Theatre & Dance Department

Theatre, Dance, and Digital Film Degrees and Minors

Dance
- Bachelor of Arts / Science in Dance (catalog.dixie.edu/programs/theatre-dance/dance-ba-bs)
- Bachelor of Arts / Science in Integrated Studies - Dance Emphasis (catalog.dixie.edu/programs/interdisciplinary-arts-and-sciences/integrated-studies-dance-ba-bs)
- Minor in Dance (catalog.dixie.edu/programs/theatre-dance/dance-minor)

Digital Film
- Bachelor of Science in Digital Film (catalog.dixie.edu/programs/theatre-dance/digital-film-bs)

Theatre
- Bachelor of Arts/Science in Theatre (catalog.dixie.edu/programs/theatre-dance/theatre-ba-bs)
- Bachelor of Arts/Science in Theatre - Theatre Education Emphasis, with Secondary Education Licensure (catalog.dixie.edu/programs/theatre-dance/theatre-education-ba-bs)
- Bachelor of Arts/Sciences in Integrated Studies - Theatre Emphasis (catalog.dixie.edu/programs/interdisciplinary-arts-and-sciences/integrated-studies-theatre-ba-bs)
- Minor in Theatre (catalog.dixie.edu/programs/theatre-dance/theatre-minor)

Click here for Dance Website (https://dance.dixie.edu) (following this link will take you out of the University Catalog)
Click here for Theatre Website (https://theatre.dixie.edu) (following this link will take you out of the University Catalog)
Click here for Digital Film Website (https://film.dixie.edu) (following this link will take you out of the University Catalog)

Dance Courses

DANC 1001. First Year Experience: Dance. 2 Hours.
This First Year Experience course is specifically designed to ease Dance students' transition to Dixie State University and to prepare them for college and career success. Students will learn the value of a college education including the purpose and value of general education. This course is designed to help students understand and adapt to university life and expectations, refine academic skills and abilities, create and foster social networks, and introduce them to different fields of study, degree options, and career opportunities associated with the field of Dance. Students will learn to develop a support network of classmates, faculty, and staff to help ensure a successful academic experience. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Explore and articulate the value of a college education. 2. Demonstrate the attributes of an intentional student. 3. Collect, foster, and use multiple campus resources, including technology, learning resources, and the campus community. 4. Evaluate and incorporate strategies for being successful as a dance student, and as a dance professional. FA.

DANC 1010. Dance in Culture (FA). 3 Hours.
Fulfills General Education Fine Arts requirement. A beginning theoretical course examining societal diversity and artistic expression across cultures through the art of dance and body movement. Designed to introduce the definition of dance, basic history of dance and different genres of dance to enable students to make certain critical analyses and to identify style, form, technique and individuals who have made significant contributions in the dance field. Increase participants' capacity to enjoy the art of dance and to appreciate the great variety of dance and diversity of culture in human society. Taught through lecture, discussion, practice sessions, and video observation. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand the connections between the arts and society, and be able to articulate those relationships. 2. Understand and articulate the artistic process, and the elements and forms of artistic endeavors. 3. Identify specific artists, their work, and the style, periods and historical context of their creative work. 4. Apply levels of knowledge through participation or through academic experiences and as patrons of the arts. 5. Assess personal efforts in the arts. 6. Build a greater appreciation for dance experiences encountered in one's life, and examine the great variety of dance and diversity of culture in human society. 7. Identify insights into humankind's approach to creativity in dance. 8. Define "what is dance". 9. Examine theoretical and methodological approaches to cultural differences specific to a disciplinary tradition. 10. Analyze differences and similarities within (or) across cultures. 11. Examine the role of social factors, e.g., race, gender, ethnicity, class, sexual orientation, religion, etc., in shaping social interaction, cultural worldviews, and individual identity. 12. Discuss an understanding of the interconnectedness of society, culture and individual identity.13. Synthesize and balance information in developing appropriate evidence-based conclusions about global issues. FA, SP.
DANC 1101R. Ballet Technique I. 1.5 Hour.
Designed for first year dance majors and focuses on the fundamentals of ballet technique. Students receive instruction in the principles of alignment, placement, and movements of classical ballet, as well as ballet movement terminology. The course serves as a foundation for continued ballet studies throughout the dance major technical curriculum. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall a foundational knowledge of classical ballet vocabulary, technique, and related history. 2. Perform beginning ballet exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform beginning ballet exercises with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. FA, SP.

DANC 1110R. Dance Conditioning. 1 Hour.
Designed for dance majors and other students interested in improving strength and flexibility for sports or general health. Emphasizes body balancing in strength, flexibility, and endurance. Classwork is supported by basic study of anatomy and biomechanics. Specific application of exercises to particular dance movements and positions will be emphasized. Repeatable up to 4 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply increased body awareness to enhance the movement of the body for daily function, injury prevention, and performance aesthetics. 2. Demonstrate quantifiable increased strength and flexibility to improve dance performance as well as overall health. 3. Apply breath-movement coordination to have efficient movement throughout the body and develop better stamina. 4. Recall the names of major muscle groups, as well as their basic functions, for internal imagery and instant muscle recall. 5. Identify different methods of exercise, their purpose, and how they impact one's physical health and performance. FA, SP.

DANC 1160. Music For Dance. 1 Hour.
This course presents a fundamental approach to the basic elements of music with an emphasis on its specific relationship to dance. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify and discuss the basic elements of music: melody, harmony, rhythm, timbre and basic musical forms. 2. Discuss the common language between music and dance by attaining a working knowledge of music notation, meter, and rhythmic schemes. 3. Hear, play, improvise, and notate rhythm patterns with voice, instrument and body percussion. 4. Effectively listen to and analyze music as it is used in the choreographic process. 5. Compose and conduct a four-part rhythm based score for choreography. Prerequisite: Full major status in Dance OR department consent. SP (even).

DANC 1170. Social Dance. 1 Hour.
Activity course open to all students. Beginning ballroom dance in developing skills in social dance. Introduces basic ballroom dance movements and routines, as well as specific demands of correct partner work. Includes studio instruction in selected dances, and mastery of step patterns, movement quality, and style. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Perform the basics of social dancing: footwork, posture, rhythm, and movement. 2. Understand leading and following in partner dancing; discuss and apply proper dance etiquette and manners. 3. Perform the different rhythms and steps of the dance routines. 4. Examine and discuss the complexity, joy, and beauty of movement as expressed through social dance. FA, SP.

DANC 1201R. Modern Dance I. 1.5 Hour.
Designed for first year dance majors and focuses on fundamental skills in modern dance technique. Emphasis is placed on the development of strength, flexibility, core support, coordination, kinesthetic awareness, and movement expressiveness. The course serves as a foundation for continued modern dance studies throughout the dance major technique curriculum. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall foundational knowledge of modern dance vocabulary, technique, and related history. 2. Perform beginning modern dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform beginning modern dance exercises with artistic expression in class and on stage. 4. Perform improvisation and composition studies that demonstrate an understanding of time, space, and energy as the elements of dance. 5. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 6. Contribute insights to discussion related to the discourse of dance. FA.

DANC 1450R. Aerial Dance Technique. 1.5 Hour.
This course is designed for students with an emphasis and major in dance or theater, and for other students interested in expanding their range of movement vocabulary. This course focuses on technical instruction and creative exploration on the aerial fabric apparatus, as well as other aerial equipment as available. Safety will be the first priority throughout this course. Students will develop an awareness of proper aerial technique and alignment as they learn various climbs, wraps, locks, and inversions with aerial fabrics. Stretching, conditioning, strength training, rigging, and anatomy discussions directly related to aerial work will be supplemented with material from textbooks and videos to expand aerial vocabulary and historical knowledge. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Perform basic aerial dance vocabulary with proper technique. 2. Identify families of skills, common bases of support, and root positions on aerial fabric. 3. Create and perform a personally expressive sequence utilizing proper aerial dance technique and vocabulary. 4. Examine connections between aerial dance technique and other aspects of dance and theater training. 5. Discuss basic rigging and safety precautions with respect for working in the air. 6. Describe basic anatomy and injury prevention related to aerial dance technique. Course fee required. FA, SP.
DANC 1500R. Jazz Dance I. 2 Hours.
For students pursuing a major in Dance, and for others interested in developing jazz dance skills. Introduces American jazz dance with an emphasis on technique. Rhythmic structures and personal expression will be explored in a studio setting. Repeatable up to 6 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall foundational knowledge of jazz dance vocabulary, technique, and related history. 2. Perform beginning jazz dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform different styles of jazz including lyrical, contemporary, Broadway, and/or classical jazz with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. FA, SP.

DANC 1510R. Ballet Technique II. 1.5 Hour.
Provides continued training for dance majors in classical ballet technique. Focus is placed on body alignment and proper placement as well as extending vocabulary and technical proficiency. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall an advanced beginning knowledge of classical ballet vocabulary, technique, and related history. 2. Perform advanced beginning ballet exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform advanced beginning ballet exercises with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. Prerequisite: DANC 1101R. FA, SP.
DANC 2110. Introduction to Dance. 3 Hours.
For students interested in pursuing a career or emphasis in dance. Designed to introduce basic history of dance and different genres of dance to enable students to make certain critical analyses and identify style, form, technique, and individuals who have made significant contributions in the dance field. Examines various dimensions of the dance discipline, including performance, choreography, teaching, dance criticism, dance science/medicine, movement analysis, and interdisciplinary collaboration. Taught through lecture, reading, discussion, writing, practice sessions, and video observation. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand dance as an academic discipline. 2. Understand the elements and functions of dance. 3. Understand major genres, roles, and careers in dance. 4. Examine the choreographic process as creative research. 5. Assess the diversity of dance in community, regional, national and global culture. 6. Observe and write about dance performance using a dance analysis model. 7. Develop a personal Reflective Practice. SP.

DANC 2210R. Modern Dance I. 1.5 Hour.
The second level modern dance technique for Dance majors and continues to focus on the mastery of fundamental technical facility. Principles of alignment, connectivity, and dynamic expression in movement are emphasized. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall an advanced beginning knowledge of modern dance vocabulary, technique, and related history. 2. Perform advanced beginning modern dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform advanced beginning modern dance exercises with artistic expression in class and on stage. 4. Perform improvisation and composition studies that demonstrate an understanding of time, space, and energy as the elements of dance. 5. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 6. Contribute insights to discussion related to the discourse of dance. Prerequisite: DANC 1201R. FA, SP.

DANC 2221R. Pointe I. 1 Hour.
Students with at least basic ballet experience will gain an understanding of the correct way to arrive en pointe with one or two feet, and grow in strength and agility within the classical ballet repertoire. Successful completers will be able to successfully execute a short, simple variation en pointe. Repeatable up to 3 credits subject to graduation restrictions. Offered based upon sufficient student need. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Perform beginning ballet exercises en pointe with correct technique and alignment. 2. Examine and discuss the history, difficulty, and beauty of dancing en pointe. 3. Perform beginning combinations en pointe with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. FA, SP.

DANC 2300R. Dance Partnering. 1 Hour.
The study of dance partnering that can be applied to ballet, modern dance, musical theatre, jazz dance, ballroom dance, pairs skating, and ice dancing. The male dancer will learn how and where to place his hands, how to use his legs, how to hold his back, how to tell the female dancer what to do to assist him in maintaining her balance and in lifts. The female dancer will learn how to hold her body in turns and lifts, and how to tell the male to help her in maintaining her balance on three-quarter or full pointe and in lifts. Repeatable up to 3 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Perform the fundamental skills needed for partnering in ballet, modern, jazz, ballroom, and other dance genres. 2. Apply partnering techniques to develop coordination, strength, and endurance. 3. Demonstrate the ability to work well with a dance partner. 4. Understand the artistry of partnering. Prerequisite: Instructor permission required. SP.

DANC 2330. Improvisation. 2 Hours.
For students interested in experiencing and developing skills in dance improvisation. Students are led through guided explorations as a means to gaining an understanding of the elements of dance, developing performance skills, gaining sensitivity and spontaneity in group interactions, and acquiring tools for movement invention. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify and explain the basic elements of dance: time, space, and energy. 2. Execute a greater sense of presence and self-expression in dance performance. 3. Respond spontaneously to the movements of other dancers and environmental stimuli. 4. Analyze personal movement tendencies as well as the means to expand personal movement vocabularies and creative inventiveness. 5. Apply a sense of increased sensitivity to other dancers as well as a variety of dance spaces. 6. Recall and formulate movement created through improvisation. 7. Analyze dance performance, both verbally and in writing. 8. Create, revise, perform, and assess improvisational dance scores. FA.

DANC 2450R. Aerial Dance Technique II. 1.5 Hour.
This course is designed for students with previous experience in aerial dance technique and focuses on intermediate level technical instruction and creative exploration on the aerial fabric apparatus, as well as other aerial equipment as available. Safety is the first priority throughout this course. Students will develop an intermediate understanding of aerial technique and alignment as they learn various climbs, wraps, locks, and inversions on the aerial equipment. Stretching, conditioning, strength training, rigging, and anatomy discussions directly related to aerial work will be supplemented with material from textbooks and videos to expand aerial vocabulary and historical knowledge. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Perform intermediate aerial dance vocabulary with proper technique. 2. Identify families of skills, common bases of support, and root positions on various aerial apparatuses at an intermediate level. 3. Create and perform a personally expressive sequence utilizing proper aerial dance technique and intermediate vocabulary. 4. Examine connections between aerial dance technique and other aspects of dance and theater training. 5. Discuss basic rigging and safety precautions with respect for working in the air. 6. Describe basic anatomy and injury prevention related to aerial dance technique. Course fee required. Prerequisites: DANC 1450R (Grade C or higher). FA, SP.
**DANC 2500R. Jazz Dance II. 2 Hours.**
For students pursuing a major in Dance, and for others interested in developing jazz dance skills. Continuing DANC 1500, focuses on more difficult combinations and introduces performance styles so students will further develop a personal style of movement in a structured studio setting. Repeatable up to 6 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Recall an advanced beginning knowledge of jazz dance vocabulary, technique, and related history. 2. Perform advanced beginning jazz dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform different styles of jazz including lyrical, contemporary, Broadway, and/or classical jazz with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. FA, SP.

**DANC 2510R. Ballroom Dance II - International Standard. 1 Hour.**
Continuation of DANC 1510R. Further development of in International Standard Ballroom Dance, including Waltz, Foxtrot, Tango, and Quickstep. Greater emphasis is given to footwork, posture, movement, rhythm, and alignment in an enjoyable, structured class. Repeatable up to 2 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Apply an understanding of footwork to Standard Ballroom steps and movements. 2. Demonstrate increased understanding through performance of leading and following in the relationship between partners. 3. Identify Ballroom Dance Terms verbally and in practice. 4. Examine and discuss the complexity and enjoyment of ballroom dancing. Prerequisite: DANC 1510R. FA, SP.

**DANC 2530R. Ballroom Dance II, International Latin. 1 Hour.**
Continuation of DANC 1530R. Further development of in International Standard Ballroom Dance, including Samba, Cha Cha, Rumba, Paso Doble and Jive. Greater emphasis is given to footwork, posture, movement, rhythm, and alignment in an enjoyable, structured class. Repeatable up to 2 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Apply an understanding of footwork and to International Latin Ballroom steps and movements. 2. Demonstrate increased understanding through performance of leading and following in the relationship between partners. 3. Identify ballroom dance terms while learning the steps. 4. Perform intermediate "silver" of Cha Cha, Samba, Rumba and Paso Doble. 5. Examine and discuss the complexity and enjoyment of ballroom dancing. Prerequisite: DANC 1530R. FA, SP.

**DANC 2580R. Tap Dance II. 1 Hour.**
An intermediate tap dance course that focuses on proper technique, correct rhythm, and clarity of sound while introducing more complicated combinations, step patterns and vocabulary. Attention is given to counting, accenting, and technicality. A variety of steps, styles, contemporary tap masters' combinations, and famous tap dances will be introduced. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Build on the six basic sounds of tap dance by memorizing and performing intermediate tap combinations. 2. Recall and apply increases sound and rhythm patterns with advanced tap terminology and varied styles of tap dance. 3. Analyze and interpret music and use tap shoes as an instrument through improvisation and choreography. 4. Understand different percussive movement styles and famous tap artists. 5. Apply performance skills including stage presence, confidence and interpretation. Prerequisite: DANC 1580R (Grade C or higher) or instructor permission. SP.

**DANC 2810R. Ballroom Dance Team. 2 Hours.**
For members of the competitive ballroom dance team. Prepares students for participation in exhibition and competitive ballroom dance activities, focusing on skill development, stage presentation, and actual performance. Repeatable up to 8 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Identify the relationship of the individual couple to the whole team. 2. Understand how steps are adjusted to fit into routines. 3. Apply an understanding of the relationship of music and the flow of a routine. 4. Understand how audiences relate to performances. 5. Develop and apply personal, collaborative, and performance skills. Course fee required. Prerequisites: Audition and Instructor permission. FA, SP.

**DANC 2990. Seminars in Dance. 0.5-3 Hours.**
For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course is an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Examine select career options in the dance field through seminar activities. 2. Describe opportunities to communicate with professionals in the field of dance. 3. Discuss, compare, and analyze ideas pertinent to the course theme.

**DANC 3101R. Ballet Technique III. 1.5 Hour.**
Provides dance majors with continued training in classical ballet technique. In addition to increasing vocabulary and technical proficiency, emphasis is placed on musicality and performance quality. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Recall an intermediate/advanced knowledge of classical ballet vocabulary, technique, and related history. 2. Perform intermediate/advanced ballet exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform intermediate/advanced ballet exercises with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. Prerequisite: DANC 2101R. FA, SP.
DANC 3201R. Modern Dance III. 1.5 Hour.
Continue to focus on mastery of technical facility, bodily connectivity, and expressiveness. Technique and performance skills are built through exposure to increasingly complex movement material. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall an intermediate/advanced knowledge of modern dance vocabulary, technique, and related history. 2. Perform intermediate/advanced modern dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform intermediate/advanced modern dance exercises with artistic expression in class and on stage. 4. Perform improvisation and composition studies that demonstrate an understanding of time, space, and energy as the elements of dance. 5. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 6. Contribute insights to discussion related to the discourse of dance. Prerequisite: DANC 2201R; or department consent. FA, SP.

DANC 3210R. Dance for Theatre Performance. 1 Hour.
For students participating as dance majors in musical productions of the DSU Theatre program. Students work closely with the choreographer and fellow castmates to develop movement/choreography for on-stage performances. Repeatable up to 4 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply professionalism through positive responses to direction and instruction. 2. Recall and perform choreography/movement with accuracy. Prerequisite: Instructor permission. FA, SP.

DANC 3260. Dance Production. 2 Hours.
Designed to provide dance major students with an understanding of the essential components of dance production. Emphasis is placed on design of technical elements including lighting, costume, sound, and scenic properties as well as the ability to plan and prepare for a dance concert. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand the technical components of a theater. 2. Understand a basic knowledge in lighting design and lighting instruments. 3. Understand a basic knowledge in costume and sound design and technology. 4. Apply the technical responsibilities related to running production. 5. Demonstrate the ability to prepare for and plan a dance production. Prerequisite: Full enrollment in Dance Major or instructor permission. FA.

DANC 3360. Visual Media for Dance. 2 Hours.
For dance majors, or students interested in dance for the camera, this course provides students with a fundamental understanding of concepts and theories related to dance film. In addition to learning a basic history of film and dance, students gain an understanding of how to use a digital camera for nonlinear editing software in Adobe Premier Pro for dance film. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate basic knowledge of how to use digital cameras for nonlinear editing software in Adobe Premier Pro for dance film. 2. Understand, analyze, and communicate observations of dance and film theory in dance film making. 3. Identify and define the various approaches to the use of new media in the art of dance for film. 4. Describe a basic knowledge of the theoretical, conceptual, and historical aspects of the use of different approaches and modes in dance for film in the 20th and 21st centuries. 5. Contribute meaningfully to class discussions and presentations. 6. Assess one's own assigned course work as well as the work of class peers. 7. Identify current trends and uses for iPod, iPhone, and other digital modalities relating to photo and film techniques for an online presence in dance. Prerequisites: DANC 2330 and DANC 3900 (Both grade C or higher). FA.

DANC 3370. Dance in a Cultural Perspective. 3 Hours.
Utilizes the medium of dance as a means to explore various cultures throughout both history and the world. Focus is placed on universal functions of human movement as well as the diversity of expression found in cultures from early tribal through the Renaissance period in western civilization as well as dance at its present status in a variety of non-western cultures. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate a fundamental knowledge of the development of dance on a global scale from early tribal cultures through contemporary society. 2. Examine and communicate critically about dance forms originating from diverse cultural backgrounds. 3. Analyze topics related to dance, culture, social issues, etc. through writing and class discussions while acknowledging one's own ethnocentric perspective. 4. Critically assess how labels, words, and other media representations shape media. 5. Analyze and synthesize scholarly sources to formulate a research question/thesis statement and write an analytical research paper utilizing MLA format. FA (even).

DANC 3900. Composition. 2 Hours.
Dance composition course for students with an emphasis in dance and for all students interested in dance composition. Designed to advance students in dance composition and refine personal artistic style. Choreography skills are expanded through further exploring of spatial design, dynamics, phrasing, and rhythm. Elements of space, time and qualities of movement are the basis for compositional study. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze the basic elements of dance - time, space and energy. 2. Investigate a variety of choreographic styles and skills. 3. Apply improvisation to expand movement vocabulary. 4. Compose dances by utilizing basic elements of dance and choreographic tools. 5. Compose dances by utilizing basic elements of dance and choreographic tools. Prerequisite: DANC 2330. SP.

DANC 4101R. Ballet Technique IV. 1.5 Hour.
Provides continued training for dance majors in classical ballet technique at the advanced level. Emphasis is placed on developing a high level of technical proficiency, musicality, fluidity, style, and performance quality. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall an advanced knowledge of classical ballet vocabulary, technique, and related history. 2. Perform advanced ballet exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform advanced ballet exercises with artistic expression in class and on stage. 4. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 5. Contribute insights to discussion related to the discourse of dance. Prerequisites: DANC 3101R. SP.
DANC 4201R. Modern Dance IV. 1.5 Hour.
An advanced level course for dance majors that provides students with opportunities for mastery of technical facility and performance skills. Emphasis is placed on individual expressiveness, technical ability, and performance quality. Repeatable for a maximum of 6 credits. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recall an intermediate/advanced knowledge of modern dance vocabulary, technique, and related history. 2. Perform intermediate/advanced modern dance exercises with proper placement, anatomical alignment, body awareness, connectivity, and coordination of body parts in class and on stage. 3. Perform intermediate/advanced modern dance exercises with artistic expression in class and on stage. 4. Perform improvisation and composition studies that demonstrate an understanding of time, space, and energy as the elements of dance. 5. Acquire skills of responsibility and Grit as they relate to a career in the dance field. 6. Contribute insights to discussion related to the discourse of dance. Prerequisite: DANC 4201R. SP.

DANC 4510. Kinesiology for Dancers. 4 Hours.
This course is designed for students with an emphasis and major in dance, and for students interested in dance science and human movement. This class presents the basic anatomy and kinesiology of the key body joints of the spine, shoulder, hip, knee, ankle, and foot. The fundamental bony structure, muscles, and ligaments of these joints are discussed as they relate to movement capacity, mechanics, and injury risk. This basic knowledge of these joints is combined with movement analysis to help students better understand alignment and selected dance vocabulary. This information will guide students in learning dance technique rationally and efficiently, and preventing injuries. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify the primary tissues of the body and their functions. 2. Identify joint movement terminology and body orientation terminology. 3. Identify and locate all bones in the skeletal system and describe bone composition, structure, development, and growth. 4. Identify and locate all muscles in the muscular system and describe skeletal muscle structure and function. 5. Analyze the bones, bony landmarks, joint structure, muscles, and movements of the spine, pelvic girdle, hip joint, knee, ankle, foot, and upper extremity. 6. Analyze the mechanics of the spine, pelvic girdle, hip joint, knee, ankle, foot, and upper extremity, specifically in regards to optimum efficiency. 7. Examine common alignment deviations and injuries in dancers and investigate strategies to correct and prevent them. 8. Construct conditioning exercises for major areas of the body as well as individually identified areas of need. Prerequisite: Instructor permission. FA, SP (even).

DANC 4600. Dance Pedagogy. 3 Hours.
For students with an emphasis in dance and students interested in teaching dance at the secondary and college level. Introduces and analyzes the principles, methods, philosophies, and practice of teaching dance. Emphasis is placed on the theoretical and practical applications of teaching dance at the secondary and higher education level. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Discuss and demonstrate practical skills for teaching dance to students of varying level and ability. 2. Identify and examine qualities that contribute to a successful dance educator. 3. Construct movement material that is anatomically sound and aesthetically enhancing for participants in a given dance genre. 4. Analyze content for technique classes in various settings. 5. Devise lesson plans congruent with Utah State Secondary Dance Core Curriculum and the National Dance Standards. 6. Articulate a point of view regarding one’s teaching philosophy as pertains to dance education. Prerequisite: Instructor permission. SP (even).

DANC 4710. Dance History. 3 Hours.
Presents an overview of the history of dance from early tribal cultures up to the late 20th century. While focused primarily on the development of Western dance forms, students will also be exposed to aboriginal dance forms, African dance, Asian dance as well as dance in Islamic cultures. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate a fundamental knowledge of the development of Western theatrical dance from Ancient Civilization through contemporary society. 2. Identify characteristics and influential people associated with historical periods in the development of Western theatrical dance. 3. Examine and communicate critically in writing and class discussion about dance masterworks within applicable historical, social, and political contexts. 4. Generate research and writing on dance history topics in a clear, informative, and engaging manner, including citations and a bibliography as appropriate for academic scholarship. Prerequisite: DANC 3710 (Grade C or higher), or instructor permission. SP (even).

DANC 4800R. Dance Performance. 2 Hours.
The Dance Program at Dixie State University provides a variety of performance opportunities for Dance Majors, Minors, and other students actively enrolled in DSU dance technique courses. Dancers are cast in Student Dance Concert (Fall) and Faculty Dance Concert (Spring) through a formal audition offered the first Friday of each semester. The Student Dance Concert features work by students in DANC 4900 (Choreography Practicum) in fulfillment of Dance Major degree requirements with production assistance from students in DANC 3260 (Dance Production). The concert also includes work by additional student choreographers, as resources allow. The Faculty Dance Concert features innovative work by DSU faculty and guest choreographers in a wide variety of dance genres including Ballet, Modern, Contemporary, Jazz, and Tap. **COURSE LEARNING OUTCOMES (CLOs) At the successful completion of this course students will be able to: 1. Apply dance technique and performance skills in a concert dance setting. 2. Demonstrate personal work ethic and collaborative skills necessary for a career in dance. 3. Reflect upon experiences and assess one’s efforts in rehearsal and performance. 4. Identify and compare elements of style among a variety of dance genres. Course fee required. Prerequisite: Instructor permission. FA, SP.
DANC 4980R. Independent Study. 1-3 Hours.
This course is designed to meet the individual needs of advanced students in the Dance Program who wish to pursue a specific focus of study related to their degree/emphasis focus and/or research interest. Students work under supervision by appropriate faculty in the design and successful completion of the course. The course is structured by a formal contractual arrangement with the faculty member that is submitted at the beginning of the semester in which that coursework is undertaken. Students are expected to meet with the faculty mentor (or mentors) each week and to provide the faculty member (or members) with progress reports and assignment development for feedback and grading purposes on an ongoing basis. Variable credit 1.0 - 3.0. Repeatable up to 6 credits subject to graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate learning through original and creative ideas. 2. Collaborate with others to accomplish a shared purpose or goal. 3. Use appropriate strategies and tools to represent, analyze, and integrate course-specific knowledge. 4. Demonstrate the ability to think critically about course content. 5. Apply knowledge from course to a range of contexts, problems, and solutions. Prerequisite: Instructor permission. FA, SP.

DANC 4990. Choreography Practicum (ALUR). 1 Hour.
Provides students with faculty mentorship as they create a dance piece for the DSU Dance Concert. It also serves to demonstrate a synthesis of the skills and knowledge developed in the BA/BS degree in dance regarding choreographic craft and the application of costume/lighting design concepts. Emphasis is placed on preparation and professionalism in the rehearsal process, ongoing documentation and discussions with a faculty mentor, the finished choreographed work, as well as a Project Assessment Paper and Oral Defense of the dance with faculty. This course is designated as an Active Learning Undergraduate Research (ALUR) course. Students will conduct an inquiry or investigation that makes an original intellectual or creative contribution to the discipline. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate an understanding of the choreographic process as creative research from artistic stimulus to finished product. 2. Document and assess personal efforts in dance choreography through journal entries, video recording, discussion, and written reflective analysis. 3. Design and conduct rehearsals with peers in a professional manner outside of regular course meeting time, including technical rehearsals. 4. Demonstrate the ability to communicate one’s artistic vision to production designers, directors, and other possible collaborators. 5. Create a well constructed and well rehearsal work of choreography that clearly communicates a artistic intent. 6. Communicate constructively and justify artistic choices to faculty advisors. Prerequisite: DANC 3900 (Grade C or higher). FA.

DANC 4910. Senior Capstone. 2 Hours.
Designed for senior dance students, this course serves to synthesize the knowledge, experiences, and skills acquired over the major’s course of study, and to prepare students with the skills, resources, and materials necessary for professional opportunities in dance. The course covers funding, marketing, personal web page building, the process of gaining employment, graduate school, as well as the development and presentation of a portfolio/epressfolio. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate knowledge and skills in fundraising and grant writing for dance. 2. Demonstrate knowledge and skills in self promotion and marketing. 3. Create a professional on-line presence. 4. Present and discuss knowledge regarding searching for and securing a job in the dance field. 5. Present and discuss career and/or scholarly paths post-graduation. 6. Design and present a professional portfolio. Prerequisites: DANC 3900 and DANC 4900 (Grade C or higher). FA.

Digital Film Courses

FILM 1000. Survey of American Cinema. 3 Hours.
For all Digital Film majors, those aspiring to major in Digital Film, and students who enjoy watching films. Explores film making techniques, aesthetic issues, film history, and functions of film criticism, using a variety of films from the Silent Era to the present. Students examine, discuss, and write about various aspects such as plot, theme, character, and setting in order to become more discerning film viewers. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Develop and articulate theories pertaining to film using basic film terminology and vocabulary in their written and oral analysis of films. Sharpen critical thinking, as it pertains to film. 2. Analyze connections between human thought, action, and experience as they pertain to film. 3. Compare both the aesthetics of a film and the technological achievements, identifying technical methods as a means of furthering plot, theme, and character. 4. Identify and define major film genres, styles, and movements and the historical context from which they’ve arrived. 5. Describe the political and historical context of a film’s inception, as well as cultural phenomena and attitudes that help shape cinema. FA.

FILM 2000. Film Critique and Analysis. 3 Hours.
By watching films and film segments from the early silent days to current films, then duplicating these esthetics in our movie studio, students will gain an understanding of how filmmakers created and utilized the equipment and techniques which grew to a powerful means of storytelling. Special attention will be devoted to examples of cinematography, lighting, sound design, and special effects which will stimulate the thinking of students when they create their own films. Examples: DW Griffith’s “Intolerance”, Carl Theodor Dreyer’s “The Passion of Joan of Arc”, John Ford’s “The Grapes of Wrath”, Fritz Lang’s “M”, Dennis Hopper’s “Easy Rider”, and The Coen Brother’s “No Country For Old Men”. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze a filmmaker’s skill by viewing films as an art form consisting of hundreds of interrelated parts that make up the whole. 2. Create filming technics in the studio setting based of films viewed in the classroom. 3. Write a scholarly and entertaining film review that is appropriate for publication. 4. Create a blog that critiques every film seen during the semester, both in class and for pleasure outside of class. 5. Present an oral argument in class about why a film has succeeded or failed, then defend that argument during a question and answer period with classmates. SP.
**FILM 2100. Audio for Digital Film I. 3 Hours.**

A mix of theory and practicum, this entry-level course will cover the basics of sound acquisition and mixing. Students will be introduced to the tools of the trade: microphones, mixers, boom-poles, headphones, DAWs, recording booths, foley pits, and their various accessories. Sound design in films will be examined and out-of-class projects will be assigned to develop basic acquisition and mixing skills. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Develop familiarity with a variety of microphones and mixing devices. 2. Foster understanding of microphone pickup patterns and the proper application of each. 3. Be able to identify quality sound design and understand what goes into creating a polished sound mix. 4. Create basic sound tracks, sound beds and sound effects. 5. Be able to create basic but polished audio mixes for narratives, documentaries, podcasts and audio-plays. 6. Develop familiarity with basic mixing techniques and plugins and understand how to properly use them. Course fee required. SP.

**FILM 2130. Beginning Screenwriting. 3 Hours.**

For Digital Film majors with the objective of introducing and developing screenwriting approaches to narrative film production. Skills developed in this workshop class include competency in industry-standard screenplay format, identification of structural elements inherent in narrative film, distinguishing how character functions within plot, articulating plot points and transitions, and exploring effective avenues of research for development. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Label the structural elements of a modern screenplay: specifically the three-act structure paradigm. 2. Identify the manner in which motion picture characters impose upon and alter the plot of a motion picture story. 3. Outline the basics of good dramaturgy: conflict, tension, theme, character, and character development/change. 4. Describe the reasoning behind screenplay form and identify various technical elements of screenplay form. 5. Describe the process of writing a motion picture screenplay: from original idea to finished blue print of a motion picture. 6. Describe the business of writing in the motion picture industry. 7. Produce the first act of a feature length original screenplay or the complete screenplay for a short narrative film. 8. Identify the “mythic journey” of the hero as it relates to the writing of a modern screenplay. Course fee required. FA.

**FILM 2660. Introduction to Digital Film Production. 3 Hours.**

Required of Digital Film majors, and open to students interested in applications of digital film production, including commercial, corporate, Internet, documentary and feature production. Covers commercial, corporate, Internet, documentary and feature production; critical analysis of effects and technical and ethical aspects of composing. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Outline the foundations of the digital film industry and opportunities available through Dixie State University's Digital Film Degree. 2. Evaluate and critique the history of video and film production as applied to modern technology. 3. Apply techniques discussed in constructing a fully produced class film. FA.

**FILM 3000. Business of Film. 3 Hours.**

The creation of any cinematic project requires a business structure as well as a creative plan. Students will learn the basics of script analysis, financing, budgeting, distribution and marketing. Insurance, copyright and clearance are also covered. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Identify the components of intellectual property law that apply to motion pictures and explain methods for using copyrighted material and copyrighting the students own works. 2. Identify sources for motion picture properties and articulate common methods for developing properties into viable motion picture scripts. 3. Demonstrate understanding of common motion picture financing arrangements. 4. Determine the cost of a motion picture by script analysis and demonstrate the ability to calculate the costs of its individual components in a professional budget. 5. Explain the different functions of the agent, manager, an entertainment attorney. 6. Articulate the elements of various motion picture contracts, and demonstrate an understanding of the Basic Agreements of the film union system. 7. Identify and understand the legal obligations of the producer for ensuring safety. Prerequisite: FILM 2660 and FILM 3640 (both Grade C+ or higher). FA, SP.

**FILM 3220. Art Direction/Set Construction. 3 Hours.**

For Digital Film majors and other interested students. Focuses on giving the student working knowledge about the design of sets and modifying existing locations for motion picture work. Teaches skills in budgeting, design, and construction of sets. Includes individual and group projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Analyze how set design and art direction contributes to a working film production and present examples of different strategies. 2. Evaluate set design and assess existing locations through group discussion and by preparing a budget, design and construction of a working set. 3. Create a working set to be used in a film production. SP.

**FILM 3240. Lighting/Grip for Digital Film. 3 Hours.**

Recommended for Digital Film Majors. Focuses on lighting techniques and operation of equipment, including power balance and distribution. Covers setting up of camera platforms, dolly track, and operation of camera dollies. Teaches techniques of erecting truss systems, green screens, and set blackouts. Skills are developed through hands-on experience in individual and group projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to:** 1. Evaluate how truss systems, green screens and set blackouts are used in digital film. 2. Analyze how lighting is used in film to create a certain feeling or effect. Recreate these lighting strategies through group projects. 3. Combine the use of grip equipment and lighting techniques to present a working knowledge of how to achieve a desired look in a digital film production. FA.
FILM 3420. Production Design for Digital Film. 3 Hours.

For Digital Film majors and other interested students. Designed to teach the skills necessary to become a production designer by focusing on script breakdown and setting the color palette and overall look of a film production, including the design of the sets. Covers how to integrate existing locations as sets in the overall design of a film. Includes examination of film selections to compare film design types and special features. Includes individual projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Outline what a production designer's part is in a film production. Formulate a production design including script breakdown, color palette and the overall look of a film production. 2. Create a production design incorporating a locations selected by the instructor as the set. Formulate what needs to be done to achieve the required overall desired look for the film. 3. Compare the production design and special features of a sampling of films and present a conclusion in a group discussion. SP.

FILM 3620. Advanced Screenwriting. 3 Hours.

Designed for Digital Film majors with the objective of practicing and reinforcing screenwriting approaches to narrative film production, this course is taught in a workshop format. Having already achieved competency in industry standard screenplay format, students will develop and reinforce their use of the structural elements, characterization, and research methods required for successful narrative screenwriting. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Analyze traditional screenplay genres and how filmmakers use and break genre conventions to make their stories fresh and original. 2. Demonstrate and understand the process of visualization: how does one tell a story visually using character, location, props, action and activity. 3. Analyze the internal elements of the modern motion picture screenplay form, including: set ups and payoffs, polarity, scene, sequence, act, character arc, scenes of recapitulation, revelation, and recognition. 4. Appraise the work of accomplished screenwriters and directors by analyzing effective films and screenplays from a professional perspective. 5. Analyze the impact of culture and its ongoing relationship to the motion picture business. 6. Create a plan for the completion of an original motion picture screenplay. 7. Critique with professional courtesy peer-created original motion picture screenplays. 8. Describe career possibilities within the motion picture industry. Prerequisite: FILM 1130 (Grade C+ or higher). SP.

FILM 3640. Digital Motion Picture Pre-Production. 3 Hours.

Required of Digital Film majors. Focuses on understanding and executing the pre-production process by developing essential components such as production management, production hierarchy and protocols, personnel organization, scheduling and budgeting, collaborative aspects of production, ethics, and cultural sensitivity in this context. Includes technical writing for production breakdown, and organizing and planning for productions on a variety of levels. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Explain pre-production techniques through practical application and theory. 2. Evaluate guest lecture seminars and assess their value in a written paper. 3. Create a pre-production plan for a personal production to be used as their senior capstone project. Prerequisites: FILM 2660 (Grade C+ or higher). SP.

FILM 3660. Digital Film Production. 2 Hours.

Required of Digital Film majors. Focuses on developing theory-based skills in single-camera production protocols, pre-visualization, the camera, shooting, sound, lighting and exposure. Specific skills include cinematography, location audio acquisition, and location and set lighting. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify and locate camera, light and sound equipment functions. 2. Analyze the production process and how the individual elements work together inside that process. 3. Differentiate aspects of cameras, crew roles, lighting, and audio mixing. 4. Critique assigned projects to problem solve various production issues. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3665. FA.

FILM 3665. Digital Film Production Lab. 1 Hour.

Lab portion of FILM 3660. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate various camera movements, camera frames, lighting and audio setups. 2. Create short, visual, story driven projects and apply understanding of frame, movement, audio, and lighting theory in the service of the narrative. Corequisite: FILM 3660. FA.

FILM 3680. Digital Film Post-Production. 2 Hours.

Required of Digital Film majors. Focuses on developing theory-based skills in post-production, including editing protocols such as line producing, footage and logging reports, digitizing, editing methodology and approaches, Foley and post audio production, non-linear editing on Final Cut Pro, post management, shot logging, editing aesthetics, and developing transitions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify various post production theories, Adobe Premiere, Audition and DaVinci tool sets. 2. Analyze the post-production process and how individual elements, such as sound and color, help to complete that process. 3. Critique assigned post-production projects to problem solve various post-production issues and learn from each other’s choice of edits, sound, and color correction. Prerequisites: FILM 2660 (Grade C+ or higher). Corequisite: FILM 3685. FA.

FILM 3685. Digital Film Post-Production Lab. 1 Hour.

Lab portion of FILM 3680. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply basic post-production theories, skill, speed, and precision to assemble cohesive edits. 2. Solve various post production issues. 3. Combine media assets, knowledge of Adobe Premiere, video, audio, post production theories and plan ways to implement media assets into a non-linear post-production project. Course fee required. Corequisite: FILM 3680. SP.
FILM 3990R. Seminar in Digital Film. 0.5-3 Hours.
For students wishing instruction that is not available through other regularly scheduled courses in this discipline. Occasionally, either students request some type of non-traditional instruction, or an unanticipated opportunity for instruction presents itself. This seminar course provides a variable credit context for these purposes. As requirements, this seminar course must first be pre-approved by the department chair; second, it must provide at least nine contact hours of lab or lecture for each credit offered; and third, it must include some academic project or paper (i.e., credit is not given for attendance alone). This course may include standard lectures, travel and field trips, guest speakers, laboratory exercises, or other nontraditional instruction methods. Note that this course in an elective and does not fulfill general education or program requirements. Fees may be required for some seminar courses and instructor permission will be optional at the request of the instructor. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate an understanding of the topic being discussed. 2. Investigate the determined topic through lectures, travel, field trips, guest speakers, laboratory exercises and other nontraditional instruction methods. FA, SP, SU.

FILM 4000. Genres and Production. 3 Hours.
The formal elements of a variety of genres will be studied and reproduced in this mix theory and practicum. Noir, Western, Comedy, Horror, Drama and Science Fiction will all be covered as the class examines and breaks down iconic films from each genre. Techniques unique to each will be discussed and practiced as we recreate the look and feel of the gamut of genres. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand and analyze the technical qualities, formal elements, creative choices and aesthetic effects of various genres of film. 2. Apply knowledge of the elements unique to various film genres by completing a series of short scenes and recreating aesthetics specific to given genres, using that knowledge to justify camera movement, lighting, sound, etc. 3. Refine knowledge and competency with lighting and camera techniques to complete a series of short scenes. Course fee required. Prerequisites: FILM 3660, FILM 3680, FILM 3240 (all Grade C+ or higher) or instructor permission. FA.

FILM 4100. Documentary Production. 2 Hours.
For Digital Film majors. Integrates skills in writing, videography, visual storytelling, and editing by conceptualizing, planning, and executing a documentary to completion. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Create an idea for a documentary and present it to fellow class members for possible production. 2. Discuss the chain of command on a documentary film production crew. 3. Devise a plan to market and distribute the completed documentary to film festivals, commercials, and for television distribution. Prerequisite: FILM 2660 (Grade C+ or higher). Corequisite: FILM 4105. SP.

FILM 4105. Documentary Production Lab. 1 Hour.
Lab portion of FILM 4100. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Execute an assigned role in the production of a documentary film suitable for broadcast and commercial sale. 2. Collaborate with fellow class members and apply the production skills learned to the satisfactory completion of the documentary. Course fee required. Corequisite: FILM 4100. SP.

FILM 4200. Short Production. 3 Hours.
As a class we will produce two short films from beginning to end. Scripts will be provided but the class will work to modify them to their needs. Each student will work in a variety of departments and both films will be posted by semester’s end. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate how to wire talent for audio in a wide variety of contexts. 2. Create two fully formed short film projects. 3. Demonstrate an understanding of storytelling fundamentals. 4. Apply knowledge of camera, movement, lighting, and sound to the production process. 5. Apply the production process from pre-production to post-production through two short film projects that should be “festival worthy” and examples of the students’ best work. 6. Apply and analyze the technical qualities, formal elements, creative choices and aesthetic effects of their own and other’s work. Course fee required. Prerequisites: FILM 3660 and FILM 3680 and FILM 3240 (Grade C+ or higher) or instructor permission. SP.

FILM 4600. Audio for Digital Film II. 3 Hours.
Fundamentals of Sound Acquisition for EFP and Sound in Post. A practicum course with in-depth coverage of the technology and techniques for field recording and post-production sound mixing and mastering. Booming, Wiring and Mixing techniques will be covered in the first half of the semester, with the second half being dedicated to the final mix with vocal, SFX, foley, ambient and music being examined individually and in synergistic combination in Premiere, Audition, and ProTools. Studio ADR will also be covered extensively. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate how to wire talent for audio in a wide variety of contexts. 2. Explain field mixing in single and multiple talent scenarios. 3. Evaluate a variety of EFP microphones and conclude when to use them. 4. Describe basic Foley processes and techniques. 5. Describe mixing and mastering in Audition and ProTools and studio ADR. 6. Create an entire audio mix for a short film with special attention payed to vocals, SFX, Foley, ambiance and music. 7. Demonstrate industry standard protocols in both acquisition and post-mixing. Course fee required. Prerequisites: FILM 3660 and FILM 3680 (Grade C+ or higher) or instructor permission. FA.

FILM 4700. Advanced Digital Film Production. 2 Hours.
Required of Digital Film majors. Participants produce student projects in documentary, short motion picture, and commercial media and then post their projects for distribution to motion picture festivals and contests and complete their portfolios and production reels. Focuses on developing skills in directing, production protocol, location and unit production management, and script supervision with advanced skills in the production departments of camera, sound, and grip/electric. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Apply the production process from pre-production to post-production. 2. Critique assigned projects to problem solve various production issues. 3. Examine and compare projects, camera frames, camera movements, lighting, locations, scripted, documentary, commercial, and performance films. Prerequisite: FILM 3660 (Grade C+ or higher). Corequisite: FILM 4705. FA.
**THEATRE COURSES**

**THEA 1001. FYE: Theatre. 2 Hours.**

This First Year Experience course is specifically designed to ease Theatre students' transition to Dixie State University and to prepare them for college and career success. Students will learn the value of a college education including the purpose and value of general education. This course is designed to help students understand and adapt to university life and expectations, refine academic skills and abilities, create and foster social networks, and introduce them to different fields of study, degree options, and career opportunities associated with the field of Theatre. Students will learn to develop a support network of classmates, faculty, and staff to help ensure a successful academic experience. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Explore and articulate the value of a college education. 2. Demonstrate the attributes of an intentional student. 3. Collect, foster, and use multiple campus resources, including technology, learning resources, and the campus community. 4. Evaluate and incorporate strategies for being successful as a theatre student, and as a theatre professional. FA, SP, SU.

**THEA 1013. Introduction to Theatre (FA). 3 Hours.**

Fulfills General Education Fine Arts requirement. Emphasizes the appreciation skills needed to become a discriminating audience member of live theatre, including producing, play writing, directing, acting, designing and critiquing. Students must attend live theatre productions, and textbook readings, lecture, audio/video, demonstration, discussion, quizzes, tests, and exercises are also used. Students are required to attend live Dixie State University theatre productions. Successful completers will be more discerning and sensitive theatre audience members. **COURSE LEARNING OUTCOMES (CLOs)** At the successful conclusion of this course, students will be able to: 1. Understand the connections between the theatrical arts and society, and is able to articulate those relationships. 2. Understand and articulate the theatrical artistic process, and the elements and forms of artistic endeavors. 3. Demonstrate knowledge of specific artists, their work, and the style, periods, and historical context of their creative work. 4. Enhance the ability to assess personal efforts in the arts. FA, SP, SU.
THEA 1023. Understanding Film (HU, GC). 3 Hours.
Fulfills General Education Humanities requirement, and is an approved Global and Cultural Perspectives course. For all students who enjoy watching films. Explores film making techniques, aesthetic issues, film history, and the function of film criticism, using a variety of films from the Silent Era to the present. Students examine, discuss, and write about various aspects such as plot, theme, character, and setting in order to become more discerning film viewers. Combined lecture / lab. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recognize, evaluate, and make connections between philosophical theories that explain human thought, action, and experience as they relate to film. 2. Analyze the various forms of human achievement and aesthetic expression through the art form. 3. Identify methods of qualitative analysis of the human condition in relation to film. 4. Illustrate ethical concepts, including virtue and integrity. 5. Provide opportunities for students to think critically in a manner that contributes positively to the community. 6. Demonstrate understanding of collaborative and technical elements of the filmmaking process and narrative structure. FA, SP, SU.

THEA 1033. Acting I. 3 Hours.
Required of Theatre majors, and open to all students interested in acting. Covers basic elements of characterization, including character analysis, movement, vocal characterization, and establishment of emotion, while emphasizing performance skill development. Students prepare and perform three to six scenes in groups. Successful completers are prepared to perform in Dixie State University Theatre productions and have fulfilled the prerequisite to THEA 2033. FA, SP.

THEA 1113. Voice and Diction I. 3 Hours.
For students preparing for majors or careers in theatre performance, radio / television broadcasting, speech therapy, and vocal music, as well as other students seeking to improve articulation and increase control of the speaking voice. Covers basic mechanics of speech production, including respiration, phonation, resonance and articulation, using Lessac methodology. Fulfills prerequisite for THEA 3113. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand healthy, effective vocal production. 2. Develop both Vocal Production and diction/accent work. 3. Control breath and neutral basis. 4. Manipulate both Vocal Production and Diction towards the creation of performance personas. 5. Understand the properties necessary for manipulation of presentation in various spaces and situations. FA.

THEA 1223. Stage Makeup I. 3 Hours.
For students interested in stage makeup. Covers theory and skills of basic stage makeup, including straight makeup, character makeup, clown makeup and age makeup. Students who complete this course should be prepared to assist with makeup application for Dixie State University Theatre and other pre-professional productions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate an understanding of the principles of design. 2. Identify the "tools and equipment" used in theatrical makeup application. 3. Apply two and three dimensional stage makeup in a variety of styles and periods. 4. Research and execute character makeup designs for theatrical productions. 5. Evaluate effective stage makeup application and design. 6. Create effective makeup design through careful script analysis. 7. Effectively communicate design using appropriate verbal skills. Course fee required. FA.

THEA 1513. Stage Craft. 3 Hours.
For students who wish to develop technical theatre skills. Required of Theatre majors. Fundamental course in theatrical production techniques, focusing on stage set construction. Students who complete this course should be prepared to assist with Dixie State University Theatre and other pre-professional productions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Become familiar with the basic terminology of technical theatre. 2. Become familiar with the history of stagecraft and how it applies to us today. 3. Become familiar with safety procedures the scene shop, its tools and the stage. 4. Become familiar with and demonstrate skills required to safely operate hand and power tools. 5. Develop a fundamental knowledge of the theory and practice of construction, rigging and shifting scenery. 6. Function successfully as run crew members on actual theatre productions. Course fee required. FA, SP.

THEA 1713. Script Analysis. 3 Hours.
For all students interested in an introductory course on script analysis. Required of Theatre majors. Focuses on plot, character, language, thematic analysis, and dramaturgy of various historical and modern performance texts in the context of contemporary staging and performance practices. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate understanding of standard script analysis terminology. 2. Develop the skills necessary to thoroughly analyze a piece of dramatic literature. 3. Apply those analytical skills to the writing of comprehensive critique of dramatic material. 4. Strengthen their ability to assess performances in fully mounted productions through written criticism. FA, SP.

THEA 1900R. Private App Theatre: Acting. 1 Hour.
Private acting lessons for performance majors of other students seeking to increase skills in theatrical performance to meet personal goals or explore the theatre major. Repeatable up to 8 credits subject to graduation restrictions. Course fee required. Prerequisite: Instructor permission. FA, SP.

THEA 2033. Acting II. 3 Hours.
A continuation of THEA 1033. For students interested in acting. Emphasizes performance skill development, and includes elements of acting with emphasis on characterization and scene study using Meisner methodology. Students prepare and perform three to six scenes in groups. Successful completers are prepared to perform in Dixie State University Theatre and other pre-professional productions and have fulfilled the prerequisite to THEA 2043 and upper-division "Acting Studio" courses. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate a developing system of creating dramatic roles for performance. 2. Develop the analytical skills necessary to apply a unique set of actor tools to dramatic literature. 3. Apply those analytic skills to scene study and the performance of dramatic material. 4. Evaluate his or her performance skills, and those of other students, through verbal participation in class criticism. 5. Strengthen their ability to assess performances in both partial and fully mounted productions through written criticism. Prerequisite: THEA 1033. SP.
THEA 2043. Acting III. 3 Hours.
A continuation of THEA 2033. For students interested in acting. Emphasizes performance skill development, and covers elements. Of acting, including emphasis on audition, resume, and interview preparation. Students prepare and perform four to eight scenes. Successful completers are prepared to perform in Dixie State University Theatre and other pre-professional productions and have fulfilled the prerequisite to THEA 2053. Prerequisite: THEA 2033. FA.

THEA 2053. Classical Acting. 3 Hours.
For Theatre students and other interested in intermediate preparation for performance of classical texts, including Ancient Greek and Shakespearian works. Emphasizes text analysis, scansion, rhetoric, speech, movement, character development, and performance techniques. Prerequisite: THEA 2043. SP.

THEA 2093R. Theatre Internship I. 1-4 Hours.
For Theatre students seeking to gain a deeper understanding of the demands of the profession and to enhance their ability to function in a professional environment. Emphasizes skill refinement, which can include performance, costuming, set construction, lights, sound, wardrobe, stage make-up, properties, box office work, assistant directing or management, and stage management. Audition may be required for performance roles. Variable credit 1.0 - 4.0. Repeatable up to 4 credits dependent on graduation restrictions. Prerequisite: Instructor permission. Offered based upon sufficient student need.

THEA 2150R. Theater Workshop: Performance. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 2160R. Theatre Workshop: Costumes. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 2170R. Theatre Workshop: Sets. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 2180R. Theatre Workshop: Lights. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 2203. Costume Construction. 3 Hours.
For students interested in fundamental costume construction techniques and methods of costume staging. Focuses on hand and machine sewing skills and application to real DSU theatre productions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand the physical organization and personnel associated with the costume shop. 2. Understand and demonstrate the safe use of shop materials and tools. 3. Demonstrate proper hand and machine sewing techniques. 4. Understand general fabric terminology. 5. Take accurate measurements. 6. Demonstrate an understanding of both purchased and drafted patterns. 7. Follow through on a costume project from beginning to completion. Course fee required. FA.

THEA 2210. Scene Design I. 3 Hours.
For Theatre majors and other students interested in scene design. Covers application of script analysis and director concepts to the design of scenery for theatrical productions in order to prepare students for advanced design study and potential design opportunities. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Gain an understanding of each of the crucial steps of the scenic design process from start to finish. 2. Gain basic skills needed in each of these steps, including: research, thumbnailing, sketching, rendering, CAD, and model-building. 3. Engage in script analysis from a design perspective. 4. Understand the importance of director-designer, designer-designer, and designer-technician communication. FA.

THEA 2220. Children's Theatre. 3 Hours.
For students interested in the theory and practice of theatre for child audiences, including plays, storytelling, masks, puppetry, creative dramatics, and other forms. Covers the selecting and adapting literature, producing, directing, acting, visual elements, and production support through text and literature readings as well as practical projects. SP.
THEA 2230. Lighting Design I. 3 Hours.
Introduces students to the mechanical aspects of stage lighting. Provides a basic understanding of light energy, angle, color, and lighting technology. Also helps the actor, director, technician and designer understand functions, psychology, and practical application of lighting design in order to prepare students for advanced design study and potential design opportunities. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Become familiar with the basic terminology of theatrical lighting. 2. Develop a fundamental knowledge of the theory and practice of lighting instruments and their use in a theatrical production. 3. Develop a fundamental knowledge in the theory and practice of a lighting console. 4. Develop the skills necessary to hang, focus and add appropriate accessories to lighting instruments and operate the lighting console. 5. Develop the fundamental knowledge and skills of lighting design and the process to make it happen. 6. Function successfully as run crew members on actual theatre productions. FA (odd).

THEA 2240. Costume Design I. 3 Hours.
Introduces costume design and rendering, including lecture, demonstration, two dimensional rendering with graphite/watercolor and research projects culminating in a notebook of free writing, outlining the concept for each project. Prepares students for advanced design study and potential design opportunities. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate understanding of standard costume terminology. 2. Demonstrate understanding and application of the principles of design. 3. Demonstrate basic rendering skills with various mediums. 4. Develop a basic concept for a design. 5. Understand the use and application of color as it pertains to design. 6. Understand different fabrics and the importance of fabrics in design. 7. Demonstrate a basic understanding of patterning. 8. Demonstrate basic understanding of construction. 9. Use evaluation through constructive criticism to assess their own designs and those of their fellow students in the class. FA.

THEA 2250. Sound Design I. 3 Hours.
For Theatre majors and others seeking instruction in sound design. Focuses on sound design process, practical understanding of tools and technology used in mounting a design, developing an understanding of the artistic benefits of appropriate mood generation, importance of using sound enhancement to ensure good performer-audience relationships. Successful completers will be prepared to set up a basic sound system, execute minor repairs, and successfully execute a sound design. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Become familiar with the basic terminology of theatrical sound. 2. Become familiar with the theory of sound and its application to theatre. 3. Become familiar with and demonstrate skills required to record, playback and reinforce sound. 4. Function successfully as sound crew members on actual theatre productions. Course fee required. FA (even).

THEA 3023. Film Genres. 3 Hours.
For students interested in various types and forms of film expression identified with particular traditions, which can include Western, horror, science-fiction, musical, film noir, etc., through exploration of thematic and theoretical based in film viewing, analysis, and criticism. Combined lecture / lab. Prerequisite: Prerequisite: ACT score of 28 or higher; OR ENGL 1010 or ENGL 1010D (Grade C or higher). SP.

THEA 3024. Diversity in Film (FA). 3 Hours.
Fulfills a Fine Arts General Education requirement. Analyzes issues of race, class, gender, and sexuality in culture as represented in film. Film technique and aesthetics, the relations between film and other arts, and the relations between film, history, and ideology will be examined. Student experiences include textbook study, film viewing, group projects, class discussion and written assignments. Upper-division university level reading, writing, and discussion required. Willingness to engage in sensitive and challenging subject matter essential to success in the course. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Develop an understanding of narrative film as the creative expression of social and personal contexts, perspectives, and experiences. 2. Develop an expanded awareness of diverse life experiences and perspectives as expressed through film. 3. Analyze and discuss diverse life experiences (as expressed through film) with focus on the experience of race and ethnicity, social class, gender, sexuality, religion, and ableness. 4. Analyze selected films as both aesthetic creation and socio-political expression, examining the relationship between artistic technique and thematic content. 5. Analyze how film, as an artistic medium, may both reflect and inform attitudes about social diversity. 6. Develop an understanding of cultural history as an ongoing process, subject to changing social attitudes and discoveries. Prerequisite: ENGL 2010 or ENGL 2010A. SP, SU.

THEA 3033. Acting Studio: Music Theatre. 3 Hours.
For acting students and others seeking instruction in musical theatre performance. Covers a variety of musical styles and teaches the skills and techniques needed to successfully perform them through participation in musical scene study, including acting, singing, and dancing. Those who successfully complete the course should have the experience necessary to participate in collegiate and semi-professional musical productions. SP (Odd years).

THEA 3043. Acting Studio: Acting for the Camera. 3 Hours.
For Theatre students specializing in performance. Covers film acting techniques, mechanics of filming, relationships with agents, on set etiquette, and working with a director and crew. Also includes audition techniques and scaling performance to fit the medium. Successful completers are prepared to begin auditioning for student and professional film projects. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate industry standard technique in working in front of the camera, with ease. 2. Know the basic vocabulary, practical knowledge and etiquette required for effective film work. 3. Develop film audition skills. 4. Evaluate their understanding of screen acting as an art form. Course fee required. FA, SP.
THEA 3113. Accents & Dialects. 3 Hours.
A continuation of THEA 1113. Reinforces vocal health lessons while developing additional strength and versatility through study and performance of various accents and dialects, using the International Phonetic Alphabet and the Lessac methodology. Emphasizes performance skill development through scene study and performance. Successful completers are prepared to perform in Dixie State University Theatre and other pre-professional productions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate understanding of and ability to apply the International Phonetic Alphabet. 2. Demonstrate an understanding of the process of analyzing and applying the various elements of speech that together create specific accents and dialects. 3. Distinguish the origin and characteristics of various regionalisms. 4. Demonstrate the ability to mimic and maintain specific dialectical ways of speaking and expression, including cadence, speed and intonation. 5. Strengthen their ability to assess accents and dialects used by performers in fully mounted productions. Prerequisite: THEA 1113. SP.

THEA 3150R. Theatre Workshop: Performance. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 3160R. Theater Workshop: Costumes. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 3170R. Theatre Workshop: Sets. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 3180R. Theatre Workshop: Lights. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 3223. Stage Makeup II. 3 Hours.
For Theatre Majors and other interested students. Covers theory and practice of 3 dimensional makeup effects through the creation and use of prosthetic appliances. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate an understanding of the principles of design. 2. Identify the "tools and equipment" used in theatrical makeup application. 3. Apply two and three dimensional stage makeup in a variety of styles and periods. 4. Research and execute character makeup designs for theatrical productions. 5. Evaluate effective stage makeup application and design. 6. Create effective makeup design through careful script analysis. 7. Effectively communicate design using appropriate verbal skills. Course fee required. Prerequisite: THEA 1223. SP.

THEA 3260. Scene Painting. 4 Hours.
For Theatre and other students interested in theory and application of basic scene painting / scenic artist techniques for theatre. Covers surface preparation, priming, base painting, blending, scumbling, texture, and tailing to produce finished demonstration flats including wall surfaces, wallpaper, bricks, rocks, wood grain and molding, marble, foliage, and copying a selected original. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand how to follow logical steps in creating a paint project. 2. Learn to use scenic painter's tools such as (but not limited to): extension sticks, scenic brushes, sprayers, mop, sponge, stencils, etc. 3. Learn how to prepare a surface and lay out a design project. 4. Gain an understanding of color theory and optical blending and how it is used in theatre to provide flexibility and depth to the paint process. 5. Understand how the painting process fits within the execution of a production, and the communication and organizational skills needed to work effectively with the production team. Course fee required. SP.

THEA 3420. Playwriting. 3 Hours.
For Theatre majors and other student interested in developing playwriting skills. Introduces dramatic writing in plays. Covers dramatic structure, use of dialogue, character, and plot development. Requires extensive writing in a writers’ group environment. Course fee required. Prerequisite: ENGL 2010. FA (Even years).
THEA 3600. Directing I. 3 Hours.
For Theatre students and others interested in learning basic skills of directing for professional, community, or educational theatre. Covers theory, practice, and principles of beginning theatre direction, including script selection and analysis, research, production organization, rehearsal structure and techniques, incorporation of design and technology elements, communication skills, and leadership. Includes practical application through staging student actors in scenes. Prerequisite: THEA 1713 (Grade C or higher), and THEA 3720 (Grade C or higher), and THEA 3730 (Grade C or higher). FA (even).

THEA 3610. Directing II. 3 Hours.
For Theatre students and others interested in learning basic skills of directing for professional, community, or educational theatre. Builds on skills from THEA 3600 and applies them in staging one-act plays with student actors. Prerequisite: THEA 3600 (Grade C or higher). SP (odd).

THEA 3720. Theatre History & Dramatic Literature I: Ancient World to Middle Ages. 3 Hours.
Required of Theatre majors, and open to other interested students. Covers the literature and development of Western Theatre from its beginnings through the Renaissance. In addition to dramatic texts, examines the impact of performance spaces, aesthetic theories, religious beliefs, and the contemporary politics of a given era on the development of drama. There will be 2 lab hours required for this course. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Acquire both a breadth of knowledge regarding prevalent pieces of Literature as well as an understanding of the varying lenses through which those pieces may be viewed and experienced. Prerequisites: THEA 1713 (Grade C or higher). FA.

THEA 3730. Theatre History and Dramatic Literature II: Elizabethan to Romanticism. 3 Hours.
Required of Theatre majors, and open to other interested students. Covers the literature and development of Western Theatre from its beginnings through the Renaissance. In addition to dramatic texts, examines the impact of performance spaces, aesthetic theories, religious beliefs, and the contemporary politics of a given era on the development of drama. There will be 2 lab hours required for this course. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand prevalent texts as well as prominent lenses through which those texts may be viewed and experienced. Prerequisite: THEA 3720 (Grade C or higher). SP.

THEA 3750. Theatre History and Dramatic Literature III: Realism to Contemporary. 3 Hours.
Examines the literature and historical development of Theatre from the Avant Garde. In addition to dramatic texts, students examine the impact of performance spaces, aesthetic theories, religious beliefs, and politics of a given era on the development of drama. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Identify the characteristics of current Theatre as well as be able to predict the direction of future Theatre, observing precedent patterns and historic events contributing to societal need of Theatre. Prerequisites: THEA 3720 and THEA 3730 (Grade C or higher). FA.

THEA 3880. Stage Management. 3 Hours.
For Theatre majors and other interested students. Introduction to the creative and administrative work of a stage manager, including forms and formats, protocols, and roles of the stage manager in a university production. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Become familiar with the basic terminology of stage management. 2. Become familiar with safety procedures on the stage and backstage. 3. Become familiar with and demonstrate skills required to properly assemble a prompt book (script) relevant to theatrical productions. 4. Identify and define the duties and responsibilities of production personnel and how to supervise and manage them. 5. Develop skills for maintaining production calendars, cast and crew lists, rehearsal schedules, company rules production plots and production meetings. 6. Develop fundamental knowledge and skills of the theory and practice of calling a production. 7. Successfully function as an assistant stage manager or stage manager on any type of theatrical production. SP.

THEA 3899R. Travel Study: London/Edinburg. 1 Hour.
Engages students in the study of history, culture, text, performance, and contemporary international trends of world theatre. Students will stage, market, and present a theatrical performance, as well as take advantage of the significant historic and cultural resources of the locations visited. In addition, participants will have the opportunity to attend a number of performances, lectures, and workshops as well as multiple professional and avant-garde shows and exhibits.

THEA 3900R. Special Topics Theatre. 1-3 Hours.
Specialty subjects in which topics/themes will be developed based upon the research specialties of department faculty and/or visiting instructors. Repeatable for six credits subject the graduation restrictions. Offered upon sufficient student demand. Course fee required.

THEA 3960. Professional Aspects of Theatre. 1 Hour.
For Theatre majors preparing for post-baccalaureate employment or graduate studies. Special topics and techniques are taught by faculty and professional artisans in a variety of areas such as a resume and portfolio preparation, audition and interview techniques, marketing and career management, graduate school applications, and professional standards. Prerequisite: Theatre major. FA.

THEA 4033R. Movement I: Foundations of the Actor's Craft. 3 Hours.
For all students interested in acting for the stage, and desiring to perform in Dixie State University productions. Introduces fundamentals of stage movement, including: theatrical acrobatics; neutral mask; relaxation, alignment, flexibility, and strength training; presence, focus, and partner and ensemble awareness; spatial-temporal awareness, rhythmicity and musicality of movement; object manipulation; and the foundations of physical characterization, extra-daily movement, and observation, mimesis and storytelling. Group work is required; working from myths and fairy tales, students will collaboratively develop theatrical etudes (movement sequences) with sound, movement, and minimal speech. Film screenings, readings, and written assignments will also be used. Course fee required. FA.
THEA 4034. Movement II: Devising and the Actor's Craft. 3 Hours.
A continuation of THEA 4033, exploring methods of movement for the stage. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understand both their abilities and limitations, with a set goal of whether or not to enhance these qualities. Prerequisite: THEA 4033 (Grade C or higher). SP.

THEA 4035. Movement III: Period Styles. 3 Hours.
Students will explore fundamental stage movement techniques and theories, building on the knowledge and experience gained in both THEA 4033 and THEA 4034. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Understanding both their abilities and limitations regarding their practice of various stage movement techniques. 2. Develop a sense of what can safely and effectively be pursued in their own movement training. Prerequisites: THEA 4033 and THEA 4034 (both Grade C or higher). FA.

THEA 4043. Stage Combat. 3 Hours.
For Theatre majors and other interested students. Covers basic stage combat principles, safety, scene analysis, and presentation, including a variety of stage combat techniques including movement, hand to hand, falls, pushes, kicks and weaponry for Theatre and Film. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Demonstrate understanding of standard stage combat technique and terminology. 2. Develop the analytical skills necessary to thoroughly understand the story of a scene, both written and practically presented as well as translating them to scene work utilizing basic stage combat technique. 3. Develop the ability to execute basic stage combat techniques at a safe, performance level. 4. Evaluate their own performance skills, and those of other students. Course fee required. Prerequisite: THEA 2033. SP.

THEA 4093R. Theatre Internship II. 1-4 Hours.
For Theatre students seeking to gain a deeper understanding of the demands of the profession and to enhance their ability to function in a professional environment. Emphasizes skill refinement, which can include performance, costuming, set construction, lights, sound, wardrobe, stage make-up, properties, box office work, assistant directing or management, and stage management. Audition may be required for performance roles. Variable credit 1.0 - 4.0. Repeatable up to 4 credits dependent on graduation restrictions. Prerequisite: Instructor permission. FA, SP.

THEA 4150R. Theatre Workshop: Performance. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 4160R. Theatre Workshop: Costumes. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 4170R. Theatre Workshop: Sets. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 4180R. Theatre Workshop: Lights. 0.5-1 Hours.
For any student desiring to participate in Dixie State Theatre productions. Fulfills requirement for Theatre majors. Hands-on experience in practical theatre skills, using actual productions as the learning laboratory. Emphasizing development of personal discipline and collaborative skills, these workshops offer students preparation for entry level in pre-professional theatre productions (community theatre, summer stock, etc.). Credit dependent on hours committed to the production. Audition may be required for performing roles. Variable credit 0.5 - 1.0. Repeatable up to 2 credits. Prerequisite: Instructor permission. FA, SP.

THEA 4390. Costume History. 3 Hours.
For Theatre majors and other interested students. Centers on origins and historical progression of fashion, social/cultural contexts, environmental and cross-cultural influences, period silhouettes, and dress as an art form. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Recognize and name different costume periods and styles form ancient times to modern. 2. Explore the economic and sociological factors affecting dress and fashion from ancient times to modern. 3. Explore the cycles of fashion. 4. Explain how clothing developed as a wearable art and how it mirrored the aesthetics of various periods. 5. Gain an understanding of the textiles used to create fashion throughout the periods and their importance to class, trends and political movements. 6. Gain an understanding of the influences of historical trends on modern fashion. SP.
THEA 4410. Scene Design II. 3 Hours.
For Theatre majors and other interested students. Expands and builds on basic techniques from THEA 2210. Emphasizes development of scenic design process through script analysis, period research, sketching, model making, and other related activities. Includes development of student portfolio. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Expand their skillsets in design, research, thumbnailing, sketching, rendering, CAD, and model-building. 2. Gain greater experience in script analysis from a design perspective. 3. Work with a Director to gain practical experience in the director-designer communication process. 4. Complete portfolio-ready projects to showcase their design capabilities. Prerequisite: THEA 2210. SP.

THEA 4430. Lighting Design II. 3 Hours.
For Theatre majors and other interested students. Expands and builds on basic techniques from THEA 2230. Covers advanced stage design principles, including technical skills such as automated lighting and drafting programs, as well as designing for dance and film. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Expand and build on the skills and knowledge from Lighting Design I. 2. Build on and demonstrate higher skills in light design. 3. Build on and demonstrate higher skills required to operate any lighting console. 4. Become familiar with and demonstrate skills required for software used to create and edit light cues and effects. 5. Function successfully as light designer and/or light crew members on actual theatre productions. Prerequisite: THEA 2230. SP (even).

THEA 4440. Costume Design II. 3 Hours.
For Theatre majors and other interested students. Expands and builds on basic techniques from THEA 2240. Includes in-depth study of the elements of design and how to apply them to practical costume problems for a variety of theatre genre, focusing on modern drama, script interpretation, rendering techniques, budgets, and fabric selections. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Paint and dye fabrics. 2. Distress costume pieces. 3. Design and construct a buckram hat from pattern to finished product. 4. Understand costume terminology. 5. Take accurate measurements. 6. Demonstrate an understanding of both purchased and drafted patterns. 7. Construct costume craft projects from beginning to completion. Prerequisite: THEA 2240. SP.

THEA 4450. Sound Design II. 3 Hours.
For Theatre majors and other interested students. Expands and builds on basic techniques from THEA 2250. Covers application of design elements to sound in creation of auditory environment for the stage in conjunction with DSU Theatre productions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Expand and build on the skills and knowledge from Sound Design I. 2. Build on and demonstrate higher skills in sound reinforcement. 3. Build on and demonstrate higher skills required to record and playback sound effects and music. 4. Function successfully as sound designer and/or sound crew members on actual theatre productions. Course fee required. Prerequisite: THEA 2250. SP (even).

THEA 4460. Study of Period Styles & Decor. 3 Hours.
For Theatre majors and other interested students. Examines styles and forms of architecture and decoration from ancient Greece to modern times, focusing on characteristics of major styles in collection with social, economic, and political history of each period. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Gain factual knowledge (terminology used in classifying period architecture and furnishings). To do this you will be reading from the required text and handouts, participating in and leading lectures and class discussions. 2. Gain a broader understanding and appreciation of the intellectual-cultural activity of decorative arts and interior design. To do this you will observe and analyze images of period styles in their historical context and compare and contrast these styles. 3. Develop skills in oral and written expression. As part of the course, you will give presentations on the furniture of different period styles and prepare handouts for the class. You will also prepare a research paper or project. FA.

THEA 4700. Sec Educ Theatre Methods. 3 Hours.
Required for theatre majors pursuing the secondary education emphasis. Focuses on theatre education pedagogy and skills for secondary (grades 7-12) learning environments. Lecture, seminar discussion, and practicum experiences in local secondary schools are the modes of instruction for this course. Teacher candidates will develop lesson plans based on national and state standards that include subject matter, instructional methods, assessments, and analysis of student learning from their practicum experience. Combined lecture/practicum. Prerequisite: Admission to the Dixie State University Secondary Education Teaching (SET) program. FA.

THEA 4890R. Independent Study. 1-3 Hours.
This course is designed to meet the individual needs of advanced students in the Theater Department who wish to pursue a specific focus of study related to their degree/emphasis focus and/or research interest. Students work under close supervision by appropriate faculty in the design and successful completion of the course. The course is structured by a formal contractual arrangement with the faculty member that is submitted at the beginning of the semester in which that coursework is undertaken. Students are expected to meet with the faculty mentor each week and to provide the faculty member with progress reports and assignment development for feedback and grading purposes on an ongoing basis. Variable credit 1.0 - 3.0. Repeatable up to 6 credits subject to graduation restrictions. Prerequisite: Instructor permission. Offered by arrangement.

THEA 4900R. Senior Project I. 1 Hour.
For Theatre majors. Research and preparation for the execution of a senior capstone project, an opportunity for graduating students to generate a paper or project in an area of primary interest reflecting the student's emphasis in theatre arts (e.g. Acting, Directing, Design, etc.) in order to demonstrate a culmination of previous study. Project may be collaborative. Repeatable up to 2 credits dependent on graduation restrictions. **COURSE LEARNING OUTCOMES (CLOs) At the successful conclusion of this course, students will be able to: 1. Prepare a senior project proposal, in accordance with guidelines. 2. Submit a senior project proposal to the faculty for approval. 3. Gain approval of a senior project proposal. 4. Under the direction of a faculty mentor, prepare a project plan, conduct research, prepare a final presentation, and other preparation needed for the execution of the project. Prerequisites: Theatre major, and Senior standing, and instructor permission. FA, SP.
THEA 4901. Senior Project II. 2 Hours.
For Theatre majors. Execution of a senior capstone project, an opportunity for graduating students to generate a paper or project in an area of primary interest reflecting the student's emphasis in theatre arts (e.g. Acting, Directing, design, etc.) in order to demonstrate a culmination of previous study. Project may be collaborative. Prerequisite: THEA 4900. FA, SP.