ORIGINAL COURSE IMPLEMENTATION DATE: November 1980
REVISED COURSE IMPLEMENTATION DATE: September 2021
COURSE TO BE REVIEWED (six years after UEC approval): January 2027
Course outline form version: 05/18/2018

OFFICIAL UNDERGRADUATE COURSE OUTLINE FORM

Note: The University reserves the right to amend course outlines as needed without notice.

Course Code and Number: THEA 121	**Number of Credits:** 3 Course credit policy (105)

Course Full Title: Technical Theatre I
Course Short Title:
(Transcripts only display 30 characters. Departments may recommend a short title if one is needed. If left blank, one will be assigned.)

Faculty: Faculty of Humanities	**Department (or program if no department):** Theatre

Calendar Description:

Introduces fundamentals of technical theatre arts, including terminology; contemporary production models; inclusive, sustainable, and safe work practices; and teamwork. Students will complete skills-based projects related to costumes (including hair and makeup), lighting, sound, and projections. Students are required to attend at least one live professional performance outside of class time.

Prerequisites (or NONE):	(English Studies 12, English First Peoples 12, English 12, or English Literature 12) or (CPT score of 41 or better) or (evidence of any test score or course grade listed under the Entry-level English language proficiency standards in the UFV academic calendar at www.ufv.ca/calendar/current/General/EnglishProficiency.htm).
Corequisites (if applicable, or NONE):	
Pre/corequisites (if applicable, or NONE):	

Antirequisite Courses *(Cannot be taken for additional credit.)*
Former course code/number:
Cross-listed with:
Dual-listed with:
Equivalent course(s):
(If offered in the previous five years, antirequisite course(s) will be included in the calendar description as a note that students with credit for the antirequisite course(s) cannot take this course for further credit.)

Special Topics *(Double-click on boxes to select.)*
This course is offered with different topics:
☒ No ☐ Yes *(If yes, topic will be recorded when offered.)*

Independent Study
If offered as an Independent Study course, this course may be repeated for further credit: *(If yes, topic will be recorded.)*
☐ No ☐ Yes, repeat(s) ☐ Yes, no limit

Transfer Credit
Transfer credit already exists: *(See **bctransferguide.ca**.)*
☐ No ☒ Yes

Submit outline for (re)articulation:
☐ No ☒ Yes *(If yes, fill in transfer credit form.)*

Typical Structure of Instructional Hours

Lecture/seminar hours	18
Tutorials/workshops	
Supervised laboratory hours	36
Experiential (field experience, practicum, internship, etc.)	6
Supervised online activities	
Other contact hours:	
Total hours	**60**

Labs to be scheduled independent of lecture hours: ☐ No ☒ Yes

Grading System
☒ Letter Grades ☐ Credit/No Credit

Maximum enrolment (for information only): 18

Expected Frequency of Course Offerings:
annually *(Every semester, Fall only, annually, etc.)*

Department / Program Head or Director: Heather Davis-Fisch	**Date approved:**	October 2020
Faculty Council approval	**Date approved:**	October 23, 2020
Dean/Associate VP: Jacqueline Nolte	**Date approved:**	October 23, 2020
Campus-Wide Consultation (CWC)	**Date of posting:**	December 4, 2020
Undergraduate Education Committee (UEC) approval	**Date of meeting:**	January 29, 2021

Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Describe the tasks and responsibilities associated with the various roles in a contemporary theatre production model.
- Identify technical production and design information contained within a dramatic text.
- Define basic technical theatre terms.
- Identify best practices for physical and mental health and wellness, within technical theatre practice, whenever possible, using Indigenous ways of knowing and being or worldview.
- Explain environmentally sustainable practices in technical theatre.
- Contribute to a production team in an inclusive and collaborative manner.
- Demonstrate safe work practices in lab activities, based on professional industry standards for technical theatre.
- Describe elements of technical theatre practice observed through attending live performance, both verbally and in writing.
- Explain basic technical and aesthetic principles related to costumes, lighting, projections, and sound in live theatre.
- Apply technical skills and principles in projects related to costumes, lighting, projections and sound, executing them competently and creatively.

Prior Learning Assessment and Recognition (PLAR)

☒ Yes   ☐ No, PLAR cannot be awarded for this course because

Typical Instructional Methods *(Guest lecturers, presentations, online instruction, field trips, etc.; may vary at department's discretion.)*

Lecture, discussion, labs, group work, field trips, online instruction.

NOTE: The following sections may vary by instructor. Please see course syllabus available from the instructor.

Typical Text(s) and Resource Materials *(If more space is required, download Supplemental Texts and Resource Materials form.)*

	Author (surname, initials)	Title (article, book, journal, etc.)	Current ed.	Publisher	Year
1.	McKinney, Joslin and Palmer S.	Scenography Expanded	☐	Routledge	2018
2.	Various	American Theatre Wing: Working in the Theatre	NA	Video/streaming	2003-2020
3.	Howard, P.	What is Scenography?	2nd	Focal Press/ebook	2009
4.	Mulcahy, L.	The Essentials of Theatre	1st	Allworth	2018
5.	Carver, R.K.	Stage Craft Fundamentals: A Guide and Reference for Theatrical Production	1st	Focal Press	2009
6.	Loring, K.	Where the Blood Mixes	NA	Talonbooks	2009

Required Additional Supplies and Materials *(Software, hardware, tools, specialized clothing, etc.)*

Computer or tablet with internet access, capable of running GarageBand or Audacity. Access to either MS Office or iWork for word processing and spreadsheets.

Typical Evaluation Methods and Weighting

Final exam:	%	Assignments:	20%	Field experience:	%	Portfolio:	%
Midterm exam:	%	Project:	%	Practicum:		Other:	%
Quizzes/tests:	20%	Lab work:	60%	Shop work:	%	Total:	100%

Details (if necessary):

Typical Course Content and Topics

Week 1   Lecture: Introduction to the course. Space safety and best practices protocol (Lab – walk through of labs and studios, safety considerations)

Week 2   Lecture: The contemporary theatre production model. safety – costumes/fire (Lab – Costumes)

Week 3   Lecture: Technical theatre terminology, performance venues, professional industry standards and regulatory bodies (Lab – Costumes- including hair and make-up)

Week 4   Venue Tour (or virtual tour of a venue)

Week 5   Lecture: Using the script to find technical information for the production teams (Lab - Costumes)

Week 6   Lecture: Working at heights, fall protection, rigging basics and knots (Lab – Knots and rigging)

Week 6   Lecture: Basics of lighting – physics, types of instruments, hanging and focusing, electrical safety (Lab – Lighting)

Week 7   Lecture: Physical and mental health and wellness in technical theatre (Lab – Lighting)

Week 8   Lecture: Projections – physics, types of projectors and cables (Lab – Projectors)

Week 9   Lecture: How to assess and discuss technical theatre (lighting, set, costumes (including hair and makeup) etc.) in live performance (Lab –Projectors)

Week 10   Lecture: Physics of sound, introduction to sound equipment, setting up an audio system, safety and noise levels (Lab – Sound)

Week 11   Lecture: Setting up audio systems, types of sound files and recording sound (Lab – Sound)

Week 12   Lecture: Sustainability, live theatre and the environment; inclusivity and collaboration in technical theatre (Lab – Sound)

Week 13   Project presentations

Labs:

Costumes (total hours: 9)

Students will have an opportunity to explore basic skills in sewing, cutting, pulling and maintenance of costume. Students are also introduced to make-up and hair for performance. This section will conclude with a practical assessment or project.

Lighting, Projections and Sound (total hours: 27)

Introductory level, experiential learning in hanging and focusing lights, setting up projector systems and monitors, hanging and focusing projectors, setting up audio systems, types of sound files, and recording sound.