

# COSTUME TECHNOLOGY 261 SYLLABUS

FALL 2005

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Monday, Wednesday, 11:00 am – 12:50 pm The Costume Shop 216 McConnell

Costume Shop Phone: 963-1772

Office hours M-W 10:30 am and afternoons by appointment

## Course Description:

This is the foundational course for all other courses in Costume Design and Costume Technology. The techniques you learn in this course will become your building blocks for all other courses in this area of study. The skills samples provide an opportunity for hands-on practice of standard costume-construction methods.

<b>Course Objective:</b> Develop basic Skills, theory and practice of costume construction, through creative application of skills learned in the course.	<b>Assessment:</b> Students will prepare a sample resource binder of projects completed and be evaluated on thoroughness and accuracy, and use it in the implementation of their final project.
<b>Course Objective:</b> Understand the costume shop—its operating procedures, organizational structure, and personnel.	<b>Assessment:</b> Students will be able to describe roles of personnel and work within the protocol of the shop verbally and on short quizzes.
<b>Course Objective:</b> Develop skill in teamwork and collaboration.	<b>Assessment:</b> Students will work in a lab environment and be required to schedule equipment usage as part of the classroom team.

**REQUIRED TEXT:** Rosemary Ingham and Liz Covey, *The Costume Technician's Handbook, Third Edition*

**REQUIRED READING:** [www.cwu.edu/~robinsos/ppages/resources/costxt/](http://www.cwu.edu/~robinsos/ppages/resources/costxt/)

## SUPPLIES:

- 1 pair fabric shears (generic Fiskars will do nicely and are affordable)
- Approximately 3 yards fabric for your final project, notions and pattern
- Three-ring binder for samples and handouts

## Students With Disabilities

If you have a disability that may prevent you from meeting course requirements, contact CWU Disability Support Services immediately, develop an Accommodation Plan, then, meet with the instructor to work out arrangements of the Accommodation Plan. Course requirements will not be waived, but reasonable accommodations will be developed to help you meet the requirements. You are expected to work with the instructor and the CWU Disability Support Specialist to develop and implement a reasonable Accommodation Plan.

## **COURSE CONDUCT:**

- **Role of the instructor:** I will facilitate your accomplishment of the course objectives by presenting information and demonstrating techniques. I will assess your progress with short quizzes, verbal feedback during lab sessions and with written evaluation of your skills samples during the quarter.
- **Role of the Student:** You are expected to take personal responsibility for your learning through regular attendance, thorough preparation for class, participation in classroom learning opportunities and timely completion of all homework, lab work and projects. It is your responsibility to be aware of deadlines and to meet them.
- **Time commitment:** There is some light reading (perhaps 1 to 2 hours per week). The final project will require some time outside of the regularly scheduled classroom hours, and will vary with the complexity of the project.
- **Final project:** In addition to the scheduled class time, you can work on your final project in the costume shop during regularly scheduled costume shop hours. This quarter, the costume shop is open Monday through Friday from 1:00 pm to 5 pm. Other times may be available as needed. I will help you select an appropriate final project that suits your acquired skill level.
- **Preparation/Homework:** You will have some light reading in preparation for the projects you will be doing in each class. Please be prepared in advance of the class period!
- **Class structure:** This course is hands-on and project-oriented. There are a few brief quizzes and no written papers. There will be some lecture-demonstration, generally at the beginning of the class period. You will have the remainder of the period to complete the scheduled skill or project. I will be available to answer questions throughout the class period.
- **Attendance:** Given the hands-on nature of this course, regular attendance is essential. Your engaged, aware presence each class period is the easiest way to be successful in this class. The skills introduced during the first two-thirds of the class build upon each other. It is in your best interest to be present and participating in order to keep up with the material being covered. I have scheduled the skills lessons and projects to allow enough time to comfortably complete them within the regular class time. I must caution you that it is very easy to fall behind if you miss class, and difficult to catch up! Give yourself the benefit of regular attendance.

1 absence	no penalty
2 absences	-10%
3 absences	-15%
4 absences	-20% and so on

- **Tardiness:** Being late counts as an absence.
- **Absences:** if you must be absent, I expect you to be courteous and responsible. I expect you to call or email either ahead of class time or as soon as is reasonably possible, to advise me of an absence. It is your responsibility to make arrangements to catch up on the lesson(s) you have missed. You are responsible for the content of the class if you are absent. If an absence can be anticipated, please let me know in advance.
- **Attitude:** I expect you to come to class prepared to learn. That means rested and alert, with a positive attitude. We have a small shop, and much to accomplish. We need to work together harmoniously. We need to share equipment. You can make a big difference in how well this class works, with your positive attitude and with your willingness to be responsible.
- **Shop Courtesy:** When working in the Costume Shop, please be courteous of the production work load. It is ESSENTIAL that you clean up your work area at the end of the class period, so that the Costume Shop personnel can begin their work day with a clean workspace.
- **Communicate!:** If you have special needs or circumstances, or if you have questions or concerns that are not addressed to your satisfaction in class, please let me know as soon as possible. I don't know unless you tell me.

#### **REQUIRED COURSE ACTIVITIES AND ASSIGNMENTS:**

The hands-on classroom activities are broken into two components: an initial construction-skills section (8 weeks) and a final project (2 weeks). The final project will afford an opportunity for you to apply the construction skills you have learned.

**Lab Component:** You will be required to attend 10 hours, or more in the Costume Shop Lab working on the current term productions. Failure to complete the lab portion (10 hours of production work) of your class will result in the lowering of your grade by one full letter grade. If you are taking Theatre Lab, your hours there may be counted toward fulfilling this requirement if it is done in the Costume Shop.

**Final Project:** The final project will be a garment for yourself or someone else, constructed from a commercial pattern. You will select a final project in the 6<sup>th</sup> week of the quarter. I will help you choose a project that is appropriate to your skill level. The wearer will model the garment during the Department Finals and the exam period, so that we can observe the fit of the garment.

#### **EVALUATION:**

Final Grades will be calculated using the following formula:

Costume Skills Checklist, Attendance/participation, quizzes, lab hours	67%
Final Project	33%

Total	100%
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Evaluation is based on class participation, sincere effort, level of craftsmanship exhibited in your completed projects and improvement of skills. As we complete major sections of the course, I will evaluate those sections and return them to you with my written comments and your cumulative point count to date. I will make every effort to be prompt in my grading practices. In addition to regular, formal evaluation, I will also provide daily assessment of your development in the form of verbal feedback.

**Grade Scale Employed:**

95% & above	A	Superior Work
90% to 94.99%	A-	
87% to 89.99%	B+	
83% to 86.99%	B	Above Average Work
80% to 82.99%	B-	
77% to 79.99%	C+	
73% to 76.99%	C	Average Work
70% to 72.99%	C-	
66% to 69.99%	D+	
63% to 65.99%	D	Below Average Work
60% to 62.99%	D-	
Less than 60%	F	Unacceptable Work

**Theatre Arts Mission Statements and Teaching Philosophies**

**Department Mission:** The Department of Theatre Arts is an ensemble of artists, scholars, educators, and practitioners located in the heart of the Pacific Northwest who:

- prepare students for advanced study and professional careers in theatre;
- promote creativity and excellence in a diverse educational environment;
- cultivate, educate, challenge and enrich audiences; and
- train and prepare students from diverse backgrounds to link art and life through experiential learning;

in order to nurture skilled, thoughtful, and courageous citizens who will promote a peaceful and tolerant global community .

**Teaching Philosophy:** The Theatre Arts Department supports and practices constructivism as a teaching philosophy. Indeed, it may be argued that it has used this philosophy in almost all of the diverse areas within the discipline since the art of theatre was created by human beings. Teachers of Theatre Arts practice tenets from the three forms of constructivism exhaustively covered in the Conceptual Framework, Developmental, Social, and Sociocultural. As a result, we apply the views commonly and generally held by constructivist teachers.

Learning opportunities are best when accompanied by high levels of active engagements with tasks that characterize them.

Formal knowledge is valued and made available to the learner, but the learner is encouraged to reflect on it and be skeptical about it, rather than simply accept it.

Multiple examples and a variety of representations of content enable learners to derive meaning.

Critical thinking, reflection, and problem solving are prized and encouraged.

Interaction and conversation with others in the learning environment can improve the learner's ability to state her case, can widen perspective, and can motivate learning.

Multiple and authentic measures of assessment provide richer insight into the learner's construction of knowledge.

Verbal explanations can and should be supplemented by experiential learning. It should be noted that each teacher applies these precepts in diverse ways, according to their particular area within the discipline.

**Teacher Certification Standards** met in this course can be found at [http://www.cwu.edu/~theatre/program/undergrad/ed\\_standards.html](http://www.cwu.edu/~theatre/program/undergrad/ed_standards.html)

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| WA-COMP.DR.K1.4 | >Understands design tools in theatre: <b>costume</b> , set, lights, props, makeup, and sound. |
| WA-COMP.DR.S1.4 | >Identifies and applies the <b>elements, processes and tools within designing and craft.</b>  |
| WA-COMP.DR.K2.1 | >Understands the principles of design and <b>technical production</b>                         |
| WA-COMP.DR.K1.4 | >Understands design tools in theatre: <b>costume</b> , set, lights, props, makeup, and sound. |
| WA-COMP.DR.S1.4 | >Identifies and applies the <b>elements, processes and tools within designing and craft.</b>  |