Theatre Production and Design, Theatre 236
Music B12, 9:30-10:45am Tuesday & Thursday

INSTRUCTOR
Steve White - he, him
Office: Theatre 254, Office Hours: varies
swhite@uwm.edu other times by apt.

COURSE DESCRIPTION
This course is a “hands on” study of visual storytelling. Through a series of solo and group projects you will have the opportunity to explore visual challenges then imagine, construct and present possible solutions. Too, you will be asked to analyze other’s solutions and to formulate and articulate thoughtful, reasoned responses.

COURSE OBJECTIVES
- improve your ability to formally analyze visual, artistic expression.
- sharpen your ability to solve problems in articulate, creative, and visual ways.
- develop/enhance the skills needed to achieve artistic success.
- improve your ability to receive feedback from others and to reason thoughtful responses.
- explore visual storytelling from multi-cultural and diverse perspectives.
- enhance your effectiveness as a co-creator of art
- further your growth as an artist.

COURSE FORMAT
There are learning advantages to both face-to-face (F2F) and on-line (Canvas) formats – this class will attempt to use the best of both to explore our material. It is my hope this “blended” structure will provide the greatest potential for learning! This course will be using the new Canvas on-line platform.

We will meet face to face (F2F) each Tuesday & Thursday morning (2 ½ hours total each week). These sessions will be split between lectures, discussions, presentations, and in-class work. Between class sessions you will have projects, quizzes, and readings to complete and for some of that work you will need internet access - either your own, or one in UW/M's campus computer labs. You can expect 2-10 hours of work each week outside of class working on projects, attending shows and posting responses, reading and taking quizzes, etc.

COURSE REQUIREMENTS
1. CLASS ATTENDANCE AND PARTICIPATION:
Your instructor feels strongly about attendance. Two absences, if needed, will be allowed without penalty. With each additional absence 4 points will be deducted from your "attendance" points. Please make every effort to be on time. Your participation in class discussions and projects is expected, as is your completion of assigned reading. Generally, we will not be reviewing readings in class. Unless you have questions I will assume you have read the writings and will build our work together upon that foundation.

2. PERFORMANCE ATTENDANCE:
You are required to see 2 performances and use your developing tools to evaluate the visual elements of the productions then construct and articulate informed responses in a Canvas discussion forum. Tickets are available at the Peck School of the Arts box office. 229-4308
TBD, UWM Theatre Dept. Mainstage Theatre (dates TBD)
TBD, UWM Theatre Dept. Mainstage Theatre (dates TBD)

3. REQUIRED READING:
An Introduction to Theatre Design, by Stephen Di Benedetto. Published by Routledge.
Raisin In The Sun by Lorraine Hansberry. Published by Samuel French. This can be purchased in the bookstore or found in many libraries.
Oedipus Rex by Sophocles. This is NOT in the bookstore but can be found in many libraries.
Various handouts……..
4. QUIZZES:
There will be short quizzes in Canvas associated with all reading assignments. Their purpose is to tell me how well you understand the concepts within the reading and prompt you to reflect on the material.

5. PROJECTS:

**Individual**
Each project is designed for you to explore 1 or more specific problem. Assessments will occur using rubrics like the one listed below.

**Group**
Also designed to explore specific problems. Assessment will evaluate both:
- your individual contribution to the goals of the work
- the group's ability to apply the course concepts to the work

Note: It is in your best interest to think of your group participation as an investment in a learning community, which works collaboratively toward common goals. This is exactly what happens every time a theatre production is undertaken! Assessments will occur using rubrics like the one listed below.

THE VALUE OF GROUP PROJECTS. These projects are opportunities for you to learn from the insights, ideas, imaginations, and interests of your classmates that are different than the learning you do with your teachers and your readings. They also require you to behave differently than how you might in other classes. You are responsible for your group mates and they are responsible for you. You must be respectful and polite! Completing these projects successfully often requires contact outside of class. Exchange email addresses and/or phone numbers, as you are comfortable. Contact your group mates to share ideas or ask questions, but you MUST be respectful of each other's personal lives!

UNIVERSITY POLICIES AND PROCEDURES
http://uwm.edu/arc/ Accessibility Resource Center
http://uwm.edu/lgbtrc/ LGBTQ+ resources

Please see the links above for university guidelines and support and bring your needs to my attention as soon as possible. The instructor takes these topics seriously. My goal is that every student has the opportunity for success!

GRADING
There are 100 points available to you in this class. You can earn them through your regular attendance, participation in class activities, and by the successful, on-time completion of assignments and projects.

<table>
<thead>
<tr>
<th>ASSIGNMENT</th>
<th>TOTAL POINTS</th>
<th>YOUR POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>‘Is Theatre Art?’ D2L Intro post</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Scarecrow</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Color/B&amp;W project</td>
<td>4</td>
<td></td>
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<tr>
<td>Wrapped Package</td>
<td>4</td>
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<tr>
<td>Treasure Hunt</td>
<td>4</td>
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<tr>
<td>Personal Space Plan</td>
<td>4</td>
<td></td>
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<tr>
<td>Raisin Scenery Project</td>
<td>14</td>
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<tr>
<td>Costume project</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>Discussion – All My Sons</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Discussion – Children’s Hour</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Lighting Self-Portrait</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Oedipus final project</td>
<td>14</td>
<td></td>
</tr>
<tr>
<td>Attendance</td>
<td>10</td>
<td></td>
</tr>
<tr>
<td>Quizzes – 2 pts each</td>
<td>16</td>
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100 Total Points Possible

FINAL GRADE

Late assignments will be accepted for partial credit until the 7 days before Oedipus presentations
EXTRA CREDIT:

You may earn an additional 2 points for attending an Art related event and posting a review of it from a production view point in Canvas. You may be asked to discuss your experience orally with the class. Examples of events include plays, dance productions, operas, or art exhibits. A production assigned as part of any current UW/M class is not eligible for extra credit in this course. It is a good idea to check with the instructor to make sure an event qualifies for extra credit before you attend. You can earn a max of 8 points in this fashion.

Typical Assessment Rubric

<table>
<thead>
<tr>
<th>Exceptional</th>
<th>Distinctive</th>
<th>Successful</th>
<th>Substandard</th>
<th>Failing</th>
<th>Failing</th>
</tr>
</thead>
<tbody>
<tr>
<td>A 4 points</td>
<td>B 3.5 points</td>
<td>C 3 points</td>
<td>D 2 points</td>
<td>F 1 points</td>
<td>F 0 points</td>
</tr>
<tr>
<td>Exceptional success at applying the elements of design</td>
<td>Successful application of the elements of design to solve the problem</td>
<td>Moderate success at applying the elements of design</td>
<td>Some success at applying the elements of design to solve the problem</td>
<td>Limited success at applying the elements of design to solve the problem</td>
<td>Did not successfully use the elements of design</td>
</tr>
<tr>
<td>Exceptionally used principles of design to interpret &amp; analyze presented work</td>
<td>Effectively used principles of design to interpret &amp; analyze work</td>
<td>Moderate success at using principles of design to interpret &amp; analyze work</td>
<td>Uneven success at using principles of design to interpret &amp; analyze the work</td>
<td>Limited success at using principles of design to interpret &amp; analyze work</td>
<td>Little success at using principles of design to interpret &amp; analyze work</td>
</tr>
<tr>
<td>Creative, thoughtful work</td>
<td>Creative, interesting work</td>
<td>Creative work, limited in scope</td>
<td>Limited creativity</td>
<td>Little creativity</td>
<td>No creativity</td>
</tr>
<tr>
<td>Project suggests time investment beyond expectations</td>
<td>Project exhibits significant time investment</td>
<td>Project successfully completed</td>
<td>Project hastily put together, minimum components</td>
<td>Project suggests minimal effort, minimum components</td>
<td>Project suggests no effort, missing components</td>
</tr>
<tr>
<td>Ideas consistently reasoned and articulated</td>
<td>Ideas consistently reasoned and articulated clearly with good success</td>
<td>Ideas reasoned and articulated clearly</td>
<td>Ideas somewhat reasoned and articulated clearly</td>
<td>Ideas many times unclear</td>
<td>Ideas unclear</td>
</tr>
<tr>
<td>Project met deadlines</td>
<td>Project met deadlines</td>
<td>Project met deadlines</td>
<td>Project late one class period</td>
<td>Project late</td>
<td>Project late</td>
</tr>
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</table>

THREE FINAL NOTES:

1) To successfully complete this course you must stay in communication with the class and if you have any questions contact one of your classmates or myself immediately. I promise to do everything in my power to respond to you within 24 hours, if not sooner. Too, I urge you to check your email account daily.

2) There is a special course fee of $15 associated with this class for which you will receive a 9x12 sketch pad, 4 pieces of matte board, costume rendering paper, and have access to other materials. If you wish to opt out of this fee and supply the materials on your own you must contact the instructor on or before the 2nd Friday of classes.

3) Academic Dishonesty - UWM expects students to be honest in their work.

The most common forms of academic dishonesty are cheating and plagiarism. These include: submitting material that is not your own or allowing another student to do so; getting copies of exams, quizzes, or projects before they are given; having others complete assignments or projects in your place; quoting other people's work and claiming it as your own; and paraphrasing material and ideas of others without identifying your sources.

Students not meeting this standard will receive a failing grade. More importantly don't do it – it's wrong.

Note: significant portions of this syllabus were influenced by example syllabi and coaching supplied by Amy Mangrich, Instructor, UW/M Learning Technology Center.