

# Autumn 2024 Theatre Courses for Majors

For more information about specific classes, visit [theatreandfilm.osu.edu/courses](http://theatreandfilm.osu.edu/courses), email [theatreandfilm@osu.edu](mailto:theatreandfilm@osu.edu), OR ask an instructor!

This list only includes courses that will be offered or available in Autumn 2024. Visit [go.osu.edu/theatremajorrequirements](http://go.osu.edu/theatremajorrequirements) to review all requirements for the major.

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## PREREQUISITE TO UPPER-LEVEL COURSEWORK

**Theatre 2100 Introduction to Theatre- 3 credit hours** (*Online, In Person, and Honors option available*)

A study of the art and profession of theatre, with emphasis on evaluating and appreciating live performance, theatre's cultural importance and its relationship to issues of social diversity.

GEN: Literary, Visual, and Performing Arts Foundation; GEL: VPA and Social Diversity in the US

## FOUNDATIONS IN HISTORY AND TEXT

**Theatre 3731: History of Performance 1 - 3 credit hours**

Survey of representative theatre and performance from Western and non-Western traditions from ancient times to the late 1700s. Prereq: 2100 or 2100H. *Required to fulfill Foundations in History and Text (course 1 of 3).*

**Theatre 5771.04: American Voices (Postmodernism and Performance)- 3 credit hours**

In this course, we will explore the concept of postmodernism, in all of its various manifestations, and what it means in the context of "performance." We will examine various theoretical texts that attempt to explain or examine postmodernism and we will look at theatre, dance, music, television, and film performances and try to ascertain what it is that makes them "postmodern." *Fulfills the 3<sup>rd</sup> course requirement for Foundations in History and Text. (Different topics offered each semester.)*

## FOUNDATIONS IN DESIGN

**Theatre 2211 Intro to Production Design- 3 credit hours**

Introduction to design for theatre and live events including scenic, costume, lighting, sound, and media design. *Required to fulfill Foundations in Design 1.*

**Theatre 3241 Sound Techniques- 3 credit hours**

An examination of the art of sound design as well as an exploration of the craft of sound engineering for theatre. Prereq: 2211 or permission of instructor. *Fulfills the Foundations in Design 2 requirement (one of several course options).*

**Theatre 3511 Intro to Costume Design- 3 credit hours**

Fundamental exploration of methods of design and production as applies to costumes. Prereq: 2211 or permission of instructor. *Fulfills the Foundations in Design 2 requirement (one of several course options).*

**Theatre 5310 Fundamentals of Media Design- 3 credit hours**

A foundational introduction to the skills, tools, best practices, collaborative processes, and theories for media and projection design in a live performance production environment. Prereq: 2211, or permission of instructor. *Fulfills the Foundations in Design 2 requirement (one of several course options).*

## FOUNDATIONS IN PERFORMANCE

### Theatre 2811 Craft of Acting- 3 credit hours

An introductory acting class exploring the basic techniques of imagination, concentration and script analysis through work on monologues, scenes and plays. *Required to fulfill Foundations in Performance (course 1 of 2).*

### Theatre 3831: Movement and Voice- 3 credit hours

Basic study and training in movement for actors, voice production, and whole body expressiveness.  
Prereq: 2811 *Required to fulfill Foundations in Performance (course 2 of 2).*

## FOUNDATIONS IN PRODUCTION

### Theatre 2000 Production Practica- 1 credit hour

Provides experience in technical production activities.

- Theatre 2000.02 Sound
- Theatre 2000.04 Scenic Construction and Painting
- Theatre 2000.05 Costuming
- Theatre 2000.06 Lighting
- Theatre 2000.11 Box Office (Requires instructor permission)

*Majors must complete 2 credit hours total to fulfill the Foundations in Production requirement.*

### Theatre 3000 Production Run Crew Practicum- 2 credit hours

Students in this course will serve as production technicians as part of the running crew for a theatre production. Each student will receive training for their specific role which may focus on lighting, costumes, media, sound, properties or scenery. No conventional class meetings, only one orientation meeting and three weeks of evening/weekend productions.

*Required to fulfill Foundations in Production 2.*

## COURSES THAT FULFILL THE FOUNDATIONS IN PRODUCTION 3 REQUIREMENT

*Students select one course (3 credit hours) to fulfill the advanced production requirement. Most courses in this category require an audition or permission of instructor to enroll, and students must be enrolled and earn course credit to fulfill the requirement. Discuss interests and options with your advisors and department faculty in advance of course registration.*

### Theatre 4000 Advanced Production Practica- 1-3 credit hours

Individual theatrical performance and production activities at an advanced level under faculty supervision.

- Theatre 4000.01 Stage Management (Sherée Greco.73)
- Theatre 4000.02 Sound (Keya Myers-Alikre.1)
- Theatre 4000.04 Stage Design (Brad Steinmetz.25)
- Theatre 4000.05 Costuming & Makeup (Rebecca Turk.234)
- Theatre 4000.06 Lighting Design (Maranda DeBusk.8)
- Theatre 4000.06 Lighting Programming (Eric Slezak.7)
- Theatre 4000.07 Dramaturgy (John Brooks.1310)
- Theatre 4000.08 Acting (Auditions April 11 & 12. Visit [theatreandfilm.osu.edu/auditiondetails](http://theatreandfilm.osu.edu/auditiondetails) for more info.)
- Theatre 4000.18 Directing (Tom Dugdale.3)

### Theatre 4921S: Performance of Outreach Theatre - 3 units

Performance of an outreach touring theatre production to area K-12 schools. Prereq: Permission of instructor, by audition. *\*One completion of Theatre 4921S may count toward the Advanced Production OR Experiential Learning requirement. In general, courses may not be counted in more than one category\**



## COURSES THAT FULFILL THE EXPERIENTIAL LEARNING REQUIREMENT

Students complete at least 3 credit hours from to fulfill the experiential learning requirement. Most courses in this category require an audition, application, or permission of instructors to enroll, and students must be enrolled and earn course credit to fulfill the requirement. Discuss interests and options with your advisors and department faculty in advance of course registration.

### Theatre 4191 Internship

Visit [go.osu.edu/TFMAinternships](http://go.osu.edu/TFMAinternships) for more information about enrolling in course credit for internships.

### Theatre 4921S Performance of Outreach Theatre- 3 units

Performance of an outreach touring theatre production to area K-12 schools. Prereq: Permission of instructor, by audition. *\*One completion of Theatre 4921S may count toward the Advanced Production OR Experiential Learning requirement. In general, courses may not be counted in more than one category\**

### Theatre 4998 Undergraduate Scholarship

Undergraduate research or creative activities in varying topics leading towards a creative project without a thesis.

Visit [artsandsciences.osu.edu/advising/research-distinction-research-thesis](http://artsandsciences.osu.edu/advising/research-distinction-research-thesis) for more information about completing a creative project for Distinction in the Arts or talk with a faculty member about your ideas for a creative project.

### Theatre 4999 Undergraduate Thesis Scholarship

Undergraduate research or creative activities in varying topics that will lead to a thesis.

Visit [artsandsciences.osu.edu/advising/research-distinction-research-thesis](http://artsandsciences.osu.edu/advising/research-distinction-research-thesis) for more information about completing a creative project for Distinction in the Arts or talk with a faculty member about your ideas for a research project.

## THEATRE MAJOR ELECTIVES

Majors complete 12 credit hours of major electives in Theatre at the 3000-level or above.

### Theatre 3111: Directing- 3 credit hours

An introduction to the basic principles, techniques and challenges of directing for the stage. Prereq: 2811.

### Theatre 3241 Sound Techniques- 3 credit hours

An examination of the art of sound design as well as an exploration of the craft of sound engineering for theatre.

Prereq: 2211 or permission of instructor. *\*May count toward elective hours if not used to fulfill the Foundations in Design 2 requirement\**

### Theatre 3511 Intro to Costume Design- 3 credit hours

Fundamental exploration of methods of design and production as applies to costumes. Prereq: 2211 or permission of instructor. *\*May count toward elective hours if not used to fulfill the Foundations in Design 2 requirement\**

### Theatre 3812 Acting Studio I: Stanislavsky- 3 credit hours

An intermediate acting studio exploring the Stanislavski basic acting technique of given circumstances, intentions, obstacles and strategies, in exercises, scenes and discussion. Prereq: 2811

### Theatre 3814 Acting Studio III: Special Topics (Shakespeare)- 3 credit hours

An advanced acting studio focused on various acting topics, techniques, and approaches. Prereq: 2811, and permission of instructor.

### Theatre 3821 Accents and Dialects- 3 credit hours

The fundamentals of acquiring dialects for the stage. Prereq: 2811.

### Theatre 4000 Advanced Production Practica- 1-3 credit hours

Individual theatrical performance and production activities at an advanced level under faculty supervision.

*\*May count toward elective hours if not used to fulfill the Foundations in Production 2 requirement\**

### Theatre 4821: Singing Actor - 3 credit hours

The fundamentals of acting through song. Prereq: 2811.

**Theatre 4921S Performance of Outreach Theatre- 3 units**

Performance of an outreach touring theatre production to area K-12 schools. Prereq: Permission of instructor, by audition. *\*May count toward elective hours if not used to fulfill the Foundations in Production 2 or Experiential Learning requirement\**

**Theatre 5305 Painting and Drawing- 3 credit hours**

An introduction to drawing and painting techniques using both physical and digital media; exploration of methods, media, concepts; emphasis on rendering for theatre design.

**Theatre 5310 Fundamentals of Media Design- 3 credit hours**

A foundational introduction to the skills, tools, best practices, collaborative processes, and theories for media and projection design in a live performance production environment. Prereq: 2211, or permission of instructor.

*\*May count toward elective hours if not used to fulfill the Foundations in Design 2 requirement\**

**Theatre 5321 Film and Video Production- 1-3 credit hours**

Basics of film/video production through lectures, analysis, and projects. Camera, sound, lighting, and editing techniques are practiced in collaborative and individual settings. Prereq: Enrollment in Department of Theatre, Film, and Media Arts majors or minors, or permission of instructor.

**Theatre 5331: Screenwriting- 3 units**

Exploration of creative script-writing for video/cinema; development of short or feature length scripts. Prereq: Permission of instructor.

**Theatre 5341: Documentary- 3 units**

Exploration of the conceptual, aesthetic, critical, social, ethical, and practical issues in the practice of documentary and reality production of cinema and video works. Prereq: 5321 or Mvnglmg 2202, or enrollment in Mvnglmg-BA, or permission of instructor.

**Theatre 5720 Dramaturgy- 3 credit hours**

Survey of history, theory, and practical exercises in production dramaturgy, the art of interrogating plays in production.

**Theatre 5771.04: American Voices (Postmodern Theatre)- 3 credit hours**

Advanced study of a focused theatre history topic. *\*May count toward elective hours if not used to fulfill the Foundations in History and Text requirement\**

**Theatre 5899 Workshop: Lighting Programming- 3 credit hours**

An experiential exploration of contemporary practices related to programming theatrical lighting and associated technology with an emphasis on syntax and programming methods of the theatrical standard ETC Eos lighting systems. Course work will provide opportunities to strengthen linear problem solving, examine sample scenarios to identify the most efficient outcomes, and follow industry-standard protocols related to theatrical programming ultimately equipping students with skills that directly translate into careers in the live entertainment industry.

