THAR 24 Course Outline as of Spring 2011

CATALOG INFORMATION

Dept and Nbr: THAR 24   Title: DESIGN WORKSHOP
Full Title: Design Workshop
Last Reviewed: 11/25/2024

Units			Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00		Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00		Lab Scheduled	0	17.5	Lab Scheduled	0
			Contact DHR	4.00		Contact DHR	70.00
			Contact Total	6.00		Contact Total	105.00
			Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00   Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable
Grading: Grade Only
Repeatability: 34 - 4 Enrollments Total
Also Listed As:
Formerly:

Catalog Description:
An introduction to the collaborative process of theatrical design through hypothetical and/or actualized team projects in which students focus on one or more design areas (scenery, costume, lighting, sound, props, makeup and hair). The course covers all aspects of the design process, including script analysis, research methodology, conceptualization, and communication skills, as well as careers in theatrical design.

Prerequisites/Corequisites:
Course Completion of one of the following: THAR 21, 22A, 23, 26, 27, or equivalent

Recommended Preparation:
Course Completion or Concurrent Enrollment in THAR 1

Limits on Enrollment:

Schedule of Classes Information:
Description: An introduction to the collaborative process of theatrical design through hypothetical and/or actualized team projects in which students focus on one or more design areas (scenery, costume, lighting, sound, props, makeup and hair). The course covers all aspects of the design process, including script analysis, research methodology, conceptualization, and

communication skills, as well as careers in theatrical design. (Grade Only)
Prerequisites/Corequisites: Course Completion of one of the following: THAR 21, 22A, 23, 26, 27, or equivalent
Recommended: Course Completion or Concurrent Enrollment in THAR 1
Limits on Enrollment:
Transfer Credit: CSU;UC.
Repeatability: 4 Enrollments Total

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

			Effective:	Inactive:
AS Degree:	**Area**		Effective:	Inactive:
CSU GE:	**Transfer Area**		Effective:	Inactive:
IGETC:	**Transfer Area**		Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Spring 1992	Inactive:
UC Transfer:	Transferable	Effective: Spring 1992	Inactive:

CID:
CID Descriptor:THTR 172   Introduction to Design or Introduction to Theater Design
SRJC Equivalent Course(s):   THAR24

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Upon completion of this course, the students will be able to:

1. Apply expanded perceptual acuity through rendering and design skills.
2. Research the social, historical, political, artistic, and theatrical background of a script.
3. Collaborate effectively with others in achieving a common goal, demonstrating communication skills, ethical practices, and responsibility to others.
4. Demonstrate time management, commitment, budgetary planning, and follow-through skills as they apply to the design process.
5. Analyze a work of dramatic literature, including the genre, theme and style, and its application to design elements.
6. Synthesize script analysis, design elements, research results, and collaborative feedback into a cohesive design.
7. Apply a process for self critique and problem solving.
8. Analyze potential career paths in one or more specific fields of theatrical design, including identifying further education and training and applying job search techniques.
9. Demonstrate skills in resume and cover letter writing, portfolio preparation and presentation, and interviewing techniques.

Repeating students will be able to:
1. Demonstrate an expanded and deeper aesthetic and analytic understanding of script and research for specific design assignments.
2. Utilize more professional practices and processes of theatrical design including

conceptualization, collaboration, communication, and visual presentation.
3. Demonstrate a higher level of skill in resume preparation, portfolio preparation, and interview techniques.

Topics and Scope:

I. Preparation for the Design Process
    A. Documentation of design process
    B. Schedules and communications
    C. Review of design theory
    D. Importance of script analysis and research in the creative process
    E. Designing within a budget
II. Script Analysis
    A. Genre
    B. Style
    C. Theme
    D. Plot Structure
    E. Language
    F. Other dramatic elements as appropriate for design emphasis
III. Research Methodology for the Design Process
    A. Research resources
        1. Print sources
        2. Internet and electronic sources
        3. Field research
    B. Types of research
        1. Primary
        2. Secondary
        3. Evocative (or inspirational)
    C. Formulating a research path - identifying the questions to ask
    D. Essential areas of comprehensive research
        1. The playwright
        2. The world of the play (time period, location, social, political, etc.)
        3. Genre, style and mood of the play
IV. Conceptualization and Communicating a Design Vision
    A. Shaping an initial design vision
    B. Visual and/or aural aids used in communicating a design vision
        1. Brainstorm quick sketches in collaborative sessions
        2. Creation of design plans, (floor plans, elevations, models, props, costume and makeup renderings, light plots, demo CDs)
        3. Finished conceptual design renderings
    C. Justifying design choices through script analysis and/or research
V. Collaborating with Others in the Design Process
    A. Time management and working relationships
        1. Organizing the work
        2. Maintaining open communication
        3. Working with the shop and stage managers
        4. Observing rehearsals
        5. Adapting when the plan changes
    B. Preparing for collaborative meetings
        1. What to prepare for production meetings
        2. What to bring to the discussion with the director
    C. Communication skills in the design process

1. Listening skills, assertiveness, and brainstorming
2. Group dynamics and negotiating skills
3. Conflict resolution
   D. Work ethic and professionalism
   E. Synthesizing and "re-visioning"
VI. The Business of Theatre Design
   A. Portfolio development
      1. Types of portfolios
      2. Use of production photos
      3. Inclusion and presentation of research
      4. Written support
   B. Pursuing a career in theatre design
      1. Identifying further education in the field
      2. Analyzing the job market
      3. Researching a specific employer and job
   C. Resumes and cover letters
      1. Content of resume and cover letter
      2. Formatting of resume and cover letter
      3. Tailoring the resume and cover letter to the job
   D. Interviewing
      1. Personal appearance
      2. Attitude, honesty, and passion
      3. Clear communication of intent

Repeating students will:
1. Develop higher proficiency in each of the topics listed above
2. Apply the topics and scopes above to different plays each semester

Assignment:

The following assignments will be performed in conjunction with hypothetical and/or realized projects. Realized projects for SRJC productions are assigned through successful application to the Theatre Arts Department Chair (normally at the end of the previous spring semester). Other off-campus project proposals must have prior approval from the instructor.

As a 2-hour lecture course, students will complete 4 hours of homework per week relating to the assignments listed below. In addition, they will complete 4 DHR hours per week focusing on hands-on experience specifically related to their design field of choice.

Assignments will include:
1. Create two or more design projects. Each must be from a different play and one must incorporate non-realistic elements. As part of these projects the student will:
   A. Read two plays and complete two written script analyses (one per project)
   B. Complete renderings and/or other communication tools
      (such as models, CDs, floorplans, etc.)
   C. One design process notebook (maintained for full semester)
2. One Vision Statement (500-word essay on one of the two design projects)
3. One budget exercise
4. One cover letter and resume
5. Two interviews (one job interview simulation; one feedback interview)
6. Assemble and present an individual design portfolio
7. Complete 4 DHR hours per week related to the design projects, maintain a log of

hours in the design process notebook. (At least 20 DHR hours should be hands-on experience, preferably working on the construction and/or preparation of elements for an actual production.)

8. Maintain standards of professionalism (includes timely attendance at all classes, meetings and rehearsals relating to the course/projects, respectful communication, adaptability to practical and stylistic limitations, and meeting deadlines)

This course may also include attendance at Theatre Arts productions, rehearsals, production meetings, and a gallery display for competition.

Repeating students will:

1. Develop higher proficiency in each of the topics listed above
2. Apply the above topics to different plays each semester

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Vision Statement; resume and cover letter; script analyses	Writing 10 - 15%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Process notebook; Budget exercise	Problem solving 15 - 20%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Design projects; presentations	Skill Demonstrations 50 - 55%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

Professionalism. Completion of DHR hours. Design portfolio.	Other Category 20 - 25%

Representative Textbooks and Materials:

Lighting, Sound, Costume, and Makeup. Gillette, Michael and Gillette, J. Michael.

McGraw-Hill: 2007.

Careers in Technical Theatre. Mike Lawler. Allworth Press: 2007.

Developing and Maintaining a Design-Tech Portfolio: A Guide for Theatre, Film, & TV.
  Rafeal Jaen. Focal Press: 2006.

The Business of Theatrical Design. James L. Moody ASLD. Allworth Press: 2002.

Instructor prepared materials.

Selected plays.