate standing in Theatre. (Typically offered: Spring)

THTR 5683. Directing Studio. 3 Hours.
Hands-on exploration into the direction of historical and contemporary texts and styles, including Greek, Roman, Shakespeare, Realism, American and international scripts and the adaptation of non-theatrical material. Topics vary each semester. Includes discussion and investigation of the theatrical arts and collaborative and production processes. Prerequisite: MFA Directing student or instructor consent. (Typically offered: Fall and Spring) May be repeated for up to 6 hours of degree credit.

THTR 5713. Directing Classics. 3 Hours.
Explores the challenges of directing classic texts. Individual projects in collaboration with actors on a wide variety of pre-20th Century dramatic literature. Topics vary each semester. Prerequisite: Graduate standing in Theatre. (Typically offered: Fall) May be repeated for up to 12 hours of degree credit.

THTR 5723. History of the Theatre I. 3 Hours.
A survey of dramatic literature, theatre practices and cultural contexts for dramatic presentation from classical Greece through the 19th century. (Typically offered: Fall)

THTR 5733. History of the Theatre II. 3 Hours.
A survey of dramatic literature from the rise of realism to the present, designed to examine historical context, theatrical convention, modes of storytelling and questions of diversity and inclusion in the theatrical cannon. (Typically offered: Spring)

THTR 5773. Script Analysis. 3 Hours.
Introduces the fundamentals of dramatic structure, in plays from the classical era to the present, with emphasis on how a dramatic work conveys cultural meaning and how it informs the production approaches of actors, directors, and designers. (Typically offered: Spring)

THTR 5783. Viewpoints. 3 Hours.
Exploration and application of the Viewpoints movement technique. Prerequisite: Graduate standing in Theatre. (Typically offered: Spring)

THTR 5833. Scene Painting. 3 Hours.
A studio class in painting techniques for the theatre. Exercises in color, textures, styles, and execution. Graduate degree credit will not be given for both THTR 4833 and THTR 5833. (Typically offered: Spring) May be repeated for up to 6 hours of degree credit.

THTR 590V. Independent Study. 1-18 Hour.
Individually designed and conducted programs of reading and reporting under guidance of a faculty member. (Typically offered: Fall, Spring and Summer) May be repeated for up to 18 hours of degree credit.

THTR 591V. Special Topics. 1-3 Hour.
Classes not listed in the regular curriculum, offered on demand based on student needs and changes within the profession. Prerequisite: Graduate standing in Theatre or Instructor consent required. (Typically offered: Fall, Spring and Summer) May be repeated for degree credit.

THTR 592V. Internship. 1-6 Hour.
Supervised practice in the various arts and crafts of the theatre (e.g. full design responsibility for a production; box office management; actor apprenticeship in a professional company). (Typically offered: Spring) May be repeated for up to 6 hours of degree credit.

THTR 5953. Theatre in London. 3 Hours.
Theatre in London Study Abroad immerses scholars in the world of theatre, culture and history in Britain. Students spend four weeks in London with excursions to Stratford-upon-Avon, Oxford and Bath. Literature, performance, design and history are all explored through lectures, field trips and writing prompts. Open to all majors. Graduate degree credit will not be given for both THTR 4953 and THTR 5953. (Typically offered: Summer)

THTR 600V. Master's Thesis. 1-6 Hour.
Master's Thesis. Prerequisite: Graduate standing. (Typically offered: Fall and Spring) May be repeated for degree credit.

THTR 6111. Academic Research I. 1 Hour.
Introduces students to the practice and discipline of academic writing and research. Students are required to write papers throughout the course, in order to become familiar with the formatting criteria of academic writing. Prerequisite: Admission to the MFA Program. (Typically offered: Fall, Spring and Summer)

THTR 6121. Academic Research II. 1 Hour.
The class is intended to finalize to the submission of the thesis proposal at the end of the semester for faculty approval. Lectures and class discussions are designed to further expand students' skills in research, academic writing and formatting requirements. Each student will be assigned a thesis advisor. Prerequisite: THTR 6111. (Typically offered: Fall, Spring and Summer)

THTR 6132. Introduction to the Creative Process. 2 Hours.
Introduces the creative process as a form of practice through exploring various strategies for generating performative material, including the initiation of an impulse, an action or a concept. Involves studio work, exercises, automatic writing, design, and numerous modes of improvisation. (Typically offered: Fall, Spring and Summer)
THTR 6142. Extension and Analysis of the Creative Process. 2 Hours.
Introduction to form and genre via Commedia dell'Arte where students will improvise and construct lazzi within the constraints of a specific form. The fundamental role of musicality and rhythm in dramaturgy will be underlined as students move towards more complex compositional forms. Prerequisite: THTR 6132. (Typically offered: Fall, Spring and Summer)

THTR 6323. Stylized Theatre Practices. 3 Hours.
Constellated around the notion of Composed Theatre and draws on the psycho-physical vocabulary and various dramaturgical approaches. Focuses on generating textual material and composition, with a view to elaborating personal projects. Provides practical and conceptual tools that enable solutions to be found to acting and dramaturgical challenges of creating new work. Prerequisite: THTR 6132. (Typically offered: Fall, Spring and Summer)

THTR 6333. Devised Theatre Practices. 3 Hours.
Works towards an understanding of what "composed theatre" means focusing on the use of musical concepts and strategies to arrive at a fully formed performance. Focus on the creation of student-driven devised performance projects. Each student will be responsible for devising a short piece to professional standards for public performance. (Typically offered: Fall, Spring and Summer)

THTR 6346. Devised and Physical Theatre Internship. 6 Hours.
Occurs off-site with professional companies. Designed and physical theatre techniques are investigated that supplement or complement the previous semester's study. Requires a journal, a final paper or a final project of the learned technique studied. Prerequisite: Must complete at least 10 hours of credit in 5000 level THTR coursework. (Typically offered: Summer) May be repeated for up to 12 hours of degree credit.

THTR 6351. Improvisation and Text in Commedia dell'Arte. 1 Hour.
Divides into the aesthetic, literary, and technical structures in which are rooted the dramaturgical components of Commedia dell'Arte. Focuses on the processes of improvisation, and makes use of sources such as scenarios, acting treatise and repertoires, lazzi, and iconographic documents. Prerequisite: THTR 6741. (Typically offered: Fall, Spring and Summer)

THTR 6414. Basic Skills of the Physical Actor. 4 Hours.
Designed to enable actors to develop the physical, vocal, musical and rhythmic skills necessary for their craft, including movements, contemporary dance, voice work and music. Introduces the notion of collaborative theatre and the principles of a trans-disciplinary approach to training. Students will create and perform in Italian. Prerequisite: Admission to the MFA program. (Typically offered: Fall, Spring and Summer)

THTR 6423. Extended Skills of the Physical Actor. 3 Hours.
Presents students with demanding work in movement and vocal skills that move towards character-building, autonomous training methods and a deeper understanding of how musicality and rhythm are a key to both individual and ensemble performance. Fundamental design principles are introduced underscoring improvisation and future composition. Prerequisite: THTR 6414. (Typically offered: Fall, Spring and Summer)

THTR 6432. Advanced Skills of the Physical Actor. 2 Hours.
Presents pathways towards generating work both as an ensemble and as soloists. More complex expressive skills are investigated: text work, dance choreography, movement analysis and impulse, musical "scoring" and dynamo-rhythms in performance. Students encounter advanced design principles that will inform devising. Prerequisite: THTR 6423. (Typically offered: Fall, Spring and Summer)

THTR 6441. Beyond Techniques. 1 Hour.
Tracks students in their final semester focusing on maintaining core fitness and readiness on a physical and vocal level. Students develop further skills in devising, writing and composition in readiness for their thesis projects. Prerequisite: THTR 6432. (Typically offered: Fall, Spring and Summer)

THTR 6471. The Body as Sign. 1 Hour.
Explores the connections between "meaning" and "illusion" in examples drawn from theatre, dance and other art forms. Emphasis on the connections displayed by the actor's body. Classes will investigate plays and works of art by focusing on the role the body assumes as a medium of meanings through illusion. Prerequisite: THTR 6731. (Typically offered: Fall, Spring and Summer)

THTR 6513. Ensemble Creation. 3 Hours.
Reinforces the need to maintain a cohesive ensemble where a daily "routine" is part of a company ethic and practice. Students re-visit their ensemble and individual or small-group works devised during the previous courses. They further refine and define these works under faculty mentoring. Prerequisite: THTR 6333. (Typically offered: Fall, Spring and Summer)

THTR 6611. Professional Aspects of Theatre. 1 Hour.
Introduction to industry through research of professional companies producing work that contains devised and physically-based material. Also covers elements of grant writing, producing on a budget, publicity and promotion. Prerequisite: THTR 6346. (Typically offered: Fall, Spring and Summer)

THTR 6711. Theory, History, and Aesthetics of Physical Theatre I. 1 Hour.
Investigates key physical theatre practitioners within both the realm of classical and modern theories and the conceptual sphere emerging from significant contemporary theatre. Intended to make students aware of the political value of their artistic vision as an aesthetic expression of contemporary society. Prerequisite: Admission to the MFA Program. (Typically offered: Fall, Spring and Summer)

THTR 6721. Theory, History, and Aesthetics of Physical Theatre II. 1 Hour.
Continuation of Aesthetics and History of Physical Theatre I. Focuses on significant contemporary physical theatre practitioners. Investigates productions, techniques, and poetics of current physical theatre companies presently operating. Prerequisite: THTR 6711. (Typically offered: Fall, Spring and Summer)

THTR 6731. Theory, History, and Aesthetics of Physical Theatre III. 1 Hour.
Provides insights into popular theatre practices and practitioners in the broader context of physical theatre. Focuses on the aesthetic, social, political, and economic concerns related to diverse significant popular theatre practices, which were, and still are, alternative to mainstream forms of entertainment: burlesque, clown, and cabaret, among others. Prerequisite: THTR 6721. (Typically offered: Fall, Spring and Summer)

THTR 6741. Non-Western Theatre. 1 Hour.
Introduces students to non-Western theatrical forms, concentrating on the traditional, primarily the theatre of three Asian countries: Japan, China, and India. Explores production methods, performance styles, audiences and social milieus, and will challenge the perception of theatre forms usually not included in the Western canon. Prerequisite: THTR 6111. (Typically offered: Fall, Spring and Summer)

THTR 6811. Technical Theatre for the Physical Performer I. 1 Hour.
Introductory, broad based study of technical theatre focusing on contemporary practices in stage lighting, projection, sound, costume and automation. Emphasis will be placed on the blending of old and emerging technology for use by the physical performer. Corequisite: Lab component. Prerequisite: Admission to the M.F.A. Program. (Typically offered: Fall, Spring and Summer)

THTR 6821. Technical Theatre for the Physical Performer II. 1 Hour.
Introductory, broad based study of technical theatre focusing on equipment used in stage lighting, projection, sound, costume and automation. Emphasis will be placed on the use of standard theatrical equipment for the theatre as well as software typically used in the creation and presentation of live theatre. Corequisite: Lab component. Prerequisite: THTR 6811. (Typically offered: Fall, Spring and Summer)

THTR 6913. Special Topics in Devised and Physical Theatre. 3 Hours.
Topics in the areas of theatre that result in the creation of a devised work in dramatic literature, performance, or design. (Typically offered: Fall, Spring and Summer)