Courses

THTR 1003. Basic Course in the Arts: Theatre Appreciation (ACTS Equivalency = DRAM 1003). 3 Hours.
Introduction to theatre arts; playwriting, directing, acting, and design. For the general student. May not be presented towards satisfaction of the B.A. in fine arts requirement by theatre majors.

THTR 1003H. Honors Basic Course in the Arts: Theatre Appreciation. 3 Hours.
Introduction to theatre arts; playwriting, directing, acting, and design. For the general student. May not be presented towards satisfaction of the B.A. in fine arts requirement by theatre majors.
This course is equivalent to THTR 1003.

THTR 1013. Musical Theatre Appreciation. 3 Hours.
An introduction to musical theatre literature, history, process and artists. Includes guided listening, and reading, viewing, and critically thinking about this quintessentially American art form and its role in society.

THTR 1223. Introduction to Theatre. 3 Hours.
Examination of the various elements that make up the theatre art form. Provides hands-on experience in the artistic and technical aspects of theatre. Playwriting, directing, acting and design principles are discussed. Covers dramatic history, literature, theory, and the role of the theatre in society. Course culminates in collaborative group projects. Prerequisite: Theatre major or minor.
This course is equivalent to THTR 1003.

THTR 1311L. Stage Technology I Laboratory: Costume and Makeup. 1 Hour.
Practical application of costume technology and makeup skills. Students will participate in projects involving the construction and preparation of costumes and makeup designs associated with departmental productions. Production running crew positions will also be assigned. Corequisite: THTR 1313.

THTR 1313. Stage Technology I: Costumes and Makeup. 3 Hours.
Fundamentals of basic costume construction with an emphasis on techniques, materials, planning and process. Training in the basic principles of theatrical makeup application. Prerequisite: Theatre major or instructor consent. Corequisite: THTR 1311L.

THTR 1321L. Stage Technology II Laboratory: Scenery and Lighting. 1 Hour.
Practical application of principles of scenery and lighting technology. Students will participate in projects involving the construction and preparation of scenery, stage properties, and lighting associated with departmental productions. Production running crew positions will also be assigned. Corequisite: THTR 1323.

THTR 1323. Stage Technology II: Scenery and Lighting. 3 Hours.
Fundamentals of scenery and lighting technology with emphasis on theatre tools, equipment, and basic drafting. Training in basic principles and skills of stage carpentry, lighting technology and rigging. Pre- or Corequisite: Theatre or Drama major or instructor consent. Corequisite: THTR 1321L.

THTR 1423. Script Analysis. 3 Hours.
Investigation of the dramatic forms and structures of play texts - from the classical era to the present - with special emphasis on how actors, directors, and designers encounter and realize texts in the production process. Prerequisite: THTR 1223.

THTR 1423H. Honors Script Analysis. 3 Hours.
Investigation of the dramatic forms and structures of play texts - from the classical era to the present - with special emphasis on how actors, directors, and designers encounter and realize texts in the production process. Prerequisite: THTR 1223 and honors candidacy.
This course is equivalent to THTR 1423.

THTR 1683. Acting I. 3 Hours.
An analytical approach to the actor's art with emphasis on the techniques of characterization.

THTR 1883. Acting I for Theatre Majors. 3 Hours.
An introductory acting studio course for theatre majors, exploring the physical, vocal, and imaginative processes required for performance of dramatic texts, and building a vocabulary and technique for acting through exercises and scene-work that will build a foundation for theatre classes within the major. Pre- or Corequisite: Theatre major or minor. Prerequisite: THTR 1223.

THTR 2313. Fundamentals of Theatrical Design. 3 Hours.
Principles and practices of theatre design including the elements of design and the fundamental principles of art and its application to the areas of set, costume, lighting and sound design. This course studies the designer's role in the production process, design requirements, and aesthetics. Emphasis on the basic principles of two-dimensional art and graphic forms through the use of various media.

THTR 2483. Stage Movement for the Actor. 3 Hours.
Instruction incorporates physical warm-up strategies and exercises designed to improve relaxation; develop flexibility, alignment, strength, kinesthetic awareness, and appreciation of mind/body unity; and to connect stage movement to imagination, character development, and text. Techniques covered include Alexander training, Michael Chekhov work, dance, theater games and gentle yoga practice. Prerequisite: THTR 1223 and (THTR 1683 or THTR 1883).

THTR 2513. Drafting for the Theatre. 3 Hours.
Covers basic technical drawing and graphic skills necessary to communicate design ideas to fellow artisans. Both production and design-oriented drafting will be explored using both hand drafting and computer techniques. Prerequisite: THTR 1323 and THTR 1321L or instructor consent.

THTR 2683. Acting II. 3 Hours.
An acting studio course deepening the exploration of techniques introduced in Acting I, including expanded work on characterization and script analysis through exercises, scene-work and monologue performance. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H and (THTR 1683 or THTR 1883).

THTR 3001. Production Practicum. 1 Hour.
Credit for participation in technical assignments related to mainstage or faculty-directed productions: one (1) credit hour per production. Assignments shall be determined by the faculty. Credit will be awarded only after completion of assignments and only with faculty approval. May be repeated for up to 2 hours of degree credit.

THTR 3011. Performance Practicum. 1 Hour.
Credit for performance in faculty directed productions; one credit hour per production. Assignments shall be determined by the faculty. Credit will be awarded only after satisfactory completion of assignment and with faculty approval. May be repeated for up to 2 hours of degree credit.

THTR 3213. Costume Design. 3 Hours.
Study of the art and practice of stage costume design. Emphasis on the expression of character through costume. Development of rendering and research skills. Prerequisite: THTR 2313.

THTR 3243. Costume Technology. 3 Hours.
Advanced methods of costume construction techniques and the exploration of theatrical pattern drafting will be practiced through projects. Prerequisite: THTR 1313 and THTR 1311L.

THTR 3433. Stage Speech. 3 Hours.
An introduction to the basic skills of speech, voice production and communication for performance and broadcasting. Special focus on General American speech and the characteristics of speech regionalisms. The course will explore breath control, resonance, articulation, pitch, volume, voice quality and stress management. Prerequisite: THTR 1223 and either THTR 1683 or THTR 1883.
THTR 3653. Directing I. 3 Hours.
Basic principles and techniques of play direction, including play analysis, audition and rehearsal organization, staging and collaborating with actors. Pre- or Corequisite: Theatre major and junior or senior standing, or instructor consent. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H, and THTR 1313, THTR 1311L THTR 1323, THTR 1321L and THTR 2683.

THTR 3663. Acting Ill. 3 Hours.
An advanced acting studio building on techniques introduced in Acting I and II. Intensive work on script analysis, emotional preparation, awakening the imagination, characterization, partner work and playing action. Prerequisite: THTR 1683 or THTR 1883 and THTR 2683.

THTR 3683. Stage Management. 3 Hours.
Principles of stage management in the context of academic and professional theatre production. Issues of theatre management and producing are addressed as they relate to play production activities. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H and THTR 1313, THTR 1311L, THTR 1323 and THTR 1321L.

THTR 3733. Lighting Design. 3 Hours.
The study of the practical application and technology of stage lighting including history, electricity, conventional and moving lighting instruments, dimming systems, consoles and control systems and related paperwork. Ten lab hours to coincide with departmental productions is required. Prerequisite: THTR 1323, THTR 1321L, and THTR 2313.

THTR 3903. Theatrical Makeup. 3 Hours.
The techniques and skills of theatrical makeup and design involved in the creation and execution of character makeup for the stage. Prerequisite: THTR 1313 and THTR 1311L. May be repeated for up to 6 hours of degree credit.

THTR 3923H. Honors Colloquium. 3 Hours.
Treats a special topic or issue, offered as part of the honors program. Prerequisite: Honors candidacy (not restricted to candidacy in THTR). May be repeated for degree credit.

THTR 399VH. Honors Thesis. 1-6 Hour.
The Honors student will complete a thesis. Prerequisite: Junior standing. May be repeated for up to 12 hours of degree credit.

THTR 4063. Playwriting. 3 Hours.
A beginning workshop in the fundamentals of playwriting which culminates in the completion of an original play. Exercises in dialogue, character development, conflict and structure will be an essential part of the course. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H.

THTR 4123. Rendering for the Theatre. 3 Hours.
Provides the fundamentals of visual communication for theatre in a variety of media and techniques. Investigation of traditional drawing and painting methods and materials used by theatrical designers. Application of computer technology and software training in creating documents necessary to the theatrical process. Prerequisite: THTR 2313.

THTR 4153. Musical Theatre Performance. 3 Hours.
Principles and techniques of performing a singing role for the theatre. Examines the relationship between score and text. May be repeated for up to 6 hours of degree credit.

THTR 4233. 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 Restoration. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H.

THTR 4333. History of the Theatre II. 3 Hours.
A survey of dramatic literature, theatre practices and cultural contexts for dramatic presentation from the 18th century to the mid-20th century. Emphasis is given to Western theatre practices. Prerequisite: THTR 1223 or THTR 1003 or THTR 1003H.

THTR 4463. 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. Upon completion of this course the student should be familiar with the major works of African-American theatre and have a deeper understanding of American History.

THTR 4653. Scene Design. 3 Hours.
Theory and practice in the art of scenic design, including historical and contemporary styles and procedures. Prerequisite: THTR 1323, THTR 1321L, THTR 2313 and THTR 2513.

THTR 4683. Acting IV - Shakespeare Performance. 3 Hours.
An acting studio course exploring the performance of Shakespearean texts, with focus on scansion, verse and prose, poetry, characterization and voice and articulation. Prerequisite: THTR 1683 or THTR 1883, and THTR 2683, THTR 3663 and THTR 3433.

THTR 4833. Scene Painting. 3 Hours.
A studio class in painting techniques for the theatre. Exercises in color, textures, styles, and execution. Prerequisite: THTR 3232, THTR 1321L and THTR 2313. May be repeated for up to 6 hours of degree credit.

THTR 490V. Independent Study. 1-3 Hour.
Individually designed and conducted programs of reading and reporting under the guidance of a faculty member. Prerequisite: Instructor consent. May be repeated for up to 3 hours of degree credit.

THTR 491V. Special Topics. 1-3 Hour.
Classes not listed in the regular curriculum, offered on demand on the basis of student needs and changes within the profession. May be repeated for degree credit.

THTR 492V. Internship. 1-12 Hour.
A practical, experiential approach to performance and production using the internship program to provide training and experience more advanced than that provided during the normal school year. Students will outline a contract of specific requirements based upon that individual's needs, goals, and skills. Prerequisite: Instructor consent. May be repeated for up to 12 hours of degree credit.

THTR 4953. Theatre Study in Britain. 3 Hours.
Study of the components of stage production through attending and critiquing a wide variety of classical, modern, and avant garde theatre productions in England; includes tours of London and historical British sites and seminars with British theatre artists.

THTR 5123. Theatrical Design Rendering Techniques. 3 Hours.
Investigation of drawing and painting methods and materials useful to theatrical designers. Integration of graphic communication with overall production conceptualization will be explored through examination of various theatre styles and periods. 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.

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. 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. May be repeated for up to 9 hours of degree credit.

THTR 5213. Costume Design. 3 Hours.
Advanced study of the art and practice of stage costume design. Emphasis on the expression of character through costume. Development of rendering and research skills. Portfolio development.

THTR 5243. Costume Technology I. 3 Hours.
Advanced methods of costume construction techniques and the practice of theatrical pattern drafting will be explored through project work.

THTR 5263. Costume Design Studio. 3 Hours.
Individual and advanced projects in designing costumes for various theatrical genres with emphasis on the design process involving text interpretation, character analysis, and research. Collaboration skills and advanced rendering techniques will be explored. Contributes to on-going portfolio development. Prerequisite: THTR 3213 or THTR 5213 or instructor consent. May be repeated for up to 9 hours of degree credit.

THTR 5293. Costume Technology Studio. 3 Hours.
Individual and advanced projects in costume construction and techniques 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. May be repeated for up to 9 hours of degree credit.

THTR 5353. Stage Lighting Technology. 3 Hours.
The thorough examination of the technology of equipment that supports the art of stage lighting design: theory, operating principles and specification of lamps, fixtures, control systems and special effect hardware will be explored. Prerequisite: Graduate standing.

THTR 5363. Theatre Planning. 3 Hours.
A study of significant theatre buildings, modern and historical, and their relationship to contemporary theatre planning. Practical application of theory through design problems and evaluation. Graduate level research project/paper required.

THTR 5383. Lighting Technology Studio. 3 Hours.
Individual and advanced projects in lighting technology with emphasis on light sources, lighting control, equipment design and specification and the mechanics of lighting. Contributes to on-going portfolio development. Prerequisite: Graduate standing or instructor consent. May be repeated for up to 9 hours of degree credit.

THTR 5393. Lighting Design Studio. 3 Hours.
Individual projects in lighting design with emphasis on the design process involving script interpretation, design aesthetics and research. Lighting design applications to a variety of venues will be studied. Contributes to on-going portfolio development. Prerequisite: Graduate standing or instructor consent. May be repeated for up to 6 hours of degree credit.

THTR 5413. African American Theatre History -- 1950 to Present. 3 Hours.
(Formerly THTR 4463.) A chronological examination of African-American theatre history from 1950 to the present through the study of African-American plays and political/social conditions. Upon completion of this course the student should be 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.

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 Drama. May be repeated for up to 18 hours of degree credit.

THTR 542. 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 Drama. 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 Drama.

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 Drama.

THTR 5463. Audition Techniques. 3 Hours.
A thorough study and practical application of audition skills and techniques. This course will equip the student with prepared audition pieces and experience in cold reading, on-camera work, and improvisation. The course also explores the practical needs of the actor; from how to get an audition to how to prepare a resume. Prerequisite: Graduate standing in Drama.

THTR 5473. Graduate Acting: Shakespeare. 3 Hours.
Analysis of Shakespeare for performance. Work will include the plays of Shakespeare and his contemporaries, including cultural and theatrical contexts required for understanding the scripts. Prerequisite: Graduate standing in Drama.

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.

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.

THTR 5501. Research Techniques in Drama. 1 Hour.
Basic techniques of research and study in the fields of Drama and Theatre with consideration of the necessary interplay of intellectual and intuitive skills in mature artistry. Practice in the logical, semantic, and evidential work of scholarship and in the various research methodologies.

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. May be repeated for up to 6 hours of degree credit.

THTR 5543. 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. Concludes in the public presentation of a short one-person show. Prerequisite: Graduate standing in Drama.

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.

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.
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.

THTR 5593. Acting and Directing Absurdist Theatre. 3 Hours.
This course focuses on a particular dramatic style that developed following World War II: Absurdist. In scene presentation projects, students will grapple with the unusual challenges acting and directing these plays, as well as explore the cultural contexts, philosophies and theatrical traditions that led to their invention. Prerequisite: Graduate standing in Drama.

THTR 5613. Graduate Directing Principles. 3 Hours.
Theory and technique of directing realistic drama: script analysis; spatial considerations of composition and picturization; development of production of the Aristotelian concepts of plot, character, thought, diction, music (sound), and spectacle. Prerequisite: Graduate standing.

THTR 562V. Seminar in Dramatic Art. 1-9 Hour.
Research, discussion and projects focusing on a variety of topics including theatre management, advanced acting methods, and specialized periods in dramatic literature. Prerequisite: Senior or graduate standing. May be repeated for up to 9 hours of degree credit.

THTR 5653. Scene Design. 3 Hours.
(Formerly THTR 4653.) Theory and practice in the art of scenic design, including historical and contemporary styles and procedures. Graduate degree credit will not be given for both THTR 4653 and THTR 5653. Prerequisite: THTR 1323, THTR 1321L, THTR 2313 and THTR 2513.

THTR 5663. 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, Absurdist, post-Modernism and Epic Theatre. Topics vary each semester. Prerequisite: Graduate standing in Drama. 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 Drama.

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. May be repeated for up to 6 hours of degree credit.

THTR 5691. Scene Study for Directing Studio. 1 Hour.
Participation as an actor in scenes presented for the graduate Directing Studio course. Varying historical and contemporary texts and styles each semester. Class meets one hour each week, plus outside rehearsals, depending on casting. Prerequisite: Instructor consent. May be repeated for up to 4 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 Drama. May be repeated for up to 12 hours of degree credit.

THTR 5723. History of the Theatre I. 3 Hours.
A comprehensive study of the theatre in different cultures and ages, as an institution, as an art, and as a vision of life.

THTR 5733. History of the Theatre II. 3 Hours.
A continuation of THTR 5723.

THTR 5763. Dramatic Criticism. 3 Hours.
Analysis of critical theories from Aristotle to the present; interrelationships of theatre disciplines as well as the influence of the church, state, and press on dramatic criticism. Prerequisite: Senior or graduate standing.

THTR 5783. Viewpoints. 3 Hours.
Exploration and application of the Viewpoints movement technique. Prerequisite: Graduate standing in Theatre.

THTR 581V. Theatre Production III. 1-3 Hour.
Participation in the process of production for the University Theatre mainstage at a supervisory level. Areas of involvement may include scenery, lighting, sound, makeup, marketing, etc. May be repeated for up to 6 hours of degree credit.

THTR 5833. Scene Painting. 3 Hours.
(Formerly THTR 4833.) 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. Prerequisite: THTR 1323, THTR 1321L and THTR 2313. 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. 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 on the basis of student needs and changes within the profession. Prerequisite: Graduate standing in Theatre or Instructor consent required. 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).

THTR 5953. Theatre Study in Britain. 3 Hours.
(Formerly THTR 4953.) Study of the components of stage production through attending and critiquing a wide variety of classical, modern, and avant garde theatre productions in England; includes tours of London and historical British sites and seminars with British theatre artists. Graduate degree credit will not be given for both THTR 4953 and THTR 5953.

THTR 600V. Master’s Thesis. 1-6 Hour.
Master’s Thesis. Prerequisite: Graduate standing. May be repeated for degree credit.