

THEA-THEATER

THEA 1110G. Introduction to Theatre

3 Credits (3)

This course provides an introduction to the study of theatre. Students will examine various components that comprise theatre, such as acting, directing, playwriting, dramaturgy, scenic and costume design, stagecraft, spectatorship, history, theory, and criticism.

Learning Outcomes

1. Define and discuss basic theater terms and concepts.
2. Discuss the fundamental elements of theatre, and the ways in which theatre differs from other art forms.
3. Analyze and critique the elements of a live theatrical production.
4. Identify and describe the roles of various theatre artists including actors, directors, playwrights, dramaturges, and designers.

THEA 1210G. Acting for Non-Majors

3 Credits (3)

This class gives non-majors experience in the depth and craft of the actor's art. Students will learn various terms, techniques, and practices of acting and will demonstrate their understanding in class. Through exercises and improvisations, partnered scenes, and group work, students will be better able to appreciate the work of others as they learn techniques of performing. May be repeated up to 3 credits.

Learning Outcomes

1. Develop fundamental physical, vocal, analytical, and imaginative skills for acting for the stage.
2. Apply fundamental techniques of voice and movement for the stage.
3. Apply principles of play text analysis to understand story, character, and meaning.
4. Gain a better understanding of an actor's approach to goals, tactics, and obstacles.
5. Engage in character creation and development while preparing and performing monologues and scenes.
6. Learn a common vocabulary to help discuss the process of acting.
7. Employ collaborative methods of work with a partner and in groups.
8. Observe and evaluate acting skills of other actors.
9. Increase verbal and physical communication skills which are applicable in any field. 1
10. Develop personal and social responsibility via group work, research and self-reflection. 1
11. Increase confidence and self-esteem via continuous presentations with supportive feedback.

THEA 1221. Beginning Acting

3 Credits (3)

Basic understanding of self-expression through a variety of physical exercises, improvisation, and character study, culminating in scene or monologue work. Restricted to: THTR majors.

Learning Outcomes

1. Apply a common vocabulary that serves as a foundation in acting for the theatre major and minor.
2. Communicate effectively in front of an audience, applying learned concepts while exercising freedom and control of voice, body, and imagination.
3. Analyze the written character and live performance.

4. Provide objective feedback to your classmate's work as well as your own, that supports a greater understanding of our craft while building trust within the collaborative ensemble.

THEA 1222. Stage Movement

3 Credits (3)

Physical techniques for the actor to develop kinesthetic awareness and skills in characterization, archetypes, and stage combat. Restricted to: THTR majors.

Learning Outcomes

1. To provide fundamental training in a variety of movement techniques which can be applied to both theatrical performance and physical communication in everyday life.
2. Observation and critical skills will be advanced through class participation and outside assignments
3. Class exercises are aimed at guiding participants to uncover their own creative expression, while working with efficient, healthy body alignment

THEA 1223. The Art of Theatre

3 Credits (3)

This course introduces the variety and scope of theatre professions, the value and goals of the theatre major and an analysis of the art form from script to stage. Restricted to: Required for THTR majors majors.

Learning Outcomes

1. An overview of the history of theatre in the Western world
2. A general understanding of the artistic roles and functions within the theatre industry (including within NMSU Theatre as a model)
3. A strong preparation for independent in-depth script analysis and theatre critique

THEA 1310. Introduction to Costuming

3 Credits (3)

This course introduces students to basic skills generally used in creating costumes for theatre. During the semester students will be introduced to the costume shop, equipment, supplies, and processes. They will learn the process of sewing a garment and running a stage production.

Prerequisite(s)/Corequisite(s): THEA 1310L. Restricted to: THTR majors.

Learning Outcomes

1. Demonstrate basic hand and machine sewing skills.
2. Use basic costume craft tools and techniques.
3. Analyze fabric selection for the stage.
4. Draft and use patterns.
5. Take body measurements for patterning and construct a costume from those measurements.
6. Combine interpersonal communication skills with costume construction skills.
7. Analyze a script for costume design purposes.
8. Build a garment.

THEA 1310L. Costume Craft Lab

1 Credit (1)

Class members will assist in construction for productions in a studio environment.

Prerequisite(s)/Corequisite(s): THEA 1310.

Learning Outcomes

1. This laboratory class compliments THEA 1310: Costume Crafts.
2. It gives the student an opportunity to put into practice the skills learned in THEA 1310 as well as be introduced to and participate in the day-to-day operations of the Costume Shop.

THEA 1415. Running Crew I**2 Credits (1+2P)**

Students learn about backstage and front of house production positions and work on a technical aspect of a product in a rehearsal and performance environment.

Learning Outcomes

1. Students will learn one, or more, of the basic technical elements of theatrical crew work.

THEA 2310. Stagecraft**3 Credits (3)**

Student will explore basic skills for scenic designers and techniques of set construction for the stage, including building scenery, rigging, painting and properties.

Prerequisite(s)/Corequisite(s): THEA 2310L.

Learning Outcomes

1. Demonstrate a range of technical skills, which will qualify them to assist in the basic technical production of a play.
2. Demonstrate and apply how to safely and competently use hand tools, power tools, electrical, and electronic stage equipment.
3. Analyze the technical aspects of a play in performance.
4. Read and construct scenery from ground plans, elevations, and drawings.
5. Analyze a script from the perspective of a designer, artistic, and/ or technical director.

THEA 2310L. Stagecraft Laboratory**1 Credit (1)**

Class members will assist with construction for productions in a studio environment.

Prerequisite(s)/Corequisite(s): THEA 2310.

Learning Outcomes

1. History of scenic design and the development of present day stage design.
2. How to create and interpret basic scenic ground plans, elevations, and detail drawings.
3. To construct basic scenic structures to include flats and platforms.
4. Various techniques of scenic painting and decorating.
5. The installations of theatre lighting instruments and sound equipment.

THEA 2340. Introduction to Design**3 Credits (3)**

Introduction into our visual world via the language of designers, focusing on collaboration, creative thinking and presentation skills. The varied design professions in theatre and the performing arts will be explored. Restricted to: Required of all THTR Majors.

Learning Outcomes

1. Apply design vocabulary and descriptions when speaking about design.
2. Identify design tools and make choices about where to use them.
3. Apply the foundation information in understanding how design tools work.
4. Apply correct terminology in assessing design and script analysis.

5. Read and understand some of the design documents commonly used in the industry.

THEA 2415. Running Crew II**1 Credit (1)**

Students learn about backstage and front of house production positions and work on a technical aspect of a product in a rehearsal and performance environment.

Learning Outcomes

1. To provide students with "hands on" experience participating in being a member of a running crew on a theatrical production.
2. Students will learn one, or more, of the basic technical elements of theatrical crew work.

THEA 2421. Vocal Production for the Actor**3 Credits (3)**

Exploration and development of the actor's vocal instrument, including relaxation, projection, diction and articulation.

Learning Outcomes

1. Apply concepts of alignment, relaxation, breath support, resonance, projection, and articulation for your personal and professional benefit.
2. Refine vocal 'problem solving' which will carry into your personal and professional life.
3. Apply vocal concepts to a variety of text in order to understand and appreciate your voice and its capabilities, both intellectually and sensorially.
4. Apply the vocal/speech tools consciously and behavior-ally, as an aid in the search for musicality of the voice in conjunction with truth and believability.

THEA 2993. Theatre Workshop I**0.5 Credits (.5)**

Required for all freshman and sophomore theatre majors, this course coordinates all processes within Theatre Arts, providing a forum for discussion and feedback. May be repeated up to 4 credits. Restricted to Las Cruces campus only.

Learning Outcomes

1. This lab course is designed to create community via group meetings with your peers while providing a platform for our guest artists to present information regarding our profession.
2. As time allows, group discussions and sharing will further the sense of community and collaboration with your peers.
3. This forum also provides an opportunity to discuss and provide feedback for each production in the ASTC season.

THEA 2996. Theatre Topics**1-3 Credits (1-3)**

Specific subjects to be announced in the Schedule of Classes. May be repeated for a maximum of 9 credits.

Learning Outcomes

1. Varies