EXPANDED COURSE DESCRIPTION
THEATRE
School of the Arts, Media, Performance and Design
Department of Theatre
FA / THEA 2141 3.0 SECTION A
INTRODUCTION TO DESIGN FOR THEATRE
FALL 2020 / WINTER 2021

Last Modified Date: 08/19/2020

COURSE CALENDAR DESCRIPTION
Introduces the basic principles of theatrical design dealing with aesthetics and the design process explored through lectures and exercises. The history of scenography and contemporary aspects of stage design is also studied. Open to majors and non-majors. Course credit exclusion: FA/THEA 2141 3.00 (prior to Fall 2010). Introduces the basic principles of theatrical design dealing with aesthetics and the design process explored through lectures and exercises. The history of scenography and contemporary aspects of stage design is also studied. Open to majors and non-majors.

INSTRUCTOR(S)

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<tr>
<td>Przybylski, Teresa</td>
<td>Sec. A / STDO / Y</td>
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SPECIAL FEATURES

SCHOOL OF THE ARTS, MEDIA, PERFORMANCE & DESIGN DEPARTMENT OF THEATRE
COURSE OUTLINE Course: THEA 2141 3.0 INTRODUCTION TO DESIGN FOR THEATRE Term: Fall/Winter 2020-2021 Prerequisite / Co-requisite: Prerequisite: FA/THEA 1100 3.00 and FA/THEA 1110 3.00 or permission of the course director. Open to majors and non-majors. Course Instructor: Teresa Przybylski Consultations: Tuesdays 11:30 – 13:30 For ZOOM or phone appointment contact teresap@yorku.ca Time and Location: Fall semester: 9:00 a.m. – 11:30 p.m. Online, Zoom invitation and class schedule will be send to students weekly Winter semester: TBA Special Features This course introduces the basic principles of theatrical design, performing arts aesthetics and the design process, explored through lectures and practical exercises. The history of scenography and contemporary aspects of stage design is also studied. This course has two distinctive components: examination of theoretical design issues and hands on design work on projects. Fall term: on line in ZOOM Series of lectures, workshops, and design projects will explore creative and design process, history and practice of scenography with the emphasis on the contemporary approaches and basics concepts of design. Students will be asked to present their research and design projects in the ZOOM class All projects will be submitted in the Moodle (Introduction to Design) Winter term: will contain work on individual research, design, critique and assessment of other students work, writing essays on design subjects. The work on projects is presented and discussed (on line and in the classroom when possible) Winter schedule and format of participation will be published in November. 2 Fall Term Schedule: This schedule is subject to change as the format of class may evolve Detailed class schedule will be published weekly Sept 9 Lecture 1 Course Introduction Sept. 16 Lecture 2 Sept. 23 Lecture 3 Sept 30 Lecture 4 Oct. 7 Lecture 5 Oct. 14 No Class Fall reading Week Oct. 21 Lecture 6 Oct. 28 Lecture 7 Nov. 4 Lecture 8 Nov. 11 Lecture 9 Nov. 18 Lecture 10 Nov. 25 Lecture 11 Dec 1 TBA Dec. 8 Fall classes end Winter Brake WINTER TERM lecture schedule and assignments deadline schedule will be published in November Course Text / Readings: Additional readings may be assigned or recommended during the course. Required Texts: The Backwards & Forwards: A Technical Manual for Reading Plays, David Ball, Southern Illinois University Press 3 Other reading materials for the Design Projects will be announced during the duration of the Course. Recommended texts: Scene Design and Stage Lighting, W Oren Parker, R. Craig Wolf, Dick Block, Wadsworth/Thomson Learning, 2003 Oxford, Concise Dictionary of Art Terms, Michael
Focal Press The Backwards & Forwards: A Technical Manual for Reading Plays, David Ball, Southern Illinois University Press These books are only a few of the many that should be referred to and/or collected for your design library. Additional readings may be assigned or recommended during the course. Learning Outcomes with Examples Learning objectives of the course: To analyze basic theories of design To analyze basic theories of design for performing arts To examine steps of the creative process To examine steps of the design process for performing arts production To learn about history of the performing arts design and film design To learn about history of architecture of a performing space To analyze contemporary design trends To learn about practical creative tools for the theatre design projects To learn practical methods of the design presentation To develop confidence in transferring design ideas into informative presentation To develop critical eye in assessing design work To develop ability to discuss and write about design ideas and issues To develop a design portfolio Graded Assessment Fall Term Project 1 5 % Project 2 5 % Project 3 5 % Project 4 10 % Project 5 10 % Project 6 10 % Project 7 pass/fail Winter term: (winter projects and assessment may change) Project 8 5 % Project 9 10 % Project 10 10 % Project 11 10 % Project 12 20 % Project 13 pass/ fail Drawings pass/ fail Additional information 4 Zoom Etiquette: Zoom classes are to be considered as professional working and learning environment and students should follow the etiquette of such a space Safe Space: This course will offer safe space for all students. You are strongly encouraged to connect individually with instructor if you like to comment on the course content, procedures of learning or if you have any other comment or question that relates to your participation in this course. Attendance/Participation Attending all the ZOOM classes is mandatory Missing Class Penalty: For each missing class 3 points will be deducted from the final 100 % mark If you are not attend the class for a serious reason please write in advance to the instructor with the explanation why you cannot attend the class Assignment Submission: Proper academic performance depends on students doing their work not only well, but on time. Accordingly, assignments for this course must be received on the due date specified for the assignment. Assignments are to be posted on line on Moodle at the end of the due day. Lateness Penalty: You have maximum of two projects to be submitted late by one week in the Fall semester. You have to write a short note in the assignment – when you submit that assignment ( not reason necessary – just acknowledgment of lateness) For any other assignment received later than the due date the work will be penalized by deduction of 1 % per day, from the day that the assignment is due (from the 100 % mark). Exceptions to the lateness penalty for valid reasons such as illness, compassionate grounds, etc., may be considered by the Course Instructor. Missed Tests: Students with a documented reason for missing a course test, such as illness, compassionate grounds, etc., which is confirmed by supporting documentation (e.g., doctor’s letter) may request accommodation from the Course Instructor. Student will be given alternative time to make up the test. Further extensions or accommodation will require students to submit a formal petition to the Faculty. Archives: Projects created in this course may be stored in the Production/Design Area archives and used in student’s exhibitions as well as a teaching tool. Supplies Required: Materials from “Drawing for the Theatre” could be used in this course. • • Access to reliable internet • Working table space – small or large • Note book • Drawing pencils - HB, B, Graphite sticks • Drawing Paper • Cardboard – from recycle boxes • Eraser – gum 5 • Glue • Scissors • Exact knife • Cutting board • Ruler • Colour pencils – basic colours • Watercolour – basic colours • Flash light • Model making tools • Access to digital camera Detailed information regarding supplies, techniques and project requirements will be provided during the first class. Last date to drop a Fall Term (F) course without receiving a grade: November 6, 2020 Last date to drop a full year (Y) course without receiving a grade: February 5, 2021 Last date to drop a Winter Term (W) course without receiving a grade: March 12, 2021 Grading, Assignment Submission, Lateness Penalties and Missed Tests Grading: The grading scheme for the course conforms to the 9-point grading system used in undergraduate programs at York (e.g., A+ = 9, A = 8, B+ - 7, C+ = 5, etc.). Assignments and tests will bear either a letter grade designation or a corresponding number grade (e.g. A+ = 90 to 100, A = 80 to 90, B+ = 75 to 79, etc.) (For a full description of York grading system see the York University Undergraduate Calendar - http://calendars.registrar.yorku.ca/pdfs/ug2004cal/calug04_5_acadinfo.pdf) Students may take a limited number of courses for degree credit on an ungraded (pass/fail) basis. For full information on this option see Alternative Grading Option in the Faculty of Fine Arts) section of the Undergraduate Calendar: http://www.yorku.ca/rocal/pdfs/ug2004cal/calug04_5_acadinfo.pdf ATTENDANCE: Full and prompt attendance is an absolute requirement. The Department does not differentiate between excused and unexcused absences. All classes are mandatory. Failure to attend all classes will result in either academic penalty or a request that the student withdraw from the class. Any student who is absent or late without prior arrangement with the Instructor for an excused absence (at the Instructor’s discretion) may have for each lateness or absence a half letter grade deducted ( that’s 4 points out of 100) from his/her final grade. Failure
to attend classes or not to submit work on line will result in either academic penalty or request to withdraw
from the course rs, knives, etc) be used in any site specific work.

Many courses utilize Moodle, York University’s course website system. If your course is using Moodle,
 click here to access it.

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