

Spokane Falls Community College
COURSE LEARNING OUTCOMES AND OUTLINE

Prefix and Course Number: DRMA 140

Course Title: Introduction to Theatrical Design and Technology

Last Modified: Winter | 2020

Course Learning Outcomes

Upon successful completion of the course, the student will be able to:

1. Differentiate and employ text analysis and research strategies for scenery, costume, lighting, makeup, and sound design.
2. Examine the impact that historical, cultural, and societal trends have on theatrical design and technology since its inception.
3. Demonstrate understanding of theatre technologies and techniques by collaborating in the practical application of theatrical designs.
4. Understand, demonstrate, and practice the responsible use of theatrical equipment in accordance with industry safety guidelines.
5. Research and understand professional expectations for theatrical designers, along with the role of unions, and professional affiliations as they relate to theatrical design and related industries.

Course Outline:

Responsible Use of Theatrical Equipment: Examining Industry Safety Procedures (approximately two weeks)

Practical Application of Theatrical Design: Understanding Theatre Technology (approximately two weeks)

- Tools used by theatrical designers that are unique to their respective fields.
- Hands-on work with theatrical technologies and design software.

Scenic Design and Technology (approximately two weeks)

- Impact of historical, cultural, and societal trends on scenic design and technology since its inception.
- Text analysis and research strategies for scenic designers.
- The role of the scenic designer and their professional affiliations.

Lighting and Sound Design (approximately two weeks)

- Impact of historical, cultural, and societal trends on scenic design and technology since its inception.
- Text analysis and research strategies for scenic designers.
- The role of the scenic designer and their professional affiliations.

Costume and Makeup Design (approximately two weeks)

- Impact of historical, cultural, and societal trends on scenic design and technology since its inception.
- Text analysis and research strategies for scenic designers.
- The role of the scenic designer and their professional affiliations.