



**COWLEY COLLEGE
& Area Vocational Technical School**

COURSE PROCEDURE FOR

**ADVANCED STAGECRAFT
THE2749 3 Credit Hours**

Student Level:

This course is open to students on the college level in either the Freshman or Sophomore year who have successfully completed THE2742 (Stagecraft) with a C or better.

Catalog Description:

THE 2749 - ADVANCED STAGECRAFT (3 hrs)

This course explores the application of many technical theatre skills in professional settings outside of a traditional theatre. The bulk of the course is built around a design and fabrication project for a local non-profit or Cowley-linked office, organization, or facility. Specific fabrication and design skills and techniques utilized will vary depending on the needs of the project. Additionally, students investigate careers in the design and fabrication of user-interactive performative spaces, and methods of marketing their technical theatre skills in non-theatre settings.

Refer Prerequisites:

THE2742 Stagecraft

Controlling Purpose:

This course explores the application of many technical theatre skills in professional settings outside of a theatre. The bulk of the course is built around a design and fabrication project for a local non-profit or Cowley-linked office, organization, or facility. Students gain real-world experience by practicing the technical theatre skills learned in Stagecraft THE2742 on designs and fabricated elements for local clients in a controlled, heavily mentored environment.

Learner Outcomes:

Upon completion of this course, the student will be able to identify various non-theatrical professional opportunities for technical theatre skills, will have applied technical theatre techniques as part of a design and fabrication team for a local client, and will have taken part in a client-fabrication team relationship from early design meetings through final job inspections. Additionally, the student will be able to organize the record of their work in a professional-quality portfolio presentation.

Units Outcomes and Criterion Based Evaluation Key for Core Content:

The following defines the minimum core content not including the final examination period. Instructors may

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add other content as time allows.

Evaluation Key:

- A = All major and minor goals have been achieved and the achievement level is considerably above the minimum required for doing more advanced work in the same field.
- B = All major goals have been achieved, but the student has failed to achieve some of the less important goals. However, the student has progressed to the point where the goals of work at the next level can be easily achieved.
- C = All major goals have been achieved, but many of the minor goals have not been achieved. In this grade range, the minimum level of proficiency represents a person who has achieved the major goals to the minimum amount of preparation necessary for taking more advanced work in the same field, but without any major handicap of inadequacy in his background.
- D = A few of the major goals have been achieved, but the student’s achievement is so limited that he is not well prepared to work at a more advanced level in the same field.
- F = Failing, will be computed in GPA and hours attempted.
- N = No instruction or training in this area.

UNIT 1: THEATRICAL DESIGN AND FABRICATION OUTSIDE OF THE THEATRE						
Outcomes: Student will be able to identify the use of technical theatre skills and techniques in amusement parts, event centers, places of worship, and in digital rendering.						
A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify technical theatre skills and techniques utilized in physical fabrication for public/commercial/nonprofit exhibits and attractions outside of traditional theatre buildings
						Identify technical theatre skills and techniques utilized in lighting and sound design/reinforcement for public/commercial/nonprofit performances, demonstrations, and other “live” events
						Identify methods of applying theatrical design, drafting, modeling, and lighting to computer generated environments, including games and films
						Identify and distinguish between various existing businesses that specialize in this field of work
						Research and report on an existing business that specializes in field.

UNIT 2: SAFETY CONCERNS WHEN DESIGNING FOR PUBLIC-ACCESS AREAS

Outcomes: Students will be able to identify common safety concerns regarding construction for publicly accessible spaces, including (but not limited to) the importance of the rigors of fire code, proper licensing and permits, materials clean-up, ADA-compliance, and more.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify at sight several common public-access safety concerns, with specific concerns dependent on semester project. Common issues are likely to relate to egress, building permits, ADA compliance, and more.
						Perform standard safety protocols when handling all materials and tools
						Perform appropriate safety inspections of work areas after completing work, both in the shop and on the worksite.
						Locate, research, and implement local, state, government state regulations regarding safety, materials, and building concerns.

UNIT 3: CLIENT CONSULTATION

Outcomes: Students will be able to identify good and bad practices in client consultation, and—as part of a semester-long project—will take part in a team-based consultation with a local non-profit or Cowley affiliated group.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Apply professional and business-appropriate behavior, speech, and attire during client consultations
						Construct engaging and informed questions/follow-up questions for use during client consultations
						Practice strong listening and interpersonal communication skills with clients, team members, and mentoring instructor.
						Adapt plans and schedules based on input from instructor and clients.
						Adhere to pre-set budget throughout consultation.

UNIT 4: DESIGN

Outcomes: Students will take part in the group design (led heavily by course instructor and client's wishes) of proposed semester-long project. Depending on the semester, this may be a single, large design in which all class members have some say, or multiple smaller designs over which students may claim more ownership. Designs are continually vetted through ongoing conversation with the client.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Participate in the team-creation of a Design Brief (statement of design goals)
						Research, analyze, and report on specifications of project (needs and obstacles)
						Apply research, drafting techniques, and creativity as a member of the design team to solve aesthetic and practical obstacles.
						Perform problem-solving to accommodate for unexpected challenges and client feedback.
						Demonstrate "constructive criticism" techniques throughout design development with clients and peer team members.
						Research and conservatively estimate costs to operate within pre-assigned budget constraints.

UNIT 5: DRAFTING, RENDERINGS, AND MODELS

Outcomes: Depending on the needs of the project, students will demonstrate drafting, rendering, and/or model-making techniques to provide final designs and fabrication plans before beginning the build.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify and distinguish between construction drafting, renderings, and models, as well as the benefits and drawbacks of each.
						Create visual aids (individually or with a group) to present final design plans to client

UNIT 6: FABRICATION

Outcomes: The exact nature of the fabrication will vary based on the project, but through skills learned in THE2742 or new skills of an appropriate level taught during this course, students will fabricate items based on the agreed-up designs and plans in a heavily mentored and supervised environment.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Apply design to a three-dimensional build and/or a lighting/sound plot
						Demonstrate and apply skills and techniques developed in THE2742
						When appropriate for project, apply new fabrication/design methodologies and skills as taught by instructor
						Demonstrate commitment to shop and material safety at all times
						Operate within pre-assigned budget restraints

UNIT 7: INSTALLATION

Outcomes: Under close supervision and mentorship of the course instructor, students install fabricated items at client facility, following all safety and licensing regulations.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Identify and adhere to site, local, state, and federal safety and licensing rules and regulations.
						Create and organize (with team and client) an installation schedule that is realistic for the amount of work involved, while inconveniencing the client as little as possible.
						Install fabricated items/equipment/programming following all applicable safety standards and site restrictions.
						Perform regular clean-up and safety inspections when working in any public-access area.

UNIT 8: FINAL INSPECTION

Outcomes: Students demonstrate their understanding of “closing” procedures on a project by working with client and instructor to ensure the job is completed to the client’s satisfaction.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Perform (as part of team) final clean-up, materials removal, and load-out
						Perform (as part of team) safety inspection with client and, when applicable, municipal safety inspectors
						Present (as part of team) final aesthetic inspection and presentation with client
						Upon completion of project, install (with team) engraved plaque noting any appropriate credit (Cowley College, project donors, etc.)

UNIT 9: PORTFOLIO

Outcomes: Students will demonstrate their ability to summarize the work performed on the project by creating an interview-ready portfolio entry with their portion of the completed overall work.

A	B	C	D	F	N	Specific Competencies
						Demonstrate the ability to:
						Participate in media promotion of finished project through a team-based press release and, when possible, photo shoot
						Compose a summary of team and individual work performed on project for inclusion in a portfolio.
						Create a visual portfolio entry through photographs and scanned designs.
						Organize portfolio items and aesthetic design according to current industry best practices

Projects Required:

Though each semester will focus on a new project, all will, in some way, represent the use of theatrical technology to create user-interactive theatrical/environmental spaces in non-theatre settings.

Textbook:

Contact Bookstore for current textbook.

Materials/Equipment Required:

All materials/equipment provided in-class.

Attendance Policy:

Students should adhere to the attendance policy outlined by the instructor in the course syllabus.

Grading Policy:

The grading policy will be outlined by the instructor in the course syllabus.

Maximum class size:

Based on classroom occupancy

Course Timeframe:

The U.S. Department of Education, Higher Learning Commission and the Kansas Board of Regents define credit hour and have specific regulations that the college must follow when developing, teaching and assessing the educational aspects of the college. A credit hour is an amount of work represented in intended learning outcomes and verified by evidence of student achievement that is an institutionally-established equivalency that reasonably approximates not less than one hour of classroom or direct faculty instruction and a minimum of two hours of out-of-class student work for approximately fifteen weeks for one semester hour of credit or an equivalent amount of work over a different amount of time. The number of semester hours of credit allowed for each distance education or blended hybrid courses shall be assigned by the college based on the amount of time needed to achieve the same course outcomes in a purely face-to-face format.

to the following policies:

[402.00 Academic Code of Conduct](#)

[263.00 Student Appeal of Course Grades](#)

[403.00 Student Code of Conduct](#)

Disability Services Program:

Cowley College, in recognition of state and federal laws, will accommodate a student with a documented disability. If a student has a disability, which may impact work in this class which requires accommodations, contact the Disability Services Coordinator.