

Theatre (THTR)

Courses

THTR 10003. 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. (Typically offered: Fall, Spring and Summer)

THTR 100H3. Honors 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. Prerequisite: Honors candidacy. (Typically offered: Fall and Spring)

THTR 10103. Musical Theatre Appreciation. 3 Hours.

Includes reading, viewing, guided listening, critical thinking, creating, and writing about this quintessentially American art form and its role in society. (Typically offered: Fall, Spring and Summer)

THTR 101H3. Honors Musical Theatre Appreciation. 3 Hours.

Includes reading, viewing, guided listening, critical thinking, creating, and writing about this quintessentially American art form and its role in society. Prerequisite: Honors candidacy. (Typically offered: Fall and Spring)

THTR 12203. Introduction to Theatre. 3 Hours.

This course is designed to create an ensemble of theatre students, passionate about all areas of discipline within the theatre art form. Theatre majors get acquainted with the practical expectations of being a student in the Department of Theatre while gaining a more in-depth appreciation of theatre as a collaborative art form. Prerequisite: Theatre major or minor. (Typically offered: Fall)

THTR 13103. Stage Technology: 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. Corequisite: Drill component. Prerequisite: Theatre major or instructor consent. (Typically offered: Fall and Spring)

THTR 13203. Stage Technology: 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, scene painting, lighting technology and rigging. Prerequisite: Theatre major or instructor consent. Corequisite: Drill component. (Typically offered: Fall and Spring)

THTR 14203. 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. (Typically offered: Fall and Spring)

THTR 16803. Acting I. 3 Hours.

An introductory acting studio course, exploring the physical, vocal, analytical, and imaginative processes required for the performance of dramatic texts. Through exercises and scene study, this course builds a vocabulary and technique for acting. (Typically offered: Fall and Spring)

THTR 18803. Acting I for Theatre Majors. 3 Hours.

An introductory acting studio course for theatre majors, exploring the physical, vocal, analytical, and imaginative processes required for the performance of dramatic texts. Through exercises and scene study, this course builds a vocabulary and technique that serves as a foundation for theatre classes within the major. Corequisite: Theatre major or minor. (Typically offered: Fall and Spring)

THTR 23103. Fundamentals of Theatrical Design. 3 Hours.

Principles and practices of theatre design including the elements of design and the fundamental principles of art and their application to the areas of set, costume, and lighting design. This course studies the designer's role in the theatre, design process, and aesthetics. Emphasis on the basic principles of two-dimensional art and graphic forms through the use of various media. (Typically offered: Fall)

THTR 24601. 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 2 hours of degree credit.

THTR 24703. Voice and Speech for the Actor. 3 Hours.

Develops the student's free, natural voice for use on stage and in front of the camera. Topics address physical awareness, breath awareness, touch of sound, gathering vibrations, channel of sound, spine awareness, resonators, rib awareness, and articulation. Prerequisite: (THTR 12203 or THTR 10003), THTR 14203, and (THTR 16803 or THTR 18803). (Typically offered: Fall and Spring)

THTR 24803. Stage Movement. 3 Hours.

An introduction to the Psycho-physical approach to acting and actor training developed by Michael Chekhov. Prerequisite: (THTR 10003 or THTR 12203), THTR 14203 and (THTR 16803 or THTR 18803). (Typically offered: Fall and Spring)

THTR 26803. 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 16803 or THTR 18803. (Typically offered: Fall and Spring)

THTR 30001. 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. Pre- or corequisite: Current standing as a THTR Major or Minor or with instructor permission. (Typically offered: Fall and Spring) May be repeated for up to 2 hours of degree credit.

THTR 30101. 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. (Typically offered: Fall and Spring) May be repeated for up to 2 hours of degree credit.

THTR 32103. Costume Design. 3 Hours.

Learn the art and practice of costume design for theatrical productions. Emphasis will be placed on the elements and principles of design as it relates to character development. Additional emphasis will be placed on script analysis, research methods, fabric selection, collaboration, and rendering techniques. Prerequisite: THTR 23103. (Typically offered: Fall Odd Years)

THTR 34603. Introduction to the Alexander Technique. 3 Hours.

The Alexander Technique helps us to become aware of habits of tension and how these patterns interfere with performance, learning, and overall health. The technique offers a systematic process of re-learning how to move with more ease and coordination in all activities. (Typically offered: Summer) May be repeated for up to 6 hours of degree credit.

THTR 35103. 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 13203 or instructor consent. (Typically offered: Fall Even Years)

THTR 36503. 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 12203 or THTR 10003 or THTR 100H3), THTR 13103, THTR 13203, THTR 14203, and (THTR 16803 or THTR 18803). (Typically offered: Fall and Spring)

THTR 36603. Acting: Scene Study. 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 26803. (Typically offered: Spring)

THTR 36703. Acting: Auditioning. 3 Hours.

An advanced acting course, focusing on theatrical monologues and developing the actor's confidence and ability in theatre auditioning. In simulated auditions, students develop and explore contrasting monologues, including contemporary and classical pieces, comedy, and drama. Students practice slating techniques, cold and prepared callbacks, musical auditions, video submissions, and resume preparation. Prerequisite: THTR 26803. (Typically offered: Fall)

THTR 36803. Stage Management. 3 Hours.

The study of the principles of stage management as practiced in academic and professional theatre. The course develops the core management skills of communication and organization through classroom exercises. The course also provides opportunities for stage management in University productions. Prerequisite: THTR 13103 and THTR 13203. (Typically offered: Spring)

THTR 37303. Lighting Design. 3 Hours.

The study of the art and practice of stage lighting design through demonstration and projects. The course includes lighting technology, history, electricity, fixtures, consoles and control systems. Emphasis is placed on collaboration and storytelling with light. Prerequisite: THTR 23103. (Typically offered: Fall Even Years)

THTR 39003. Makeup Design. 3 Hours.

Learn the principles, techniques, materials, and tools used in makeup design for theatrical productions. Character analysis, character development, as well as period styles will be the basis for all makeup applications. Specialized make up includes an introduction to prosthetics, scars, and wounds. Prerequisite: THTR 23103. (Typically offered: Irregular)

THTR 392H3. 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). (Typically offered: Irregular) May be repeated for degree credit.

THTR 399HV. Honors Thesis. 1-6 Hour.

The Honor student will complete a thesis. Prerequisite: Junior standing. (Typically offered: Fall, Spring and Summer) May be repeated for up to 12 hours of degree credit.

THTR 40603. Playwriting. 3 Hours.

A beginning workshop in the fundamentals of playwriting designed for students interested in exploring how their personal stories translate and get expressed theatrically. Exercises in dialogue, character development, conflict, and dramatic structure will culminate in the completion of an original one-act play. Prerequisite: Sophomore standing or greater. (Typically offered: Fall and Spring)

THTR 41203. Rendering for the Theatre. 3 Hours.

Develops the vocabulary of visual communication for theatre using a variety of media and techniques. Investigation of traditional as well as digital drawing and painting methods and materials used by theatrical designers. Prerequisite: THTR 23103. (Typically offered: Spring Odd Years)

THTR 41401. 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 2 hours of degree credit.

THTR 41503. Musical Theatre Performance. 3 Hours.

Principles and techniques of performing a singing role for the theatre. Examines the relationship between score and text. (Typically offered: Fall Even Years)

THTR 42303. 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. The research component of this course fulfills the Fulbright Writing Requirement. Prerequisite: THTR 12203 or THTR 10003 or THTR 100H3. (Typically offered: Fall)

THTR 43303. 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. Prerequisite: THTR 12203 or THTR 10003 or THTR 100H3. (Typically offered: Spring)

THTR 44603. 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. (Typically offered: Irregular)

THTR 44803. Acting: Meisner I. 3 Hours.

This course introduces students to the Sanford Meisner approach to acting. A progressive series of exercises focus on listening, concentration, imagination, working from impulse, and actively connecting to given circumstances. This class is the first in a two course sequence of Meisner study. Prerequisite: THTR 26803. (Typically offered: Fall Odd Years)

THTR 44903. Acting: Meisner II. 3 Hours.

Continuation of Beginning Meisner Technique. A progressive series of exercises focus on emotional preparation, connection to impulse, and living fully under imaginative circumstances. Prerequisite: THTR 44803. (Typically offered: Spring Even Years)

THTR 46503. Scene Design. 3 Hours.

Theory and practice in the art of scenic design, including historical and contemporary styles and techniques. Prerequisite: THTR 23103. (Typically offered: Spring Even Years)

THTR 46603. Sound Design and Engineering. 3 Hours.

The study and application of sound in a theatrical environment covering both technology and design aspects of sound in a live setting. Prerequisite: THTR 23103. (Typically offered: Irregular)

THTR 46803. Acting: Shakespeare. 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 26803. (Typically offered: Spring Odd Years)

THTR 47003. Theatre Education: Methods of Instruction. 3 Hours.

Introduces leading theories and practices in theatre instruction for junior high and high school students. Focuses on creating, adapting, and justifying pedagogical strategies as well as the design and implementation of effective theatre curriculum. Prerequisite: CIED 30303 or SEED 40202 or instructor's consent. (Typically offered: Fall)

THTR 47103. Theatre Education: Program Design and Leadership. 3 Hours.

Introduces the skills necessary for the successful integration of theatre arts in the secondary school environment. Focuses on the promotion of theatre as a discipline, both in classes and as an co-curricular activity. Advances planning and leadership skills necessary for theatre program directors. Contains one required field experience. Prerequisite: THTR 47003. (Typically offered: Spring)

THTR 48303. Scene Painting. 3 Hours.

A studio class in painting techniques for the theatre. Exercises in color, textures, styles, and execution. Prerequisite: THTR 23103. (Typically offered: Fall Even Years)

THTR 4900V. Independent Study. 1-3 Hour.

Individually designed and conducted programs of reading and reporting under the guidance of a faculty member. Prerequisite: Instructor consent. (Typically offered: Irregular) May be repeated for up to 3 hours of degree credit.

THTR 4910V. 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. (Typically offered: Fall, Spring and Summer) May be repeated for degree credit.

THTR 4920V. 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. (Typically offered: Fall, Spring and Summer) May be repeated for up to 12 hours of degree credit.

THTR 4930V. Special Topics in Design and Technology. 1-3 Hour.

Topics not listed in the regular curriculum. Topics related to scenery, costumes, lighting, and sound will be offered on demand to accommodate Design & Technology focused student needs and changes within the profession. (Typically offered: Irregular) May be repeated for up to 6 hours of degree credit.

THTR 4940V. Special Topics in Performance. 1-3 Hour.

Topics not listed in the regular curriculum. Topics related to acting, directing, and playwrighting will be offered on demand to accommodate Design & Technology focused student needs and changes within the profession. (Typically offered: Irregular) May be repeated for up to 6 hours of degree credit.

THTR 49503. Theatre in London. 3 Hours.

Immerses scholars in the world of theatre and culture 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. (Typically offered: Summer)

THTR 49901. Theatre Capstone. 1 Hour.

A culminating experience in the major, students will develop a portfolio of work encompassing their undergraduate focus in Performance or Design and Technology. The course concludes with a presentation of their body of work to a panel of Theatre Department faculty akin to a professional audition or portfolio review. (Typically offered: Fall)

THTR 51203. 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 communication in the theatrical process. (Typically offered: Irregular)

THTR 51303. 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 51403. 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 51501. 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 51703. 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 51803. 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: Graduate standing as an MFA Candidate in Theatre or instructor consent. (Typically offered: Fall) May be repeated for up to 6 hours of degree credit.

THTR 51903. 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 52103. Costume History I: Pre-Historic Through 15th Century. 3 Hours.

Introduction to the History of Costume. Begins with Pre-historic societies, the earliest Mediterranean cultures, and continues throughout the 15th century. Uses primary resources to explore historic garment elements, their use, and the reasons for fashion changes. (Typically offered: Irregular)

THTR 52203. Costume History II: 16th through 19th Century. 3 Hours.

Introduction to the relationship between human social behavior and the development of body coverings from the 15th through 19th centuries. Uses primary resources to explore historic garment elements, their use, and the reasons for fashion changes. Involves intense study of silhouette, line, and detail for historic fashion looks. (Typically offered: Irregular)

THTR 52703. Costume Crafts. 3 Hours.

Introduction to costume crafts, materials, and techniques. Projects include creation of hats and headpieces, whisks/collars, and paper creations. Focuses on specific attention to pattern drafting, construction methods, crafts materials, techniques, and attention to detail. Corequisite: Lab component. (Typically offered: Irregular)

THTR 52803. 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 32103 or instructor consent. (Typically offered: Fall) May be repeated for up to 9 hours of degree credit.

THTR 52903. 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. (Typically offered: Spring) May be repeated for up to 9 hours of degree credit.

THTR 53803. 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 53903. 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 54103. 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 44603 and THTR 54103. (Typically offered: Irregular)

THTR 5420V. 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 54302. 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 54403. 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 5450V. 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 5480V. 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 5490V. 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 5480V. (Typically offered: Irregular)

THTR 55101. 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 55203. 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 55303. 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 55502. 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 54302. (Typically offered: Spring)

THTR 55602. 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 55502. (Typically offered: Fall)

THTR 55702. 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 55602. (Typically offered: Spring)

THTR 56303. 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: Irregular)

THTR 56403. Devised Theatre. 3 Hours.

Explores performer-created works developed through group dynamics, with emphasis on innovative source materials and inventive theatrical approaches. (Typically offered: Irregular)

THTR 56603. 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: Irregular) May be repeated for up to 12 hours of degree credit.

THTR 56703. 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: Irregular)

THTR 56803. 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 57103. 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: Irregular) May be repeated for up to 12 hours of degree credit.

THTR 57203. 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 57303. 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 canon. (Typically offered: Spring)

THTR 57503. Collaborative Strategies for Theatre Artists. 3 Hours.

Designed for theatre artists to focus on how we work together, examine the collaborative process, and discover and practice the strategies, skills, and mindsets that make creative, strong, resilient, and mindful collaborators in the theatre making process. Corequisite: Lab component. Prerequisite: Current standing as a MFA Theatre candidate or with instructor permission. (Typically offered: Irregular)

THTR 57703. 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: Irregular)

THTR 57803. Viewpoints. 3 Hours.

Exploration and application of the Viewpoints movement technique. Prerequisite: Graduate standing in Theatre. (Typically offered: Irregular)

THTR 57903. Script Analysis for Actors. 3 Hours.

Introduces script analysis techniques addressing the actors' process of analyzing events, character, language, structure, and the world of the play, so that the text may be specifically realized in performance. Corequisite: Lab component. Prerequisite: Current standing as an MFA Candidate in Theatre or Instructor Permission. (Typically offered: Irregular)

THTR 58303. 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 48303 and THTR 58303. (Typically offered: Spring Odd Years) May be repeated for up to 6 hours of degree credit.

THTR 5900V. 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 5910V. 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 5920V. 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: Irregular) May be repeated for up to 6 hours of degree credit.

THTR 59503. 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 49503 and THTR 59503. (Typically offered: Summer)

THTR 6000V. Master's Thesis. 1-6 Hour.

Master's Thesis. Prerequisite: Graduate standing. (Typically offered: Fall and Spring) May be repeated for degree credit.

THTR 63501. Improvisation and Text in Commedia dell'Arte. 1 Hour.

Delves 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 67401. (Typically offered: Fall, Spring and Summer)

THTR 64104. 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 64203. 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 64104. (Typically offered: Fall, Spring and Summer)

THTR 64302. 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 64203. (Typically offered: Fall, Spring and Summer)

THTR 66101. 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 63406. (Typically offered: Fall, Spring and Summer)

THTR 67401. 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 61101. (Typically offered: Fall, Spring and Summer)