THEATRE (THTR)

THTR 100 # - Introduction to the Theatrical Medium 3 Credits
Introduction to Theatrical Medium increases the student's understanding, appreciation, and critical perceptions of the theatrical event. Readings and lectures will focus on the elements of theatrical practice; artists and innovators of theatre throughout history; the theatre's development as an art form and a social phenomenon; participation in class forum discussions; sharing of individual theatrical interests; and attendance at theatrical events will offer firsthand experience in the arts. Meets Gen Ed 2002 - Fine and Performing Arts. 3 hours lecture.

THTR 101 # - Creativity for Theatre Artists 3 Credits
An exploration of the creative impulse as expressed through the medium of theatre. This is a course intended to ground the student with an understanding of the self, the process, and provide a beginning exploration of the elements and principles of artistic expression specific to theatre. 3 hours lecture.

THTR 105 # - Acting I 3 Credits
Basic introduction to acting; involving exploration of one's self and experiencing inwardly; deepening the personal involvement and significance of actions; improvisation and exercises for perception, self-awareness and justification. Meets Gen Ed 2002 - Fine and Performing Arts. 3 hours lecture.

THTR 110 # - Acting II - B.A 3 Credits
Prerequisite(s): THTR 105; B.A. Theatre Studies majors only. Continuation of Acting I including improvisation, scene study, characterization and script analysis. 3 hours lecture.

THTR 112 # - Singing for the Actor I 3 Credits
Prerequisite(s): THTR 105 or THTR 115. This course will develop and train the actors' voice and interpretation of songs through exercises, vocal production technique, in-class vocal assignments, and texts. The student will be expected to learn and prepare several songs over the term and be expected to be able to present them in a professional manner, i.e., with confidence, control and in a manner which best displays the actors' vocal abilities. 3 hours lecture.

THTR 115 # - Acting I - B.F.A 3 Credits
Prerequisite(s): B.F.A. in Theatre, Acting concentration only. Acting I course work focuses on self-discovery and exploration, working from a neutral, grounded place with sensual awareness, emotional availability and empathy with an integrated mind/body/voice. Students learn beginning acting technique through scene study from contemporary plays and how to work as an ensemble. 1 hour lecture, 3 hours studio.

THTR 120 # - Movement for the Actor I 3 Credits
Prerequisite(s): B.F.A. in Theatre, Acting concentration majors or Musical Theatre majors only. Basic movement for the actor in terms of development of characterization, physicality and projection of mood and attitude. 1 hour lecture, 3 hours studio.

THTR 125 # - Voice for the Performer I 3 Credits
Prerequisite(s): B.F.A. in Theatre, Acting concentration majors only. The voice skills necessary for the actor. Intensive work directed toward classic and modern styles in stage diction. 1 hour lecture, 3 hours studio. Starting Winter 2018

THTR 130 # - Acting II - BFA 3 Credits
Prerequisite(s): THTR 115; B.F.A in Theatre, Acting Concentration majors only. Acting II course work continues the development of the actor with an emphasis on working from the self through more advanced ensemble training and continued scene work from contemporary plays. Particular emphasis is placed on investigating characters that are in contrast to the self, material with higher stakes and more complex given circumstances. Continued development of text analysis and the close reading of theatrical texts. 1 hour lecture, 3 hours studio.

THTR 135 # - Drafting I: Theatre 3 Credits
Techniques in theatrical drafting that explore the mechanics of drafting through the solution of practical problems in floor planning, front and rear elevations; the use of different building techniques, materials and structures. 1 hour lecture, 3 hours studio. Previous course THTR 245 effective through Spring 2017.

THTR 139 # - Stage Make-Up 1-3 Credits
Appreciation of make-up through symbolic aspects and historic differences with regard to theatrical productions. Make-up materials and their uses; creating corrective and character make-up, mustaches and beards for a research or creative experience to compile a practical resource file. Course cannot be repeated; can only be taken one time for either one, two or three credits. Previous course THTR 278 effective through Spring 2014. 1 hour lecture, 2 hours studio.

THTR 140 # - Introduction to Design for Theatre 3 Credits
This course intends to develop students' understanding of textual interpretation as it relates to theatre design. Emphasis is placed on the exploration of ideas and the process by which visual metaphors are formed, developed and re-thought through the process of collaboration. Course includes text analysis, research, and the exploration of design ideas from a liberal arts point of view. Students are not expected to have strong technical skills. 1 hour lecture, 3 hours lab.

THTR 150 # - Introduction to Technical Theatre 1 Credit
An introductory course in technical theatre including scenic construction, lighting and sound technology and costume construction. Students will gain practical experience in various theatre production shops. 0.5 hours lecture, 2 hours lab.

THTR 151 # - Stagecraft: Production and Design 3 Credits
An introductory course in technical theatre, specifically scenic construction. A strong emphasis is placed on the development of both technical and conceptual skills. 2 hours lecture, 5 hours lab.

THTR 152 # - Basic Lighting Technologies for Theatre 3 Credits
Introduction to basic lighting production skills in a studio environment. Topics include lighting, electrics, instrument processing, lighting systems. Strong emphasis is placed on developing practical skills (technical and conceptual). Students are also expected to research and report on the use of lighting in the industry. 1 hour lecture, 3 hours studio.

THTR 153 # - Costume Construction I 3 Credits
Studies the practical function of the costume shop and the techniques and crafts used in the execution of costumes for the stage. Production work is included with discussions of pattern and fitting techniques. 2 hours lecture, 5 hours lab.

THTR 154 # - Basic Sound Technologies for Live Performance 1 Credit
Introduction to basic sound production skills in a studio environment. Topics include: use of microphones, sound mixing, theatrical sound systems and use of special effects systems. Strong emphasis is placed on developing practical skills (technical and conceptual). Students are also expected to research and report on the theatrical industry. 1 hour lecture.
THTR 155 # - Stage Management  
A study in the organizational skills needed to document and manage a theatre or dance production from audition to final performance. May be repeated once for a total of six credits. Previous course THTR 255 effective through Spring 2014. 3 hours lecture.

THTR 160 # - Drawing and Rendering I: Theatre  
A drawing course aimed at developing skills necessary for rendering techniques for stage designs. Perspective drawing, the use of light, shadow, composition, landscape and the techniques in different media (such as pencil, charcoal, pastel, ink, tempera), basic water color technique, color theory, and architectural sketching are included. 1 hour lecture, 3 hours studio.

THTR 175 # - Theatre in Performance  
Special fee. Play-going class that introduces students to the variety of theatre and performance experiences in New York and New Jersey. The course combines attendance at plays with classroom discussion and text analysis. All styles and genres of performance will be considered when selecting productions. 3 hours lecture.

THTR 180 # - Performance Studies  
Performance Studies focuses on performance as a method of textual study, as an aesthetic event, and as a social and rhetorical act. Exploring how performance operates as a way of knowing, of being, and of acting in our world. This course is concerned with performances that occur in classroom spaces, theatre spaces, everyday spaces, and social spaces. Related course work includes textual study; oral history and ethnography; and the theory of and practice in writing, designing, and directing performative events. Students are encouraged to participate in regional and national conferences and festivals, along with campus, and community performance and production projects. 3 hours lecture.

THTR 200 # - Production Stagecraft  
Prerequisite(s): THTR 150 may be taken as prerequisite or corequisite. The application of principles learned in THTR 150 (Stagecraft) to the building and mounting of Theatre Series productions. Taken concurrently with THTR 150. 2 hours lab.

THTR 201 # - Production Operations  
Prerequisite(s): THTR 150 may be taken as prerequisite or corequisite. The application of principles involving lighting, sound and props to the creation and mounting of non-scenic elements and/or the running crew for Theatre Series productions. May be repeated seven times for a maximum of 8 credits. 2 hours lab.

THTR 202 # - Production Costumes  
Prerequisite(s): THTR 150 may be taken as prerequisite or corequisite. Special fee. The application of costuming principles and techniques to the building of costumes, mounting Theatre Series productions and/or costume running crew for Theatre Series productions. May be repeated seven times for a maximum of 8 credits.

THTR 203 # - Business of Production  
Prerequisite(s): THTR 150. The application of business and theatre management principles to the operations of the theatre business office, including advertising, program design and creation, educational outreach and front-of-house. May be repeated seven times for a maximum of 8.0 credits.

THTR 204 # - Performance Production I  
Rehearsal, performance and strike for the first Theatre Series production in a given semester. May be repeated twice for a total of 8 credits. 1 hour lecture, 2 hours lab.
THTR 220 # - Movement for the Actor II 3 Credits
Prerequisite(s): BFA in Theatre, Acting concentration majors only. Advanced movement for the actor in terms of the relationship of movement to characterization and the need to cultivate physical and emotional relationships in body movement. 1 hour lecture, 3 hours studio.

THTR 222 # - Acting III - B.F.A.: Scene Study I 3 Credits
Prerequisite(s): THTR 130; BFA in Theatre, Acting Concentration majors only. Special fee. Introduction to Stanislavskian objectives, obstacles and actions in order to create stage truth and to generate physical and emotional involvement. Students explore psychophysical action to project character choices in nonverbal and scripted scene work. 1 hour lecture, 3 hours studio.

THTR 223 # - Acting IV - B.F.A.: Scene Study II 3 Credits
Prerequisite(s): THTR 222; BFA in Theatre, Acting Concentration majors only. A continuation of the study of psychophysical action and the use of objectives and actions to investigate and master stage truth. Students explore advanced character work through more challenging scene study. 1 hour lecture, 3 hours studio.

THTR 225 # - Voice for the Performer-II 3 Credits
Prerequisite(s): BFA in Theatre, Acting concentration majors only. Intermediate study in the voice skills necessary for performance in a professional setting. Advanced work in voice production and vocal characterization directed toward performance and stage presentation. 1 hour lecture, 3 hours studio.

THTR 234 # - History of Style: Pre-History to Elizabethan 3 Credits
Prerequisite(s): THTR 208. An introduction to the major styles in costume, architecture and decor of western civilization from pre-history to the Elizabethan age. Particular attention will be given to the influences and role of style, as used by designers, in theatre production. 3 hours lecture.

THTR 235 # - History of Style II: Restoration to Present 3 Credits
Prerequisite(s): ARHT 105 and ARHT 106. An introduction to the major styles of costume, architecture and decor of Western civilization from Restoration to the present through video, films, television, artwork, music, museum research and site visits. This course will familiarize students with various research approaches and tools including the use of Internet, libraries, museums and historical sites. An emphasis is placed on the sources of research needed for theatre design. Part two of a two course sequence. 3 hour lecture.

THTR 238 # - Musical Theatre I 3 Credits
Prerequisite(s): THTR 105 or 115. Production styles, techniques and dramatic conventions used in the musical theatre in relation to direction, music, dance and design. 3 hours lecture.

THTR 239 # - Advanced Stage Make-Up 3 Credits
Prerequisite(s): THTR 278. A demonstration laboratory in planning and executing corrective middle-age, old age, stylized and other creations; three-dimensional make-up with crepe hair, latex, putty and dermawax; make-up crew supervision. Previous course THTR 378 effective through Winter 2014. 1 hour lecture, 2 hours lab.

THTR 246 # - Drafting II: Theatre 3 Credits
Prerequisite(s): THTR 135. Advanced drafting techniques for theatrical designs including computer assisted drafting techniques. 1 hour lecture, 3 hours studio.

THTR 247 # - Scenic Painting 3 Credits
Prerequisite(s): THTR 140. The theory and practice of the general techniques of the scenic artist and the methods and materials used in this discipline. May be repeated for a maximum of 6 credits. Previous course THTR 352 effective through Winter 2014. 1 hour lecture, 4 hours lab.

THTR 250 # - Advanced Theatre Technology 3 Credits
Prerequisite(s): THTR 150 or THTR 151. An advanced course in technical theatre. Examples of topics to be covered are mechanics, stage rigging, advanced construction techniques, pneumatics, hydraulics and electronics. Practical application in department of theatre productions. 3 hours lecture.

THTR 252 # - Scene Design I 3 Credits
Prerequisite(s): THTR 140. Interpretation of dramatic texts towards the realization of effective stage designs. Styles and principles will be explored as well as the complete process which translates visual concepts into stage worthy designs. The use of different media: drawing ground plans, paint, front elevations. 1 hour lecture, 3 hours studio.

THTR 253 # - Theatrical Sound Design 3 Credits
Prerequisite(s): THTR 152 or TVDM 170. Corequisite(s): THTR 205. Applications of sound design and reinforcement techniques in live performance. Primary focus on the role sound plays in enhancing theatrical design and production. Technical elements include system design, microphone selection and placement, mixing live theater/performance, and signal processing for live theater/performance. 3 hours lecture.

THTR 254 # - Costume Design I 3 Credits
Prerequisite(s): THTR 140. A study of basic costume design for the stage, emphasizing the interpretation of dramatic texts in terms of characterization. Basic figure drawing and fabric study are included and the collaborative process which translates ideas to finished design will be explored. 3 hours lecture.

THTR 256 # - Stage Management II 3 Credits
Prerequisite(s): THTR 155. This course defines the responsibilities of the stage management position for various performance mediums including dance, opera, musical theatre and television. Content includes an introduction to the various unions involved in performance, the nature of collaboration and leadership and students will explore a variety of management styles. Previous course THTR 343 effective through Fall 2014. 3 hours lecture.

THTR 257 # - Commercial and Nonprofit Management 3 Credits
Prerequisite(s): THTR 180. This course is designed for individuals who are new to the field of arts management and are considering an arts management career. This course will introduce the "Business of the Arts," commercial and nonprofit, providing students with an overview of the careers options and the types of work that arts managers do. Students will research and study the process of developing and bringing the arts and cultural programming to audiences, and examine the current issues and trends now affecting arts management professionals. 3 hours lecture.

THTR 258 # - Fundamentals of Stage Lighting 3 Credits
Prerequisite(s): THTR 152; and THTR 135 may be taken as a prerequisite or corequisite. The functions of light on stage; the use of lighting equipment. Application work in the Memorial Auditorium and the L. Howard Fox Studio Theatre. 3 hours lecture.
THTR 260 # - Drawing and Rendering II: Theatre 3 Credits
Prerequisite(s): THTR 160. Advanced drawing and rendering for theatrical stage design. Includes work with color, the human figure and perspective as well as work with ink. 1 hour lecture, 3 hours studio.

THTR 261 # - Digital Rendering for Theatre/Performance Design 3 Credits
Prerequisite(s): THTR 140 and THTR 160. This studio course provides an introduction to the application of digital rendering methods to design for theatre/performance, including 2D, 3D and moving graphics visualization. Course objective is to synthesize and expand traditional drawing and painting methods with modern digital media-based applications. May be repeated for a maximum of 6 credits. 5 hours studio.

THTR 262 # - Visual Media Design and Technology for Live Performance 3 Credits
Prerequisite(s): THTR 150 or THTR 152 or DNCE 150. An introduction to the design and technology of visual media for live performance events such as theatre, dance, and concerts. 3 hours lab, 1 hour lecture.

THTR 265 # - The Contemporary Theatre of Cultural Diversity 3 Credits
The course examines multicultural issues raised in the plays of contemporary American playwrights. Relevant theatre attendance is part of the class requirement. Meets Gen Ed 2002 - Fine and Performing Arts. Meets World Cultures Requirement. 3 hours lecture.

THTR 270 # - Advanced Costume Construction 3 Credits
Prerequisite(s): THTR 153 or ARTX 120. An advanced study of flat patterning, draping, tailoring, period cut and detailing used in the development of stage costumes. Construction projects and lab hours required. May be repeated for a maximum of 12 credits. 1 hour lecture, 3 hours lab.

THTR 272 # - Costume Crafts 3 Credits
Prerequisite(s): THTR 153 or ARTX 120. An introduction to costume crafts for the theatre including masks, puppet construction, millinery, armor, jewelry, shoe alterations, and wigs. Content varies by semester. May be repeated for a maximum of nine credits. 1 hour lecture, 3 hours lab.

THTR 273 # - Fabric Dyeing and Painting 3 Credits
Prerequisite(s): THTR 153 or ARTX 120. An introduction to techniques for dyeing and patterning fabric. May be repeated for a maximum of six credits. 1 hour lecture, 3 hours lab.

THTR 275 # - Theatre Scenes: NY, NJ and London 3 Credits
This course examines classical and modern plays and culminates in an eight day study abroad experience in London during Spring break. Students attend theatre productions and participate in workshops and discussions with theatre artists. May be repeated once for a maximum of 6 credits. 2 hours lecture and 1 hour lab.

THTR 280 # - The Power of Masks 3 Credits
The function of performance masks as they have been used for rituals, myths, ceremonies, carnival, and drama in African, European, American and Asian/Pacific societies. Meets World Cultures Requirement. 3 hours lecture.

THTR 285 # - Theater for Community Impact 3 Credits
Prerequisite(s): THTR 100 or THTR 180 or THTR 208. This course explores, through the integration of theory and practice, theater as a catalyst for social change and provides a structure for making community connections. Coursework will consist of readings and performance viewings drawn from this genre. Students will work directly with specific community populations to translate the experience and stories of others into devised community performance. May be repeated for a maximum of 6 credits.

THTR 286 # - Site Specific Performance 3 Credits
Prerequisite(s): THTR 100 or THTR 180 or THTR 208. In this course students create performances outside of traditional theater spaces through the integration of interdisciplinary research and theatrical practice. Coursework consists of readings and viewings drawn from historical and contemporary approaches to and conceptions of site-specific performance, such as: performance studies, Medieval pageant plays, political street theater, and performance art. Students will work at a site-specific location and engage in research related to that location to develop a culminating performance project. May be repeated for a maximum of 6 credits.

THTR 311 # - 20th and 21st Century Playwrights 3 Credits
Prerequisite(s): THTR 211. Students will read and examine several plays written from the beginning of the twentieth century through the present. Secondary readings devoted to specific plays, including the early political and folk plays of the 1910s and 1920s, and protest drama of the 1940s will be studied. Students will explore The Revolutionary Theater Movement of the ’60s and how contemporary playwrights have expanded the contours of the American dramatic landscape, addressing complex topics such as race/gender, and gay/lesbian issues. 3 hours lecture.

THTR 315 # - Advanced Scene Study I for Musical Theatre 3 Credits
Prerequisite(s): THTR 223 or departmental approval. An advanced acting studio for junior musical theatre students which focuses on the theories and techniques of Stanislavsky and include textual analysis, improvisational exercises and scene work as they relate to the written works of Chekhov. 4 hours studio.

THTR 316 # - Advanced Scene Study II for Musical Theatre 3 Credits
Prerequisite(s): THTR 315 or departmental approval. Special Fee. A classical acting studio for junior musical theatre students which focuses on the theories and techniques of scansion, iambic pentameter and scoring of text as well as textual analysis, improvisational exercises and scene work as they relate to the written works of William Shakespeare. 4 hours studio.

THTR 320 # - Movement for the Actor III 3 Credits
Prerequisite(s): THTR 120 and THTR 220 and B.F.A. Theatre, Acting concentration majors only. Advanced movement for the actor in terms of the relationship of movement to space and form and the need to cultivate physical and emotional relationships in body movement. Advanced exercises and assignments related to movement in playscripts and in theatrical contexts. 1 hour lecture, 3 hours studio.

THTR 321 # - Movement for the Actor IV 3 Credits
Prerequisite(s): THTR 120, THTR 220, THTR 320. Continued study and mastery of the movement skills necessary for the professional actor with a focus on developing an energized neutral, advancing core strength, and finding character in body centers and qualities of movement. 3 hours lecture.

THTR 322 # - Acting V - B.F.A.: Classical Acting I 3 Credits
Prerequisite(s): THTR 115 and THTR 130 and THTR 222 and THTR 223 and B.F.A. Theatre, Acting concentration majors only. An introduction to work on classical material with an emphasis on Shakespearean texts. New acting demands are layered onto a Stanislavskian base of action and objectives, including physical, vocal, imaginative and analytical work. 1 hour lecture, 3 hours studio.

THTR 323 # - Acting VI - B.F.A.: Classical Acting II 3 Credits
Prerequisite(s): THTR 322 and B.F.A. Theatre, Acting Concentration majors only. A continuation of the study of classical work, culminating in a practical demonstration of the actors’ engagement with heightened language in an extended project designed to provide students individual assessments of their progress. 1 hour lecture, 3 hours studio.
THTR 324 # - Acting VII - B.F.A. Advanced Scene Study 3 Credits
Prerequisite(s): THTR 233; BFA Theatre, Acting Concentration majors only. Advanced scene work on texts focused around a specific playwright, period, or style such as mid-20th century American poetic realism or contemporary British political theatre. Students apply techniques of script analysis and research and are coached through the creation of character and relationship. 1 hour lecture, 3 hours studio.

THTR 325 # - Voice for the Performer-III 3 Credits
Prerequisite(s): THTR 125 and THTR 225 and BFA Theatre, Acting concentration majors only. Advanced study in the voice skills necessary for performance in a professional setting. Intensive work in voice production and vocal development necessary to develop selected performance styles and techniques. 1 hour lecture, 3 hours studio.

THTR 326 # - Speech for the Performer I 3 Credits
Prerequisite(s): THTR 125 and THTR 225 and THTR 325 and BFA Theatre, Acting concentration majors only. Study of the speech skills necessary for the professional actor with a focus on the mastery of standard, neutral stage speech. 3 hours lecture.

THTR 327 # - Speech for the Performer II 3 Credits
Prerequisite(s): THTR 226 and BFA Theatre, Acting concentration majors only. Advanced study of the speech skills necessary for the professional actor with a focus on heightened language in Shakespearean texts. 3 hours lecture.

THTR 328 # - Speech for the Performer III 3 Credits
Prerequisite(s): THTR 327 and BFA Theatre, Acting concentration majors only. Advanced study of speech skills for the professional actor with a focus on heightened language in modern texts and individual speech problems. 3 hours lecture.

THTR 329 # - Introduction to Dramaturgy: The Questioning Spirit 3 Credits
Prerequisite(s): THTR 208 or MTTH 231. Introduces student performers and scholars to "the dramaturg's way." As a collaborative member of the theatrical team, the dramaturg serves as literary and historical advisor, script interpreter, journalist and context-provider for director, cast and production crew. Effective dramaturgy draws upon skills in text analysis and writing, and requires a deep appreciation for cultural traditions and current events. Developing fresh and imaginative approaches to six hypothetical theatrical productions, students will come away with a vivid conception of how it feels to be a practitioner of this integral and important craft. 3 hours lecture.

THTR 330 # - Play Direction I 3 Credits
Prerequisite(s): All 100 and 200-level major requirements; and BFA or BA Theatre majors only. Principles of direction; selection and casting; exercises in composition and movement; scenes directed for class criticism; preparation of prompt book. 1 hour lecture, 3 hours studio.

THTR 331 # - Movement for the Actor V 3 Credits
Prerequisite(s): THTR 120, THTR 220, THTR 320, THTR 321. Continued study and mastery of the movement skills necessary for the professional actor with a focus on giving and taking energy in a variety of theatrical styles, advancing emotional availability and expression, and furthering student alignment. 3 hours lecture.

THTR 332 # - Movement for the Actor VI 3 Credits
Prerequisite(s): THTR 120, THTR 220, THTR 320, THTR 321, THTR 331. Continued study and mastery of the movement skills necessary for the professional actor with a focus on the integration of movement, sound, and text, placement of heightened text in the body, and period movement. 3 hours lecture.

THTR 335 # - Dramaturgical Styles 3 Credits
Prerequisite(s): THTR 208. Students will learn the methods of dramaturgical analysis; study theatre aesthetics, the history and philosophy of theatre as a form from the classical period to the present postmodern period; and become conversant in current developments in critical theory. Students will be encouraged to pursue comparatively traditional research such as the editing of plays for performance and contemporary critical approaches in areas such as audience reception, feminist/gender criticism, semiotics, post-structural theory, and cultural studies. 3 hours lecture.

THTR 338 # - Musical Theatre II 3 Credits
Prerequisite(s): THTR 115 and THTR 130 and THTR 222 and THTR 223; and Musical Theatre majors only. This course explores the role of the singing actor, including characterization and performance skills. It examines the functions of music, lyrics, and script, and how they are integrated into one dramatic effort. It addresses the differences in styles between older presentational musicals and newer musical dramas. 3 hours lecture.

THTR 345 # - Scene Design II 3 Credits
Prerequisite(s): THTR 252. A continuation of Stage Design I with emphasis upon specific forms of drama as well as opera and musical comedy. Includes the use of color with ink, acrylic and pastel. 1 hour lecture, 3 hours studio.

THTR 346 # - Costume Design II 3 Credits
Prerequisite(s): THTR 254. Continues the theories and skills introduced in Costume Design I. Advanced rendering techniques are explored as well as specific design problems related to opera, ballet, and other non-naturalistic theatrical forms. 3 hours lecture.

THTR 347 # - Lighting Design II 3 Credits
Prerequisite(s): THTR 258. Advanced lighting skills in theatre and the related areas of dance, opera and the musical comedy. 1 hour lecture, 3 hours studio.

THTR 348 # - Advanced Theatrical Sound Design 3 Credits
Prerequisite(s): THTR 253. Co-requisite(s): THTR 205. Advanced course in the application of sound design and reinforcement techniques in live performance. Course is a continuation of Theatrical Sound Design and includes an extensive lab component. 3 hours lab, 1 hour lecture.

THTR 350 # - Technical Direction 3 Credits
Prerequisite(s): THTR 150 or THTR 151. An in-depth study of technical direction production and direction. Areas of study include production budgeting, planning and scheduling, and production studio design. The course will include laboratory and production experience. 2 hours lecture, 2 hours lab.

THTR 354 # - Topics in Technical Theatre 3 Credits
Prerequisite(s): THTR 252. Practical study of aspects of technical theatre including repair and maintenance of theatre equipment, welding techniques, rigging, prop design and construction. May be repeated for a maximum of 9 credits. 1 hour lecture, 3 hours lab.

THTR 357 # - Advanced Lighting Technologies 3 Credits
Prerequisite(s): THTR 258. This course will provide advanced study in lighting design and technology for this rapidly changing field. Topics will vary each semester depending on changes in the industry. This course may be repeated for a maximum of 9 credits. 1 hour lecture, 3 hours studio.
THTR 391 # - Playwriting I 3 Credits
Prerequisite(s): THTR 208 or departmental approval. The creation of an original script suitable for production. The cause to effect play will be investigated as well as newer trends in theatre. Investigation of marketing possibilities and the preparation of scripts for submission. Students should have a background in the technique and artistic aspects of the theatre. 3 hours lecture.

THTR 395 # - Playwriting II 3 Credits
Prerequisite(s): THTR 391. This course is a continued exploration of writing for the stage with the study of dramaturgical elements in the work of contemporary and classic playwrights. Students will examine and continue study of story development, structure, and the use of dialogue. They will hone their craft; through creating multiple narrative strategies as well as generating short scripts and a completed one act. This course will also focus on professional training and development to learn about the business and how to producing one's own work, agents, graduate schools, and submitting to new play festivals. 3 hours lecture.

THTR 392 # - Contracts and Law in Theatre 3 Credits
Prerequisite(s): THTR 256. A study of the legal aspects of work in theatre including contracts and unions. 3 hours lecture.

THTR 395 # - Production Management 3 Credits
Prerequisite(s): THTR 256. Study and compare aspects related to the management of theatrical productions in professional and educational theatre. The course will cover resource management, budget planning and tracking, labor union rules and regulations. 3 hours lecture.

THTR 399 # - Summer Theatre: Production/Performance 4-12 Credits
Prerequisite(s): THTR 361. A study of the legal aspects of work in theatre including contracts and unions. 3 hours lecture.

THTR 400 # - Fundraising Board Development 3 Credits
Prerequisite(s): THTR 381. This course presents the principles and methods of raising funds for nonprofit arts organizations from individuals, businesses, government agencies and foundations. These methods could include grant writing, direct marketing, special events, researching and soliciting major donors and identifying potential board member. Students will study how to cultivate and maintain a governing body that promotes a legally sound, effective, and successful nonprofit organization. The course will culminate in the development of a fundraising action plan for a nonprofit or a case study organization. 3 hours lecture.

THTR 401 # - Business of the Arts 3 Credits
Prerequisite(s): THTR 381. Designed especially for those who are unfamiliar with financial concepts, this course will introduce students to developing a budget and reading and interpreting financial statements. Through discussion and hands-on exercises, students will explore ways of developing and sustaining fiscal responsibility throughout an organization, including the understanding of roles and responsibilities of the board of directors, management and staff. The course will culminate in the preparation of a financial plan for your own nonprofit or a case study of an organization. 3 hours lecture.

THTR 402 # - Internship: Production/Design 4-12 Credits
Prerequisite(s): THTR 381. This course presents the principles and methods of raising funds for nonprofit arts organizations from individuals, businesses, government agencies and foundations. These methods could include grant writing, direct marketing, special events, researching and soliciting major donors and identifying potential board member. Students will study how to cultivate and maintain a governing body that promotes a legally sound, effective, and successful nonprofit organization. The course will culminate in the development of a fundraising action plan for a nonprofit or a case study organization. 3 hours lecture.

THTR 403 # - Independent Study 1-3 Credits
Prerequisite(s): THTR 381. Designed especially for those who are unfamiliar with financial concepts, this course will introduce students to developing a budget and reading and interpreting financial statements. Through discussion and hands-on exercises, students will explore ways of developing and sustaining fiscal responsibility throughout an organization, including the understanding of roles and responsibilities of the board of directors, management and staff. The course will culminate in the preparation of a financial plan for your own nonprofit or a case study of an organization. 3 hours lecture.

THTR 404 # - Fundraising Board Development 3 Credits
Prerequisite(s): THTR 381. This course presents the principles and methods of raising funds for nonprofit arts organizations from individuals, businesses, government agencies and foundations. These methods could include grant writing, direct marketing, special events, researching and soliciting major donors and identifying potential board member. Students will study how to cultivate and maintain a governing body that promotes a legally sound, effective, and successful nonprofit organization. The course will culminate in the development of a fundraising action plan for a nonprofit or a case study organization. 3 hours lecture.

THTR 405 # - Advanced Scene Study 3 Credits
Prerequisite(s): THTR 105, THTR 110, THTR 210, THTR 215 and THTR 381. This course is a continued exploration of the use of sword-play, hand-to-hand combat and combat choreography with broadsword, epee, cudgel and staff among others. 3 hours lecture.

THTR 406 # - Internship: Production/Design 4-12 Credits
Prerequisite(s): THTR 381. Designed especially for those who are unfamiliar with financial concepts, this course will introduce students to developing a budget and reading and interpreting financial statements. Through discussion and hands-on exercises, students will explore ways of developing and sustaining fiscal responsibility throughout an organization, including the understanding of roles and responsibilities of the board of directors, management and staff. The course will culminate in the preparation of a financial plan for your own nonprofit or a case study of an organization. 3 hours lecture.

THTR 407 # - Internship: Production/Design 4-12 Credits
Prerequisite(s): THTR 381. Designed especially for those who are unfamiliar with financial concepts, this course will introduce students to developing a budget and reading and interpreting financial statements. Through discussion and hands-on exercises, students will explore ways of developing and sustaining fiscal responsibility throughout an organization, including the understanding of roles and responsibilities of the board of directors, management and staff. The course will culminate in the preparation of a financial plan for your own nonprofit or a case study of an organization. 3 hours lecture.

THTR 408 # - Senior Project: B.A. Theatre 3 Credits
Prerequisite(s): THTR 361. Corequisite(s): THTR 411 or permission. This course is the capstone for the BA in Theatre Studies Program. Final project with a written and practical/performance component will be devised by the students in collaboration with a faculty playwright and/or director. 3 hours lecture.
THTR 411 # - Dramatic Criticism 3 Credits
Prerequisite(s): THTR 208 and THTR 361. Dramatic principles of theme, content, and characterization as they relate to production and performance; evaluation and analysis of the basic ingredients of dramatic criticism as related to the critic, the director, the scenic artist and the performer. 3 hours lecture.

THTR 425 # - Senior Showcase for Actors 1-3 Credits
Prerequisite(s): Senior Level Theatre and Musical Theatre majors only; and by invitation only. Special fee. Preparation and performance of showcases for industry representatives to introduce students to the professional theatre. 3 hours lecture.

THTR 430 # - Play Direction II 3 Credits
Prerequisite(s): THTR 330; all 100 and 200-level major requirements; and BA Theatre Studies majors, BFA Theatre, Acting concentration majors, or BFA Theatre, Production/Design majors only. Advanced play direction with emphasis on the director's analysis of the script and working with performers; participants will direct a scene and a one act play. 1 hour lecture, 3 hours studio.

THTR 431 # - Play Direction III 3 Credits
Prerequisite(s): THTR 430. Exploration of significant styles of production. Each participant will direct scenes in various period styles. A final stylistic project performed for an audience. 3 hours lecture.

THTR 432 # - Special Topics in Theatre 1-3 Credits
Prerequisite(s): BA or BFA Theatre majors only and departmental approval. A selected aspect of theatrical theory and/or practice not included in the regular departmental offerings will be explored in depth. May be repeated for a maximum of 6.0 credits.

THTR 433 # - Shakespeare Workshop 3 Credits
Prerequisite(s): THTR 322 or departmental approval. Analysis and performance of scenes from Shakespearean histories, comedies, and tragedies. 3 hours lecture.

THTR 435 # - Dramatic Workshop 3 Credits
Prerequisite(s): BA Theatre Studies majors, or BFA Theatre, Acting concentration majors, or BFA Theatre, Production/Design concentration majors only; and junior or senior standing and departmental approval. An advanced course combining students as actors or directors engaged in research and performance of classical and contemporary styles of theatre in a "works-in-progress" atmosphere. Material will be drawn from the full spectrum of theatre. 4 hours studio.

THTR 436 # - Dramatic Workshop II 3 Credits
Prerequisite(s): BA Theatre Studies major, or BFA Theatre, Acting concentration or BFA Theatre, Production/Design concentration students only; and junior or senior standing and departmental approval. A continuation of dramatic workshop providing advanced research, exploration and performance for acting-directing experimentation with various modes such as readers' theatre, story theater and environmental theater. Problems of adaptation of plays of one period into other periods and of non-theatrical material into a theatrical form. 4 hours studio.

THTR 440 # - Senior Seminar: Production and Design 2 Credits
Prerequisite(s): Bachelor of Fine Arts with a concentration in Production and Design majors only, with senior standing and one 300-level course. Capstone course for Production and Design majors focused on resume, website and portfolio development. 1 hour lecture, 2 hours studio.

THTR 442 # - Theatrical Model Making 3 Credits
Prerequisite(s): THTR 135 and THTR 252. Three-dimensional design in theatrical model making. Exploration of the creative design process in working with construction models executed in paper, cardboard and clay. 3 hours lecture.

THTR 445 # - Advanced Scenography Studio 1.5 Credit
Prerequisite(s): THTR 345 or THTR 346 or THTR 347 or THTR 348 or departmental approval. Advanced instruction and mentorship of realized design work assigned through department productions and/or through paper projects to further develop essential competencies and knowledge of process. May be repeated for a maximum of 6 credits. 3 hours studio.

THTR 460 # - Advanced Children's Theatre 3 Credits
Prerequisite(s): THTR 360. Acting and directing creative abilities in students; assisting other teachers in applying dramatics, music, art and dance in presentation of various subjects. 3 hours lecture.

THTR 480 # - Concept and Collaboration in Theatre 3 Credits
Prerequisite(s): THTR 330 or THTR 345 or THTR 346 or THTR 347 or THTR 348. Development of the collaborative skills needed between director and designer for stage and screen production. Student teams will develop directorial and design approaches to scripts through substantial analysis, research, and conversation. 2 hours lecture, 2 hours lab.

THTR 490 # - Theatre Cooperative Education Experience 4-16 Credits
Prerequisite(s): BA Theatre Studies and BFA Theatre, Acting, Musical Theatre, and Production/Design concentration majors only; and senior standing and departmental approval. Special fee. Upper-class undergraduate students may pursue a major portion of a semesters work under the supervision of an experienced professional practitioner as an assistant in an active, successful theatre, dance, speech or media center program. Departmental eligibility and approval must be secured by the mid-point of the semester preceding registration. Credit by arrangement.

THTR 495 # - Thesis (senior) 3 Credits
Prerequisite(s): Theatre major and senior standing and departmental approval. Senior project in an area of student's primary field of specialization; theatre history, dramatic literature, criticism or performance theory. Requires intensive research project demonstrating the student's ability to apply the theories and principles revealed by his project to performance or production.

THTR 501 # - Theatre Research Methods 3 Credits
Foundations in research and research methodologies. A survey of resources and methods (including critical, historical and textual) in theatre to assist students in assessing and designing research. Course must be completed in first two semesters of matriculation. 3 hours lecture.

THTR 502 # - Writing Research for Arts Managers 3 Credits
This skill building course prepares students in technical writing, audiovisual presentation techniques, and research methods appropriate for managers and professionals in arts organizations. 3 hours lecture.

THTR 504 # - Contemporary Theatre 3 Credits
The theory and practice in today's professional theatre: writing, acting, directing and producing problems and trends of current theatrical fare. Open to all graduate students. 3 hours lecture.

THTR 505 # - Dramaturgy 3 Credits
Introduction and overview of dramaturgy as a component of the creative team. Includes units on production dramaturgy, collaboration with directors, new play development, working with playwrights and adaptation. 3 hours lecture.

THTR 507 # - Theatrical Production 3 Credits
Students pursue projects in one of the following areas: acting, directing, scenic design, lighting design, technical theatre or management. May be repeated for a maximum of six credits. 3 hours lecture.
THTR 508 # - Internship: Theatrical Practice 3-7 Credits
Prerequisite(s): Departmental approval. Practical experience in theatre under supervision of staff member of professional, semi-professional or educational theatre, on- or off-campus.

THTR 509 # - Special Topics in Theatre and Drama 3 Credits
A selected topic in the history, literature, criticism of theory of theatre and drama not included in the regular departmental offerings will be examined in depth. May be repeated for a maximum of 9 credits. 3 hours lecture.

THTR 511 # - Dramatic Structure and Style 3 Credits
A study of selected dramatic texts from world drama spanning a wide range of times and traditions. Emphasis on genres such as comedy, tragedy, farce, melodrama, history plays, and documentary drama; movements such as neoclassicism, naturalism, and avantgarde(s); and structural conventions such as mimesis; crisis, climax, and resolution; and stylistic modes such as satire, pastoral, and grotesque; and topics and themes such as postcolonialism, eco-theater, and site-specific performance. 3 hours lecture.

THTR 512 # - Early World Theatre and Performance 3 Credits
An examination of early world theater and performance traditions. Emphasis on relationship to ritual and social and political context. Course may be taken as a survey or may focus in depth on one or more early world performance style(s). 3 hours lecture.

THTR 513 # - Modern and Contemporary Theatre History 3 Credits
Theatrical history associated with Western culture from 1890 to the present; the contemporary theatrical scene and its direct heritage. Major emphasis on British and continental developments with some attention to American theatre. 3 hours lecture.

THTR 514 # - Non-Western Drama and Theatre 3 Credits
Theatrical forms and dramatic literature of non-Western cultures (China, Japan, India, Southeast Asia, and Africa) in historical and contemporary contexts. The influence of these forms on modern Western theatrical theory and practice (Brecht, Artaud, Brook and others) will be examined. 3 hours lecture.

THTR 517 # - Theatre Criticism 3 Credits
Historical review of the principles involved in theatre criticism from a literary perspective. While attention is given to selected historical periods, dramatic theorists and theatre critics, the focus of class is on contemporary critical methodologies that augment playscript interpretation and production. 3 hours lecture.

THTR 525 # - Advanced Acting Workshop 3 Credits
A workshop of acting styles from the classical to the modern, highlighting traditional periods, including Greek, Elizabethan, Restoration, and realistic acting. The basic assignments of the course are scene study and class presentations, individual and partner work in assignments and exercises. 3 hours lecture.

THTR 530 # - Theatre and Performance Theories 3 Credits
Reading and assessment of important texts in the theory, history, criticism and practice of theatre. 3 hours lecture.

THTR 535 # - Advanced Directing Workshop 3 Credits
A workshop in play directing, including analysis and direction of scenes from realistic and period style plays. Final project includes a director's analysis and prompt script or the equivalent work in a term report on a particular approach to directing. 3 hours lecture.

THTR 540 # - The Collaborative Process 3 Credits
Course explores creative and collaborative strategies among the personnel involved in the mounting and production of a script: directors, designers, dramaturges and production personnel. It will explore techniques of script analysis, the creation of a production concept, and the effective implementation of this concept in all facets of production. 3 hours lecture.

THTR 545 # - Scenic Design I: The Legitimate Theatre 3 Credits
Scene design as related to the play, director and audience. Theatrical styles, genres, multiple, unit and simultaneous settings discussed. Includes script analysis and design work with an emphasis on visualization of design concepts, perspective sketch and modeling techniques. 3 hours lecture.

THTR 546 # - Scenic Design II: Performing Arts 3 Credits
Design problems inherent in musical comedy, opera and dance. Emphasis on planning, design and execution of scenery. 3 hours lecture.

THTR 554 # - Stage Lighting Design 3 Credits
The theory and practice of lighting design from both pragmatic and esthetic points of view. The student will focus on the function and qualities of lighting as a design medium and its application to various styles of theatrical production. Student will develop several lighting plots and schedules. 3 hours lecture.

THTR 555 # - Advanced Problems in Technical Production 3 Credits
Physical resources available to technician. Exploration of new materials and techniques as well as extensive work in standard techniques. Knowledge of drafting techniques helpful. 3 hours lecture.

THTR 575 # - Seminar Costume Design and Construction 3 Credits
Costume as one visual element of design in the theatre. Research procedure, design theory, construction techniques, use of materials. 3 hours seminar.

THTR 580 # - Theatre Management 3 Credits
The theatre as a business enterprise: production units; box office procedures; standard contractual arrangements; unions and their regulations; subscription management. Manager as a community relations specialist; publicity; the theatre as a community resource. Open to graduate students with a background in performing arts. 3 hours lecture.

THTR 581 # - Stage Management 3 Credits
Experiential study of stage management including: pre-production script analysis, organizing a prompt script, function in production meetings, implementing rehearsal schedule and company rules, rehearsal duties, technical rehearsals, and running/closing the show. Student will participate in all productions. 1 hour lecture, 2 hours lab.

THTR 582 # - Production Management 3 Credits
Experiential study of season scheduling; space scheduling; rehearsal scheduling; budgeting and pricing out costs for sets, costumes, lighting and props; management of backstage personnel; union contracts; and safety issues in the theatre and backstage. Course work supplemented by hands-on work on theatre/dance projects and spaces. 1 hour lecture, 2 hours lab.
THTR 583 # - The Business of Art I: Artworlds 3 Credits
The course is designed to provide an overview of the economic, organizational and social factors that influence contemporary art organizations. The students will examine structures, practices and issues concerning the visual and performing arts in the nonprofit, government and commercial sectors. Structures to be studied include theatres, dance companies, art galleries and museums, arts councils, presenting organizations, orchestras and other music groups. The student will analyze the impact of unions and professional organizations on these structures. A profile and assessment of the structure, issues, and international dynamics of artworlds/cultural fields, especially regarding performing and visual arts in the commercial, nonprofit and government sectors of society. Cross listed with ARHM 583. 3 hour lecture.

THTR 584 # - The Business of Art II: Art Organizations 3 Credits
An examination of the internal practices to start and run commercial, nonprofit, and government arts organizations, especially considering the structure, staffing, management, promotion, and leadership of such institutions and agencies in the field of art and culture. 3 hour lecture.

THTR 585 # - Grantsmanship and Fundraising 3 Credits
Methods of grantsmanship, fundraising and other strategies to secure support for institutional operations and programs in the arts. 3 hours lecture.

THTR 586 # - How to Run a Nonprofit Arts Organization 3 Credits
An in-depth look at the nonprofit arts organization career from a real-life, case-study, anecdotal perspective. Areas to be covered include mission, fundraising, program development, board governance and management structure. The student will come away with the knowledge of how it actually feels to meet the challenges facing an emerging arts administrator. 3 hours lecture.

THTR 587 # - Leading Creativity 3 Credits
This course will help students understand leadership behavior infused with creativity, exploring the creative roles of organizational and network leaders and catalysts in board, executive, managerial, and team relations, as well as leadership of creative people (especially in an environment of change). In this context students will learn how to apply aspects of creative/artistic processes and symbolic forms to ethical leadership and advocacy, as well as how to empower talented individuals and groups in realizing a mission whether in nonprofit, government and commercial sectors. 3 hours lecture.

THTR 599 # - Independent Study 1-3 Credits
Prerequisite(s): Departmental approval. Individual projects in theatre that result in significant research. May be repeated without limited as long as the topic is different.

THTR 602 # - Capstone Project 3 Credits
Student will create an independent culminating project under the direction of a faculty member. This project may be research or experiential, but it will result in a substantial written component. 3 credits independent study.

THTR 698 # - Master's Thesis 6 Credits
Prerequisite(s): Departmental approval. Independent research project done under faculty advisement. Students must follow the MSU Thesis Guidelines, which may be obtained from the Graduate School. Students should take THTR 699 if they don’t complete THTR 698 within the semester.

THTR 699 # - Master's Thesis Extension 1 Credit
Prerequisite(s): THTR 698. Continuation of Master’s Thesis Project. Thesis Extension will be graded as IP (in Progress) until thesis is completed, at which time a grade of Pass or Fail will be given.