Theatre

Dolores Doré Eccles Fine Arts Center
(435) 652-7790
http://dixie.edu/finearts/theatre.php

To find faculty & staff phone numbers and email addresses, please consult the University Directory (http://www.dixie.edu/directory/directory.php).

Theatre & Dance Department Chair
Michael Harding

School of Visual and Performing Arts Dean
Jeffery W Jarvis, DMA

Administrative Assistant for Music & Theatre
Christie Nielson

Department Description

The mission of the Dixie State University Theatre program is to provide the necessary tools for students to become well-rounded artists, scholars, and life-long learners. This is realized by combining comprehensive theatrical training with a strong liberal arts curriculum. Using this knowledge and experience, students exit the program able to integrate their knowledge and ongoing research with their insights into the human condition. This mission is available to and provided for any and all DSU students, regardless of major.

No theatrical performance can be complete without an audience. Through its production season, this program will give the Theater student a range of design and performance opportunities. It will also provide the general student body with historically and culturally diverse experiences which will broaden their educational experiences and provide a rich array of theatrical performances for the growth, entertainment, and intellectual stimulation of the community at large.

DSU Theatre students have fared well in regional and national competitions. In April 2010, Whitney Morgan Cox won the Ryan National Acting Competition at the Kennedy Center American College Theater Festival (KCACTF) in Washington, D.C., was awarded the coveted Irene Ryan Scholarship, and was named the nation’s top collegiate actor.

The goals of the DSU Theatre Department are
1. To produce well-rounded artist/scholars.
2. To enhance the cultural and intellectual life of our campus and community
3. To provide service to our institution, community and profession.
4. To support and encourage the growth and development of our faculty and staff
5. To develop a regionally prominent liberal arts theatre training program.
6. To assist the alumni, and facilitate communication between generations of DSU Theatre graduates.

Departmental and Scholarship Requirements

DSU Theatre welcomes all native and transfer students to its course of study. Previous experience in theatre is not required. Students who are on Theatre scholarships or who declare Theatre majors will be expected to be active participants in the program. This includes actively working to complete the Theater core courses and General Education requirements, participating in productions as cast or assigned, and attending department meetings and work calls. No grade less than “C” will be accepted as meeting the Theatre degree requirements in any Theater class. No required Theatre classes may be taken on a pass-fail basis. Students on scholarship must attend department juries as scheduled and must maintain a comprehensive 2.5 GPA.

Course Prefixes

- THEA

Degrees & Minors

- Bachelor of Arts/Science in Theatre (catalog.dixie.edu/programs/theatre/bachelor_of_artsscience_in_theatre)
- Bachelor of Arts/Science in Theatre - Theatre Education Emphasis, with Secondary Education Licensure (catalog.dixie.edu/programs/theatre/bachelor_of_artsscience_in_theatre__theatre_education_emphasis_with_secondary_licensure)
- Bachelor of Arts/Sciences in Integrated Studies - Theatre Emphasis (catalog.dixie.edu/programs/interdisciplinaryartsandsciences/bachelor_of_sciencebachelor_of_arts_in_integrated_studies__theatre_emphasis)
- Minor in Theatre (catalog.dixie.edu/programs/minor_in_theatre)
Career Opportunities

Many people with a degree in theatre find great success in creative, technical, management, or the educational aspects of theatre, film, or television. Others pursue successful careers in many diverse fields or attend graduate school for theatre or other areas, including law, for which their undergraduate theatre degree has prepared them well. The following are just a few of the careers that theatre majors have found success in:

- Actor or Director
- Lighting, Set, Costume, Sound Designer
- Casting Director or Actor’s Agent
- Speech Therapist / Dialect & Voice Coach
- Educator (Secondary and Post-secondary)
- Stage Manager or Production Manager
- Artistic Director or Executive Director
- Cinematographer or Screen Manager
- Producer
- Make-Up Artist
- Choreographer
- Education Outreach Director
- Playwright

Job Outlook*

Employment of actors is projected to grow 10% over the 2014-2024 decade, faster than average. Additionally, employment of producers and directors is expected to grow 9% in the same time span. Constant development and advances in interactive media, online movies, and mobile content produced for portable electronic devices will fuel job growth in the performing arts.

Salary Range*

The median hourly wage for actors is $18.80, and the median annual wage for producers and directors is $68,440. However, annual salaries vary due to the flexible nature of the work. The lowest 10 percent of actors earned less than $9.27, and the highest earned more than $90.00. As for producers and directors, the lowest 10 percent earned less than $31,780 and the highest earned more than $181,780.

* Derived from the Occupational Outlook Handbook

Courses

THEA 1001. FYE: Theatre. 1 Hour.
A First Year Experience course required for Theatre majors during the students first 24 credits of university course work. Designed to help students succeed in Theatre and other courses, adapt to university life, and become integrated into Dixie State University. Students will refine academic skills, create and foster social networks, and learn about university resources, specific emphasis on Theatre program procedures and expectations. Theatre major requirements, and Theatre career paths. Multiple listed with all other sections of First Year Experience (all 1001 courses, ENGR 1000). Students may only take one FYE course for credit. FA, SP.

THEA 1013. Introduction to Theatre (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. 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. 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 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, resonation and articulation, using Lessac methodology. Fulfills prerequisite for THEA 3113. Dual listed with MDIA 1400 (students may take only one course for credit). 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 Shakespearean 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. Demonstrate basic skills needed in each of these steps, including: research, brainstorming, 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, GC). 3 Hours.
Fulfills a Fine Arts General Education requirement and is an approved Global and Cultural Perspectives course. 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. 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. Prerequisite: THEA 1223. 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 1010. 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. 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. 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. Prerequisites: THEA 3720 and THEA 3730 (Grade C or higher). FA.

THEA 3780. 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/Edinburgh. 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.
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 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. 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 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 4660. 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.