

DRAMATIC ART (DRAM)

DRAM 79. First-Year Seminar: The Heart of the Play: Fundamentals of Acting, Playwriting, and Collaboration. 3 Credits.

This seminar is designed to get the student doing theatre, sparking creativity, and making connections with the deeper lessons of this dynamic art form. Students will write, stage, and perform their own 10-minute plays.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 80. First-Year Seminar: Psychology of Clothes: Motivations for Dressing Up and Dressing Down. 3 Credits.

The course seeks to help students find ways to articulate their own motivations for dress and then apply the ideas they have discovered to the ways in which individuality as well as group attitudes are expressed through clothing. Honors version available

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 80H. First-Year Seminar: Psychology of Clothes: Motivations for Dressing Up and Dressing Down. 3 Credits.

The course seeks to help students find ways to articulate their own motivations for dress and then apply the ideas they have discovered to the ways in which individuality as well as group attitudes are expressed through clothing.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 81. First-Year Seminar: Staging America: The American Drama. 3 Credits.

This seminar examines American drama from its colonial origins to the present as both a literary and commercial art form. The focus throughout will be on the forces that shaped American drama as well as drama's ability to shed light on the national experience. Honors version available

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 81H. First-Year Seminar: Staging America: The American Drama. 3 Credits.

This seminar examines American drama from its colonial origins to the present as both a literary and commercial art form. The focus throughout will be on the forces that shaped American drama as well as drama's ability to shed light on the national experience.

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 82. First-Year Seminar: All the World's a Stage: Drama as a Mirror of Society. 3 Credits.

This seminar examines how theatre evolves from and reflects the society that generates it, and how understanding that society can enrich our responses to plays.

Gen Ed: LA, CI.

Grading status: Letter grade.

DRAM 83. First-Year Seminar: Spectacle in the Theatre. 3 Credits.

This course examines how the theatrical designer uses scenery, costumes, and lighting to help create a production. Students will apply these techniques in creating their own design projects.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 84. First-Year Seminar: The Inherent Qualities of Theatrical Space. 3 Credits.

This course examines what elements contribute to the theatricality of space. Through research and creative projects, students will gauge how a space informs what goes on inside it.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 85. First-Year Seminar: Documentary Theatre. 3 Credits.

This course explores the political and social ramifications of documentary theatre in the United States. Students will investigate a local community of their choosing and create an interview-based performance. Honors version available

Gen Ed: VP, EE- Performing Arts, NA.

Grading status: Letter grade.

DRAM 85H. First-Year Seminar: Documentary Theatre. 3 Credits.

This course explores the political and social ramifications of documentary theatre in the United States. Students will investigate a local community of their choosing and create an interview-based performance.

Gen Ed: VP, EE- Performing Arts, NA.

Grading status: Letter grade.

DRAM 86. First-Year Seminar: Rediscovering the Mind-Body Connection. 3 Credits.

This seminar will focus on developing our unique mind-body connection. By encouraging small and large changes in behavior students will learn how their body is used to create their world.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 87. First-Year Seminar: Style: A Mode of Expression. 3 Credits.

This seminar studies the elements of design in their pure form, surveys a history of period styles and theatre, and identifies their causes. Honors version available

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 87H. First-Year Seminar: Style: A Mode of Expression. 3 Credits.

This seminar studies the elements of design in their pure form, surveys a history of period styles and theatre, and identifies their causes.

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 88. First-Year Seminar: Ecology and Performance. 3 Credits.

This seminar will guide students through researching, developing, and producing new performance works inspired by socio-ecological issues. This task involves student-directed research and experiential learning. Students will integrate an understanding of performance techniques, "green theatre," and notions of sustainability into an ecologically-driven work for performance.

Gen Ed: VP, EE- Performing Arts.

Grading status: Letter grade.

DRAM 89. First Year Seminar: Special Topics. 3 Credits.

This is a special topics course. Content will vary.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 115. Perspectives in Drama. 3 Credits.

A survey of plays from the Greeks to the present, analyzed through such elements of the dramatic text as action, character, structure, and language. Honors version available

Gen Ed: LA, NA.

Grading status: Letter grade.

DRAM 115H. Perspectives in Drama. 3 Credits.

A survey of plays from the Greeks to the present, analyzed through such elements of the dramatic text as action, character, structure, and language.

Gen Ed: LA, NA.

Grading status: Letter grade.

DRAM 116. Perspectives in the Theatre. 3 Credits.

A survey of the interrelationships of acting, directing, designing, and playwriting through the study of major periods of theatrical expression and representative plays. Honors version available

Gen Ed: VP.

Grading status: Letter grade.

DRAM 116H. Perspectives in the Theatre. 3 Credits.

A survey of the interrelationships of acting, directing, designing, and playwriting through the study of major periods of theatrical expression and representative plays.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 117. Perspectives in World Drama. 3 Credits.

A survey of non-Western drama and theatre with emphasis on the historical and aesthetic development of those regions. Honors version available

Gen Ed: LA, BN.

Grading status: Letter grade.

DRAM 117H. Perspectives in World Drama. 3 Credits.

A survey of non-Western drama and theatre with emphasis on the historical and aesthetic development of those regions

Gen Ed: LA, BN.

Grading status: Letter grade.

DRAM 120. Play Analysis. 3 Credits.

Development of the skill to analyze plays for academic and production purposes through the intensive study of representative plays. DRAM 120 is the first course in the major and the minor in dramatic art. Honors version available

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 120H. Play Analysis. 3 Credits.

Development of the skill to analyze plays for academic and production purposes through the intensive study of representative plays. DRAM 120 is the first course in the major and the minor in dramatic art.

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 131. Writing for the Screen and Stage. 3 Credits.

Restricted course. Dramatic writing workshop open only to students in the writing for the screen and stage minor.

Gen Ed: VP, CI.

Grading status: Letter grade

Same as: COMM 131.

DRAM 134. Theatrical Auditions. 3 Credits.

Permission of the instructor. Practice in the techniques necessary for successful auditions for the theatre.

Grading status: Letter grade.

DRAM 135. Acting for Nonmajors. 3 Credits.

Introduction to basic processes and techniques of acting for the stage.

Grading status: Letter grade.

DRAM 140. Voice Training I. 3 Credits.

Fundamental principles underlying the effective use of voice and speech in performance.

Grading status: Letter grade.

DRAM 145. Acting for the Screen and Stage. 3 Credits.

The course focuses on developing acting techniques for use in front of the camera and the way they are differentiated from those used on stage.

Grading status: Letter grade.

DRAM 150. Beginning Acting for the Major. 3 Credits.

Introduction to acting tools, emphasizing playing actions and pursuing an objective by personalized given circumstances. Performance work drawn from short scripted, improvised, and contemporary scenes.

Requisites: Prerequisite, DRAM 120.

Grading status: Letter grade.

DRAM 155. Movement for the Actor. 3 Credits.

Introduction to physical training. Individual/group exercises explore relaxation, breath, concentration, flexibility, and imaginative response that become physical tools for acting. May include stage combat, juggling, mime, improvisation, games, and yoga.

Grading status: Letter grade.

DRAM 160. Stagecraft. 3 Credits.

General survey of materials, equipment, and processes used in technical theatre.

Grading status: Letter grade.

DRAM 170. The Playful Actor: Theatre Games and Improvisation. 3 Credits.

This course seeks to strengthen the powers of imagination, courage, spontaneity, and presence of the actor through theatre games and improvisation.

Grading status: Letter grade.

DRAM 175. Building A Persuasive Persona Under Pressure. 3 Credits.

This course will help develop the skills necessary to be an effective communicator, especially during stressful situations. Breathing techniques which enable us to listen with accuracy and empathy, and to speak compellingly with confidence, will be practiced. Mock scenarios and on-camera interviews will create real-to-life situations.

Gen Ed: CI.

Grading status: Letter grade.

DRAM 191. Technical Methods: Scenery. 3 Credits.

DRAM 191 or 192 required for dramatic art majors. Permission of the instructor for nonmajors. Introduction to equipment, procedures, and personnel in the design and execution of plans for scenery, lighting, properties, and sound for theatrical productions.

Gen Ed: EE- Performing Arts.

Grading status: Letter grade.

DRAM 192. Technical Methods: Costume. 3 Credits.

DRAM 191 or 192 required for dramatic art majors. Permission of the instructor for nonmajors. Introduction to equipment, procedures, and personnel in the design and execution of costumes for theatrical productions.

Gen Ed: VP, EE- Performing Arts.

Grading status: Letter grade.

DRAM 193. Production Practicum. 3 Credits.

Permission of the instructor for nonmajors. Required for the dramatic art major. Practicum in production with PlayMakers Repertory Company in costuming, scenery, lighting, sound, or theatre management.

Gen Ed: EE- Performing Arts.

Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 196. Dramatic Art Projects. 1-3 Credits.

Permission of the department. May be repeated for credit. Restricted to juniors and seniors majoring in dramatic art. Intensive individual work in major areas of theatrical production: design, technical, directing, acting, playwriting, management.

Gen Ed: EE- Performing Arts.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 215. Studies in Western Drama. 3 Credits.

A study of the thematic and formal developments of Western drama, tracing legacies from classical Greece to the contemporary stage.

Gen Ed: LA, NA.

Grading status: Letter grade.

DRAM 231. Playwriting I. 3 Credits.

Permission of the department. A practical course in writing for the stage with studio productions of selected works.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 235. Acting for Nonmajors II. 3 Credits.

A further exploration of basic processes and techniques of acting for the stage.

Requisites: Prerequisite, DRAM 135.

Grading status: Letter grade.

DRAM 240. Voice Training II. 3 Credits.

A continuation of DRAM 140.

Requisites: Prerequisite, DRAM 140.

Grading status: Letter grade.

DRAM 245. Acting for the Camera. 3 Credits.

The process of acting and its relationship to the technical and artistic demands of television/film production. Problems of continuity and out-of-sequence filming. Concentration and thinking on camera.

Requisites: Prerequisite, DRAM 135 or 150; permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 250. Intermediate Acting for the Major. 3 Credits.

A deeper exploration of fulfilled actions prompted by an objective, with emphasis on developing techniques required by more formally structured texts such as Sophocles, Molière, Ibsen, Shaw, and Chekhov. .

Requisites: Prerequisite, DRAM 150.

Grading status: Letter grade.

DRAM 255. Movement for the Actor II. 3 Credits.

Development of balance, flexibility, strength, focus, grace, and precision through martial art of T'ai Chi Ch'uan. Emphasis on applying T'ai Chi principles to acting. Chinese philosophical bases for T'ai Chi explored.

Requisites: Prerequisite, DRAM 155; permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 260. Advanced Stagecraft. 3 Credits.

The course provides practical applications of principles and techniques used in technical theatre. Lectures are supported by individually scheduled workshop sessions where techniques are applied to a theatrical production.

Requisites: Prerequisite, DRAM 160; permission of the instructor for students lacking the prerequisite.

Gen Ed: VP, EE- Performing Arts.

Grading status: Letter grade.

DRAM 265. Stage Makeup. 3 Credits.

A study of principles and techniques for stage, film, and television makeup, including corrective makeup, old age, 3-D, casting for prosthetic pieces, and methods for creating fantasy forms. Also applicable to film and television.

Gen Ed: VP.

Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 277. Introduction to Theatrical Design. 3 Credits.

General principles of scenic, costume, and lighting design for the theatre.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 279. Introduction to Theatre Management. 3 Credits.

An overview of the major functions of management in the American nonprofit theatre including marketing, fundraising, finances, strategy and operations. Presentation skills will be practiced.

Gen Ed: CI.

Grading status: Letter grade.

DRAM 280. Period Styles for the Theatre. 3 Credits.

A study of visual, cultural, and social styles through history as the forms developed, and as they relate to stylistic production for the theatre.

Students may not receive credit for both DRAM 280 and DRAM 480.

Grading status: Letter grade.

DRAM 281. Theatre History and Literature I. 3 Credits.

Survey of theatre practice and writing from the Greeks to 1700.

Requisites: Prerequisite, DRAM 120.

Gen Ed: VP, WB.

Grading status: Letter grade.

DRAM 282. Theatre History and Literature II. 3 Credits.

Survey of theatre practice and writing from 1700 to 1920.

Requisites: Prerequisite, DRAM 120.

Gen Ed: LA, CI, NA.

Grading status: Letter grade.

DRAM 283. Theatre History and Literature III. 3 Credits.

Survey of theatre practice and writing from 1930 to the present.

Requisites: Prerequisite, DRAM 120.

Gen Ed: VP, CI, NA.

Grading status: Letter grade.

DRAM 284. Studies in Dramatic Theory and Criticism. 3 Credits.

May be repeated for credit. Seminar in dramatic theory and criticism with emphasis on the modern period. Honors version available

Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 284H. Studies in Dramatic Theory and Criticism. 3 Credits.

May be repeated for credit. Seminar in dramatic theory and criticism with emphasis on the modern period.

Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 285. Modern British Drama. 3 Credits.

Evolution of modern British drama from 1956 through the present.

Honors version available

Gen Ed: LA, CI, NA.

Grading status: Letter grade.

DRAM 285H. Modern British Drama. 3 Credits.

Evolution of modern British drama from 1956 through the present.

Gen Ed: LA, CI, NA.

Grading status: Letter grade.

DRAM 286. Modern Irish Drama. 3 Credits.

This course surveys Irish drama from the 1890s to the 1980s, investigating a broad range of plays in relationship to the sociopolitical and theatrical conditions of their emergence and reception.

Gen Ed: LA, CI, NA.

Grading status: Letter grade.

DRAM 287. African American Theatre. 3 Credits.

This course investigates the history and legacy of African American drama through the study of its literary texts, performance styles, and cultural history.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 288. Theatre for Social Change. 3 Credits.

This course assesses different models of theatre for social change through change theory, playwriting, and collaboration. Students will be guided through the process of creating new works.

Gen Ed: CI.

Grading status: Letter grade.

DRAM 289. Contemporary Irish Drama. 3 Credits.

This course investigates Irish drama from the 1990s to the present, exploring how issues and themes of globalization, gender, race, nation, and identity, among others, translate from text to performance. Honors version available

Gen Ed: LA, NA.

Grading status: Letter grade.

DRAM 289H. Contemporary Irish Drama. 3 Credits.

This course investigates Irish drama from the 1990s to the present, exploring how issues and themes of globalization, gender, race, nation, and identity, among others, translate from text to performance.

Gen Ed: LA, NA.

Grading status: Letter grade.

DRAM 290. Special Topics in Dramatic Art. 0.5-3 Credits.

The study of a topic in dramaturgy, theatrical design, or theatrical production. Content and instructor will vary. May be repeated for credit.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 291. Re-Playing Shakespeare in East Asia. 3 Credits.

This course investigates how Shakespeare is retold and relived in the Asian theatre vocabulary through examining aesthetic value, cultural and political identity, postcolonial modernity, and spectatorship in theatrical and cinematic interpretations of Shakespeare.

Gen Ed: VP, BN.

Grading status: Letter grade.

DRAM 292. "Corner of the Sky": The American Musical. 3 Credits.

This course considers the anatomy and diversity of the American musical, exploring its history and aesthetics and employing an interdisciplinary approach to examining and celebrating its shows, sounds, stars, structures, styles, and sensibilities, within the genre's dominant contexts of Broadway, Hollywood, and Utopia.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 294. Arts Criticism. 3 Credits.

An introduction to the principles of arts criticism through study of the work of a variety of critics, by distinguishing between the nature of criticism and reviewing the arts (both performing and plastic), and through the students' own practice of critical writing by means of a series of short essays.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 297. African American Women in Theatre. 3 Credits.

This course examines the lives of African American women through theatre, heightening awareness, understanding, and appreciation of theatre as a tool for social change and eradicating stereotypes. Themes and production aesthetics will be explored in their social and historical contexts.

Gen Ed: LA.

Grading status: Letter grade.

DRAM 298. African Women in Theatre. 3 Credits.

This course will examine the lives and the theatrical contributions of African women through published and unpublished materials, production recordings, and interviews. Through understanding the diverse cultures of the continent, theatre is seen as entertainment and as a tool for effecting social change and healing.

Gen Ed: LA, BN.

Grading status: Letter grade.

DRAM 300. Directing. 3 Credits.

Generally limited to majors. An introductory course in the principles of stage directing; analysis for concept, organization of production, and methodology of staging.

Requisites: Prerequisite, DRAM 120; permission of the instructor for students lacking the prerequisite.

Gen Ed: CI.

Grading status: Letter grade.

DRAM 331. Playwriting II. 3 Credits.

A practical course in writing for the theatre, taught at an advanced level.

Requisites: Prerequisite, DRAM 231; permission of the instructor for students lacking the prerequisite.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 350. Advanced Acting for the Major. 3 Credits.

Development of the actor's technique in verse drama with emphasis on scansion and textual analysis as guidelines for actions, characterization, and given circumstances. Scene and monologue work drawn from the works of Shakespeare.

Requisites: Prerequisite, DRAM 250; permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 393. Professional Theatre Laboratory. 1-12 Credits.

Permission of the department. Individual programs or internship in acting, directing, design, management, and playwriting under the guidance of professional practitioners in conjunction with PlayMakers Repertory Company or other professional theatre organizations.

Gen Ed: EE- Academic Internship.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 12 total credits. 4 total completions.

Grading status: Letter grade.

DRAM 460. Stage Management. 3 Credits.

Permission of the department. A study of the basic principles and practices of modern stage management.

Gen Ed: EE- Performing Arts.

Repeat rules: May be repeated for credit. 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 465. Sound Design. 3 Credits.

The study of general principles of sound design for the theatre. Theory and application of sound design techniques for the stage, including script analysis, staging concepts, special effects, sound plots, and technology.

Grading status: Letter grade.

DRAM 466. Scene Design. 3 Credits.

Permission of the instructor. General principles of visual design as applied to scenery for the theatre. Instruction in standard techniques of planning and rendering scene design.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 467. Costume Design I. 3 Credits.

Permission of the instructor. Studies and practicum in play analysis and costume design for the theatre. Instruction in techniques of planning and rendering costume design.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 468. Lighting Design I. 3 Credits.

Permission of the instructor. General principles of lighting design as applied to the performing arts. Theory and instruction in standard techniques of lighting for the stage.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 470. Survey of Costume History. 3 Credits.

A survey of historic costume forms from ancient Egypt to the present time. Honors version available

Gen Ed: HS, NA.

Grading status: Letter grade.

DRAM 470H. Survey of Costume History. 3 Credits.

A survey of historic costume forms from ancient Egypt to the present time.

Gen Ed: HS, NA.

Grading status: Letter grade.

DRAM 473. Costume Construction I. 1-3 Credits.

Permission of the instructor. Beginning instruction in pattern making through flat pattern for theatrical costume.

Grading status: Letter grade.

DRAM 474. Costume Construction II. 1-3 Credits.

Beginning instruction in pattern making through draping on a dress form for theatrical costume.

Requisites: Prerequisite, DRAM 473; permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 475. Costume History: Africa, Asia, and Arabia. 3 Credits.

A survey of the traditional costume forms on the African Continent, in Asia (China, Japan, India), and on the Arabian Peninsula. Honors version available

Gen Ed: HS, BN.

Grading status: Letter grade.

DRAM 475H. Costume History: Africa, Asia, and Arabia. 3 Credits.

A survey of the traditional costume forms on the African Continent, in Asia (China, Japan, India), and on the Arabian Peninsula

Gen Ed: HS, BN.

Grading status: Letter grade.

DRAM 480. Period Styles for Production. 3 Credits.

A study of the historical development of Western minor arts and the ramifications of reproducing them for the theatre. Students may not receive credit for both DRAM 280 and DRAM 480.

Gen Ed: VP, NA.

Grading status: Letter grade.

DRAM 484. Studies in Dramaturgy and Criticism. 3 Credits.

This seminar seeks to introduce students to the principles of arts criticism through study of the work of a variety of different critics, by distinguishing between the nature of criticism and reviewing the arts, and through the students' own practice of critical writing.

Grading status: Letter grade.

DRAM 486. Latin American Theatre. 3 Credits.

This course explores the historical and aesthetic development of Latin American theatre, focusing on particular factors that distinguish this theatre from the Western European tradition.

Gen Ed: VP, BN.

Grading status: Letter grade.

DRAM 488. United States Latino/a Theatre. 3 Credits.

Investigation of United States Latino/a theatre texts and performance practices as a discreet genre. United States Latino/a theatre will be distinguished from the dominant culture, and the diversity of forms and styles will be discussed.

Gen Ed: VP, CI.

Grading status: Letter grade.

DRAM 489. Carnivals and Festivals of the African Diaspora. 3 Credits.

This course will examine the role of Carnival in the African Diaspora, exploring its history, its many theatrical forms, and its fusion with European and indigenous American cultures. Through examining published and unpublished texts the development of the Carnival will be understood as an expression of freedom and cultural survival.

Gen Ed: VP.

Grading status: Letter grade.

DRAM 491. Issues in Arts Management. 3 Credits.

Arts management issues taught through analysis of case studies. Course includes management theories, organizational structures, and current issues.

Grading status: Letter grade.

DRAM 493. Theatre Management. 3 Credits.

Practicum in theatre management procedures and business of the theatre involving box office, audience development, research, publicity, operational, and contract procedures in regard to artists, technicians, managers, and producers. Students actively engage in management areas of the PlayMakers Repertory Company and productions of the Department of Dramatic Art.

Gen Ed: CI, EE- Academic Internship.

Grading status: Letter grade.

DRAM 566. Advanced Scene Design. 3 Credits.

Advanced study of the principles and practice of designing scenery for the theatre.

Requisites: Prerequisite, DRAM 466; permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 567. Costume Design II. 3 Credits.

Permission of the instructor. Practicum in costume design for the theatre, focusing on the requirements of professional theatre production and alternative costume design solutions.

Requisites: Prerequisite, DRAM 467.

Grading status: Letter grade.

DRAM 586. Costume Seminars I: Dyeing and Painting. 1-3 Credits.

Permission of the instructor. Taught in a four-semester rotation. May be repeated for credit for a total of six hours for undergraduates and 12 hours for graduate students. Series of topics in costume for use in design and production for the stage.

Requisites: Prerequisite, DRAM 192.

Grading status: Letter grade.

DRAM 587. Costume Seminars II: Millinery and Hair. 1-3 Credits.

Permission of the instructor. Advanced costume production techniques with an emphasis on millinery and hair design.

Grading status: Letter grade.

DRAM 588. Costume Seminars III: Masks and Armor. 1-3 Credits.

Permission of the instructor. Advanced costume production techniques with an emphasis on creating masks and armor.

Grading status: Letter grade.

DRAM 589. Costume Seminars IV: Decorative Arts. 1-3 Credits.

Permission of the instructor. Advanced costume production techniques with an emphasis on decorative arts.

Grading status: Letter grade.

DRAM 590. Advanced Special Topics in Dramatic Art. 0.5-3 Credits.

The study of a topic in dramaturgy, theatrical design, or theatrical production for advanced undergraduates and graduate students. Content and instructor will vary. May be repeated for credit.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics; 6 total credits. 2 total completions.

Grading status: Letter grade.

DRAM 650. Costume Production I: Couture Methods. 0.5-3 Credits.

Advanced construction techniques in theatrical costuming with an emphasis on couture methods.

Requisites: Prerequisite, DRAM 192.

Grading status: Letter grade.

DRAM 666. Media in Performance. 3 Credits.

Required preparation, one performance studies course above COMM 400. Permission of the instructor for students lacking the required preparation. Project-based class where students acquire skills and critical approaches to create collaborative, professional, multimedia works.

Gen Ed: VP, EE- Performing Arts.

Grading status: Letter grade

Same as: COMM 666.

DRAM 667. Costume Design for the Technician. 1-3 Credits.

Permission of the instructor. Study of costume design for students concentrating in costume production.

Grading status: Letter grade.

DRAM 691H. Honors Project in Dramatic Art. 3 Credits.

Required preparation, 3.3 cumulative grade point average and permission of the department. The commencement of a special project (essay or creative endeavor), approved by the department, by a student who has been designated a candidate for undergraduate honors.

Gen Ed: EE- Mentored Research.

Grading status: Letter grade.

DRAM 692H. Honors Project in Dramatic Art. 3 Credits.

Permission of the department. The completion of a special project by a student who has been designated a candidate for undergraduate honors.

Requisites: Prerequisite, DRAM 691H.

Gen Ed: EE- Mentored Research.

Grading status: Letter grade.

DRAM 697. Senior Seminar. 3 Credits.

Close study of the interrelationships between theory and practice in contemporary world theatre, placing developments in their cultural contexts, and exploring current theatrical trends in an international framework.

Grading status: Letter grade.

DRAM 720. Acting I. 3 Credits.

Admission to the M.F.A. Acting program required. Intensive professional training for the actor. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 721. Acting II. 3 Credits.

Admission to the second year of the M.F.A. Acting program required. Advanced professional training for the actor. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 722. Voice I. 3 Credits.

Admission to the M.F.A. Acting program required. Development of the individual actor's voice and speech. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 723. Voice II. 3 Credits.

Admission to the second year of the M.F.A. Acting program required. Expansion of the individual's vocal versatility in performance. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 724. Movement I. 3 Credits.

Admission to the M.F.A. Acting program required. Development of the actor's body as an expressive instrument. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 725. Movement II. 3 Credits.

Admission to the second year of the M.F.A. Acting program required. Advanced projects in movement. Special sessions in tumbling and stage combat. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 726. Rehearsal and Performance I. 1-6 Credits.

Admission to the M.F.A. Acting program required. Rehearsal and performance of special ensemble projects. Must be taken fall and spring. May be repeated for credit.

Grading status: Letter grade.

DRAM 727. Rehearsal and Performance II. 1-6 Credits.

Admission to the second year of the M.F.A. Acting program required. Practical application of techniques in rehearsal and performance in studio and main stage production. Must be taken fall and spring. May be repeated for credit.

Grading status: Letter grade.

DRAM 728. Acting Practicum I. 3-12 Credits.

Admission to the third year of the M.F.A. Acting program required. Intense practicum as a member of the PlayMakers Repertory acting company. Preparation and presentation of assigned projects and work in departmental productions. Work in voice and movement as scheduled.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 750. Advanced Special Studies: Costume Production II: Advanced Couture Methods. 0.5-3 Credits.

Advanced construction techniques with an emphasis on advanced couture methods.

Grading status: Letter grade.

DRAM 752. Special Studies: Costume Production III: Tailoring. 0.5-3 Credits.

Costume graduates only. Advanced construction techniques with an emphasis on bodice development.

Grading status: Letter grade.

DRAM 760. Costume Construction III: Advanced Pattern Making. 1-3 Credits.

Study of pattern making in advanced shapes for the stage.

Requisites: Prerequisite, DRAM 473.

Grading status: Letter grade.

DRAM 762. Costume Construction IV: Advanced Pattern Making. 1-3 Credits.

Continued study of pattern making with advanced shapes for theatrical costumes.

Requisites: Prerequisite, DRAM 473.

Grading status: Letter grade.

DRAM 764. Costume Construction V: Creative Draping. 1-3 Credits.

Using combination of patternmaking and dressmaking techniques to achieve unusual shapes in theatrical costume.

Requisites: Prerequisites, DRAM 473, 474, 760, and 762.

Grading status: Letter grade.

DRAM 766. Digital Technology in Costume Production. 1-3 Credits.

Permission of instructor. Investigation of digital applications as applies to professional development for costume makers.

Grading status: Letter grade.

DRAM 770. Period Pattern I: Pre-Victorian. 1-3 Credits.

Permission of the instructor. Advanced study of historical pattern, costume crafts, or costume shop management through directed study. May be repeated for credit.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics.

Grading status: Letter grade.

DRAM 772. Period Pattern II: Victorian. 1-3 Credits.

Costume graduates only. Study of historical pattern with an emphasis in Victorian era.

Grading status: Letter grade.

DRAM 774. Period Pattern III: 20th Century. 1-3 Credits.

Costume graduates only. Study of historical pattern with an emphasis in 20th century.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 776. Period Pattern IV: 19th and 20th Century Men's Wear. 1-3 Credits.

Costume graduates only. Study of sartorial arts with an emphasis in 19th to 20th centuries.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 780. Costume Management I: Supplies and Suppliers. 1-3 Credits.

Costume graduates only. Study of supplies and suppliers needed to produce theatrical costumes.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 782. Costume Management II: Budget Methods. 1-3 Credits.

Costume graduates only. Study of cost analysis for costume production.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 784. Costume Management III: Costume Shop Management. 1-3 Credits.

Costume graduates only. Overview of organization and personnel management for costume production.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 790. Costume Laboratory I. 3 Credits.

Admission to the M.F.A. Costume program required. Practical work in the costume shop. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 791. Costume Laboratory II. 3 Credits.

Admission to the second year of the M.F.A. Costume program required. Advanced practical work in the costume shop. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 792. Costume Laboratory III. 3 Credits.

Costume graduates only. Continuation of practical work through production assignments.

Grading status: Letter grade.

DRAM 793. Costume Laboratory IV. 3 Credits.

Costume graduates only. Continuation of practical work through production assignments.

Grading status: Letter grade.

DRAM 796. Costume Laboratory V. 1-3 Credits.

Admission to the third year of the M.F.A. Costume program required. Advanced practical work in the costume shop. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 797. Costume Laboratory VI. 1-3 Credits.

Costume graduates only. Continuation of practical work through production assignments.

Grading status: Letter grade.

DRAM 799. Costume Program Internship. 3-6 Credits.

Intensive practicum in Costume Arts, with tutorial and class assignments on an individual basis as required. Fall or spring. May be repeated for credit.

Grading status: Letter grade.

DRAM 800. Technical Direction. 3-6 Credits.

Study of the technical and engineering problems in production and standard theatrical drafting and construction conventions. Must be taken fall and spring.

Requisites: Prerequisite, DRAM 491; Permission of the instructor for students lacking the prerequisite.

Grading status: Letter grade.

DRAM 801. Technical Direction II. 3-6 Credits.

Technical graduates only. Additional study of technical and engineering problems in production.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 802. Advanced Technical Direction. 3-6 Credits.

Admission to the second year of the M.F.A. Technical Production program required. An advanced study of the management, technical, and engineering problems involved in theatrical production. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 803. Advanced Technical Direction II. 1-6 Credits.

Admission to the third year of the M.F.A. Technical Production program required. An advanced study of the management, technical, and engineering problems involved in theatrical production. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 805. Special Studies: Technical Production. 0.5-12 Credits.

Advanced scenic construction techniques leading to specific project or production responsibility in the area of scenic construction in Department of Dramatic Art productions and PlayMakers Repertory Company. A minimum of fifteen hours per week is required during the rehearsal period. Faculty evaluation at the close of the production. May be repeated for credit.

Requisites: Prerequisite, DRAM 192; Permission of the instructor for students lacking the prerequisite.

Repeat rules: May be repeated for credit; may be repeated in the same term for different topics.

Grading status: Letter grade.

DRAM 806. Technical Planning and Production. 3-6 Credits.

Admission into the third year of the M.F.A. Technical Production program required. Intensive practicum in production projects for departmental and PlayMakers Repertory Company productions. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 813. Special Studies: Technical Production. 1-6 Credits.

Technical graduates only. Continuation of advanced scenic construction techniques with specific project or production responsibility in the area of scenic construction.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 814. Professional Theater Laboratory: Technical Production. 0.5-12 Credits.

Technical graduates only. Individual programs in scenic construction techniques.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 821. Advanced Lighting Design. 3 Credits.

Permission of the instructor. This course acquaints the student with professional practice in lighting design through lecture by faculty and visiting professionals and through evaluation of lighting designs executed by students and critiqued by professionals.

Grading status: Letter grade.

DRAM 830. Seminar in Professional Practice: Technical Production. 1-21 Credits.

Admission to the M.F.A. program in Technical Production required.

An examination of professional theatre practice through contact with students, staff, faculty, and visiting artists in technical theatre. Generally taken fall and spring. May be repeated for credit.

Grading status: Letter grade.

DRAM 841. Design Technical Theatre Practicum I. 3-6 Credits.

Admission into the M.F.A. Technical program required. Practical work in scene shop. Must be taken fall and spring.

Grading status: Letter grade.

DRAM 842. M.F.A./Technical Theatre Practicum II. 1-6 Credits.

Technical graduates only. Continuation of practical work in scene shop.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 843. Design Technical Theatre Practicum II. 3-6 Credits.

Admission to the second year of the M.F.A. Technical program required. Advanced practical work in scene shop. Must be taken fall and spring.

Requisites: Prerequisite, DRAM 841.

Grading status: Letter grade.

DRAM 844. M.F.A./Technical Practicum IV. 3-6 Credits.

Continuation of advanced practical work in scene shop.

Repeat rules: May be repeated for credit.

Grading status: Letter grade.

DRAM 845. Design Technical Internship. 3-6 Credits.

Intensive practicum in production projects for departmental and PlayMakers Repertory Company productions, with independent studies as assigned on an individual basis. May be repeated for credit.

Grading status: Letter grade.

DRAM 875. Seminar in Dramatic Literature. 1-3 Credits.

Admission to the M.F.A. program in any area required. An examination of the literature of the theatre in terms of dramatic construction, theory, and interpretation. May be repeated for credit.

Grading status: Letter grade.

DRAM 992. Master's Final Practicum. 3 Credits.