

## Spring Quarter 2005 Syllabus & Calendar

### Frankenstein

#### TH 301.01 – PRODUCTION APPLICATION [Acting/Stage Management]

**Michael Smith, Director**

Office: MC 101

Office Phone: (509) 963-1781

Email: [smithmi@cwu.edu](mailto:smithmi@cwu.edu)

Office Hours: TTH 9-12, or by appointment

#### TH 301.02 – PRODUCTION APPLICATION [Set/Properties]

**Scott Robinson, Mentor**

Office: MC106

Office Phone: 963-1273

Email: [robinsos@cwu.edu](mailto:robinsos@cwu.edu)

Office hours: M-TH 9-10; M, W 1-2

#### TH 301.03 – PRODUCTION APPLICATION [Costumes/Makeup]

**Paulette Bond, Costume Designer**

Office: MC 216D

Office Phone: (509) 963-1782

Email: [bondp@cwu.edu](mailto:bondp@cwu.edu)

Office Hours: TR 10-11 am, Afternoons by appointment

#### TH 301.04 – PRODUCTION APPLICATION [Light]

**Christina Barrigan, Lighting Designer**

Office: MC 107B

Office Phone: (509) 963-3292

Email: [barrigan@cwu.edu](mailto:barrigan@cwu.edu)

Office Hours: M-TH 10-11 or by appointment

#### TH 301.05 – PRODUCTION APPLICATION [Sound]

**Ronn Campbell, Sound Designer**

Office: MC 103

Office Phone: 963-1794

E-mail: [rcampbell@colombiabasin.edu](mailto:rcampbell@colombiabasin.edu)

Phone at Columbia Basin: 509-547-8789

Phone at home: 509-585-8789

#### Required Texts and Reading

- *Frankenstein* by Victor Gialanella [The script **must** be purchased from the University Store & **must** have your name written on the front cover.]
- *Protocol, Policies, and Procedure in Theatre*, Department of Theatre Arts, CWU [Current edition & **must** have your name written on the front cover.]
- *The current CWU Theatre Arts Master Calendar*, Department of Theatre Arts, CWU

## Purpose

The purpose of this course is to provide a laboratory for students and faculty in which they can acquire and experiment with practical artistic skills and precepts, creating a cohesive theatrical production, which culminates in a public presentation.

## Course Objectives

The objectives of this course include, but are not limited to, the following:

1. To provide a forum in which to integrate curriculum with a theatrical production.
2. To provide an environment where students can explore the collaborative process.
3. To provide a venue where students can acquire practical theatre-related skills.
4. To provide an experience where students can participate in a theatrical production from conception to culmination.

## Learning Outcomes

The learning outcomes of this course include, but are not limited to the following:

1. Articulate, orally and in writing, the duties associated with assigned job description.
2. Fulfillment of assigned job, as specified in job description and through specific supervisor directive, with a positive and professional attitude.
3. Follow written and verbal instructions accurately.
4. Accurately transfer information from one team member to another.
5. Demonstrate an ability to meet deadlines.
6. Demonstrate the proper application of health and safety rules associated with your job description.
7. Competently use the tools, materials, equipment, and techniques associated with your job description.
8. Demonstrate knowledge of theatre protocol through participation in a theatrical production.
9. Demonstrate the ability to work as part of a team through participation in a theatrical production.
10. Find solutions to common problems encountered while working on a theatrical production.
11. Demonstrate an understanding of design unity.
12. Demonstrate an understanding of the dramatic text and methods of translating said text into a stage production.

## Assessment

The Learning Outcomes will be assessed through the following:

- Job Performance, encompassing outcomes 1-10, will be assessed through written and oral quizzes, as well as observation by and interaction with instructors, supervisors, and fellow company members as the student performs job-associated tasks.
- Job Knowledge, encompassing outcomes 1-2 & 6-9, will be assessed through written and oral quizzes, as well as observation by and interaction with instructors, supervisors, and fellow company members as the student performs job-associated tasks.
- Artistic, Critical, and Analytical Skills, encompassing outcomes 11-12, will be assessed through quizzes, discussion, written responses or projects/presentations, and execution of final product/performance.

## Attendance

Attendance is mandatory at the seven class sessions. Missing **one** of the formal class sessions will reduce your *potential grade* an entire letter grade. Missing a second class session will result in a *failing grade*.

Each student should review the production calendar detailing which days he/she is required to work on the production. Since the success of the production is critical, daily attendance is mandatory. Missing **one** work session/rehearsal, without a pre-arranged notification, will result in a *failing grade*.

Because some positions require fewer hours to complete, some students may be required to fulfill the remainder of their hours in one of the shops. Please refer to the following list to determine the amount of extra practicum hours your position requires.

It should be especially noted that the students commitment to this class and the production with which it is associated take precedence over any other commitments, both inside and outside the department. You are therefore expected to make decisions regarding commitments which might conflict with the production schedule with this in mind. You are also expected to clear any possible conflicts with your supervisor and/or instructor of record. Be aware that failure to follow the above guidelines may result in a lower overall grade.

## **Grading**

- Quizzes, written assignments, projects/presentations- **20 points**
- Promptness, meeting of deadlines, preparation, thoroughness of required research- **15 points**
- Following instructions, attention to detail, adherence to published job description & proper protocol, application of health and safety rules, competent use of tools, materials, equipment, and techniques- **15 points**
- Communication skills, teamwork, positive attitude, professionalism- **25 points**
- Overall quality of work of the final product, demonstrating awareness of design unity and appropriate methods of translating the text into a performance- **25 points**
- Total of points possible= **100 points**

## **Theatre Arts Mission Statements**

### *University Mission;*

“Docendo Discimus” (By Teaching We Learn)

### *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 Socio-cultural. 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 engagement 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.

## ***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.*

## Required Hours

### *Positions not requiring extra practicum hours*

Stage Manager	Technical Director	Assistant Stage Manager
Properties Designer/Master	*Actor	Lighting Designer
Production Manager	Sound Designer/Coordinator	Costume Designer
Asst. Production Manager	Assistant Director	Director
Make-up/Hair Designer	*Assistant Designer	Dramaturg
Assistant Tech Director	Technical Director	Master Electrician
Master Carpenter	Scenic Designer	Scenic Charge Artist
Other Unique positions of significant workload and merit		

*\*Some acting and assistant design positions might require extra hours of practicum.*

### *Positions requiring extra practicum hours*

Position	Estimated Work/Lecture/	Additional Practicum Hours
Props Runner	75	15
Light Board Operator	80	10
Sound Board Operator	80	10
Electrician	75	15
Spotlight Operator	75	15
Dresser	75	15
Set Shift/Deck Crew Chief	80	10
Set Shift Crew	75	15
*Animal Handlers	75	15
Puppet Wranglers	75	15
*Special FX Operators	75	15
Pit Warden/Trap Coordinator	75	15
Fly Crew Chief	80	10
Fly Crew	75	15
Weapons Master	75	15
Fire Marshal	70	20
Hair and/or Make-up Artist	75	15
Wardrobe Crew Chief	80	10
*Wardrobe Crew	75	15

\*Some positions may require less additional practicum hours, depending on the unique requirements of a given show.

Please Note: **Strikes** are part of the Production Application Course and **cannot be counted as part of the 30 hour requisite for Theatre Lab.**

All of the hours are approximates based on previous productions. This list represents the standard formula for determining additional practicum hours. The hours associated with each position are subject to change per production at the discretion of the Faculty Production Manager, in conjunction with the Producing Artistic Director, the Technical Director, and the Director. All changes will be made in writing and will be posted prior to the first class/lecture.