

NEOSHO COUNTY COMMUNITY COLLEGE
COMM 104-11: THEATRE DESIGN
SPRING 2016, 3 CREDIT HRS.

Meeting Time & Location: Tuesday & Thursday – 11am-12:15pm, Sanders 103	Final Exam: Friday, 5/13/2016, from 10am-11:15am
Instructor: Dustin (Dusty) Shaffer, MFA	Email: [REDACTED]
Office: Sanders 104, near Human Resources	Dates: 1/19/2016 – 5/10/2016
Office Phone: [REDACTED]	Office Hours: M,W,F: 10am-12pm & T&R: 9-11am

Required Texts & Materials

- *An Introduction to Theatre Design* by Stephen Di Benedetto (ISBN 9780415547549, pbk)
- Colored pencils (variety)
- Markers (variety)
- Drawing/sketching pencils (variety)
- Drawing pens (variety)
- Sketch book/sketch pad (at least 9" x 12" in size)
- Three ring binders for design projects (x 2)
- Additional materials as indicated by Mr. Shaffer throughout the course of the semester.

The textbook can be obtained at the Neosho County Community College Bookstore in the Student Union. Most art supplies can be purchased at Walmart. See Mr. Shaffer with any questions.

Modification of Syllabus

It is the instructor's prerogative to change or modify this syllabus at any point in the semester.

Student Requirements & Method of Evaluation

Type	% of Total Grade
Class Presentations	25%
Tests	25%
Projects	50%

Grading Scale

A = 90-100%, B = 80-89%, C = 70-79%, D = 60-69%, F = 0-59%

Academic Requirements

1. **Class Presentations** - You will be divided into groups of 2 or 3 and your group will be responsible for one class presentation/lecture this semester. You will be responsible for a chapter from *An Introduction to Theatre Design* by Stephen Di Benedetto. Your presentation will include a class participation exercise, a typed synopsis or lecture notes for all students, ten "potential" test questions, and an oral presentation (with PowerPoint) of your assigned chapter. *Note: this is also a "warm up exercise" for your design project presentations in the second half of the semester (25% of your overall grade).*
2. **Tests** - To ensure that you are taking the time to carefully and thoroughly read the textbook, handouts, and plays, there will be 3 tests. Tests may be a combination of multiple choice, fill-in-the-blank, matching, true or false, and/or short answer **(25% of your overall grade)**.
3. **Projects** – The best way to learn theatre design is by doing theatre design. Over the course of the semester, we will design three shows. Of course, these shows are conceptual in nature but the process is the same as fully realized productions. With Susan Glaspell's *Trifles*, I guide you through the theatre design process step-by-step. You are expected to follow the same

approach with the other two projects (Molière's *Tartuffe* & *The Lottery*, based on the story by Shirley Jackson & dramatized by Brainerd Duffield). The plays and guidelines for these plays will be provided to you on the date that I assign the projects **(50% of your overall grade)**.

Respect

Please be respectful of other's opinions, and appreciate the various experiences that others have to share. Avoid judging what you may agree or disagree with, offer your opinion but do so tactfully. Be open to new ideas.

Attendance Policy

Attendance in-class is an integral part of your education because it allows you to interact with other students in what is hopefully an intellectually stimulating environment. If you are going to learn theatre design, attendance at all class periods is critical. I cannot teach you if you are not in class and there are no unimportant classes. You are permitted **three absences** and there is no distinction between excused and unexcused absences. Two late arrivals (more than five minutes late) equals one absence. More than three absences will result in a lowering of your final grade by 10%. Each absence, after the fourth absence, will decrease your final grade by 5%. When you attend class, you are expected stay until the end of the session. If an important circumstance arises, preventing you from either arriving to class on time or staying until the end of the session, please inform Mr. Shaffer prior to class. Should you miss a class session, you are responsible for the information covered in class. Students need to be in the classroom on time because opening remarks will not be repeated. Any student who leaves class early without the instructor's permission will be counted absent for the entire class period. Extreme emergencies will be treated on a case-by-case basis. Notify the instructor immediately.

For school sponsored activities, the coach/teacher must sign an absence report (absence reports can be found under the "Resources" tab on Inside NC) and indicate the nature of the absence including departure and return times. The report must be turned in within 48-hours of the absence. If the report is not turned in, the absence will be considered unexcused.

Grading

Students are graded individually and based upon the progress made from project to project. Each assignment is as valuable as the other but progress and improvement is expected with each one. For those students who have more experience than others in the class, it is expected that you will make a personal effort to stretch yourself further and in different areas than those that are comfortable. These projects will not be realized in the workroom nor are they subject to budgetary concerns so go ahead and dream "BIG".

Due Dates

Design Projects are due at the start of class time and will be critiqued during that session. If you need extra time on a project, bring it to my attention and a *possible* extension will be considered. As this class attempts to bring you "up to speed" with the reality of deadlines, the need for extensions should be avoided. Students who do not gain approval for time extensions will have their projects graded as late and are subject to reduction of 25% of the possible points. If a project is more than two sessions late without approval from the instructor, it will be regarded as a failure. It is better to request permission to submit a weaker project on critique day and the chance to re-submit it than to have the project late.

Electronic Device Policy

Cellphones: Cellphone use will not be tolerated during class. Please turn off your phones *before* class starts and refrain from text messaging and checking messages while class is in progress. I may confiscate your cellphone for the duration of the class if I catch you in the act (confiscated cellphone will be returned at the end of

class). If you have an emergency situation that requires use of your phone during class, please speak with me in advance of our session.

Laptops & Tablets: Laptops and tablets are permitted for in-class use. However, laptops and tablets may only be used to take notes or look up information pertaining to class. This means no checking emails, Facebook, Twitter, etc. during lectures or class discussions.

Academic Integrity

Do not cheat, period. It does not end well. Please refer to the college's "Academic Integrity" policy.

Disruptive Student Behavior

Do not be rude and/or disruptive or I will politely ask you to leave class.

Open Door Policy

My door is always open to students. If you have any questions or concerns, please discuss the matter with me directly. Ninety-five percent of all questions and problems can be solved through open and direct dialogue.

COURSE SCHEDULE	
Week 1 1/19-1/22	What is Theatre Design? Course Introduction, Review Syllabus
Week 2 1/25-1/29	Chapter 1: The theatre designer's job <ul style="list-style-type: none"> • Presentation Group A
Week 3 2/1-2/5	Chapter 2: Traditions of stage design <ul style="list-style-type: none"> • Presentation Group B
Week 4 2/8-2/12	Chapter 3: The vocabulary of visual thinking <ul style="list-style-type: none"> • Presentation Group C
Week 5 2/15-2/19	Script analysis, research & <i>Trifles</i> <ul style="list-style-type: none"> • Test #1
Week 6 2/22-2/26	Chapter 4: The artistry of the set
Week 7 2/29-3/4	Chapter 5: The artistry of the costume
Week 8 3/7-3/11	Chapter 6: The artistry of light & Chapter 7: The artistry of sound <ul style="list-style-type: none"> • Midterm Test #2
Week 9 3/21-3/24	Project #1: <i>Trifles</i> Presentations & Critique
Week 10 3/28-4/1	Chapter 8: The collaborative process <ul style="list-style-type: none"> • Assign individual <i>Tartuffe</i> project
Week 11 4/4-4/8	<i>Tartuffe</i> Discussion <ul style="list-style-type: none"> • Test #3
Week 12 4/11-4/15	Studio work on <i>Tartuffe</i>
Week 13 4/18-4/22	Studio work on <i>Tartuffe</i>
Week 14 4/25-4/29	Project #2: <i>Tartuffe</i> Presentations & Critique <ul style="list-style-type: none"> • Assign final group project for <i>The Lottery</i>
Week 15 5/2-5/6	Studio work on <i>The Lottery</i>
Final Exam 5/13	Project #3: <i>The Lottery</i> Presentations & Critique