## Course Syllabus

## DRAMA 1342 Introduction to Costume

**Catalog Description:** Principles and techniques of costume design and construction for theatrical productions

**Lecture hours** = 3, **Lab hours** = 0

**Prerequisites:** N/A

**Semester Credit Hours:** 3
**Lecture Hours per Week:** 3
**Lab Hours per Week:** N/A
**Contact Hours per Semester:** 48
**State Approval Code:** 50.0502.53 26

**Class section meeting time:**

**Core Components and Related College Student Learning Outcomes**
This course counts as part of the academic requirements of the Panola College Core Curriculum and an Associate of Arts or Associate of Science degree. ☐ Yes ☒No: If no, skip to Instructional Goals.

The items below marked with an X reflect the state-mandated outcomes for this course **IF this is a CORE course**:

☐ Critical Thinking Skills – to include creative thinking, innovation, inquiry and analysis, evaluation and syntheses of information

  ☐ CT1: Generate and communicate ideas by combining, changing, or reapplying existing information

  ☐ CT2: Gather and assess information relevant to a question

  ☐ CT3: Analyze, evaluate, and synthesize information

☐ Communication Skills – to include effective development, interpretation, and expression of ideas through written, oral, and visual communication

  ☐ CS1: Develop, interpret, and express ideas through written communication

  ☐ CS2: Develop, interpret, and express ideas through oral communication

  ☐ CS3: Develop, interpret, and express ideas through visual communication

☐ Empirical and Quantitative Skills – to include the manipulation and analysis of numerical data or observable facts resulting in informed conclusions

  ☐ EQS1: Manipulate and analyze numerical data and arrive at an informed conclusion

  ☐ EQS2: Manipulate and analyze observable facts and arrive at an informed conclusion

☐ Teamwork – to include the ability to consider different points of view and to work effectively with others to support a shared purpose or goal

  ☐ TW1: Integrate different viewpoints as a member of a team

☐ TW2: Work with others to support and accomplish a shared goal

☐ Personal Responsibility – to include the ability to connect choices, actions, and consequences to ethical decision-making

   ☐ PR1: Evaluate choices and actions and relate consequences to decision-making

☐ Social Responsibility – to include intercultural competence, knowledge of civic responsibility, and the ability to engage effectively in regional, national, and global communities

   ☐ SR1: Demonstrate intercultural competence
   ☐ SR2: Identify civic responsibility
   ☐ SR3: Engage in regional, national, and global communities

**Instructional Goals and Purposes:**
The purpose of this course is to cover the basic elements of costume design, including character/script analysis, collaboration, research, visual design ideas and techniques, budgeting and time management as well as both hand and machine sewing skills related to the basics of creating and altering clothes. Knowledge of fabrics and materials as well as costume history and careers in costume design will also be explored.

**Learning Outcomes:** *[from the ACGM catalog none listed]*
After studying all materials and resources presented in the course, the student will be able to:

1. Create a detailed costume script analysis
2. Design costumes based upon analysis and research
3. Define specific terms and periods of costuming pertaining to plays
4. Collaborate with a design team
5. Construct a project portfolio
6. Formulate a detailed costume budget
7. Build and present costume designs

**Course Content:**
A general description of lecture/discussion topics included in this course are listed in the Learning Objectives section of this syllabus.

Students in all sections of this course will learn the following content:

1. The process of critical analysis through various proven methods
2. The importance of collaboration
3. How to successfully function on a design team
4. Various methodologies of costume design and construction

**Methods of Instruction/Course Format/Delivery:**

This course shall consist of lecture, research, discussion, projects, and performance elements. Face-to-face contact in class as well as online content delivered through Canvas.

**Major Assignments / Assessments:**
The following items will be assigned and assessed during the semester and used to calculate the student's final grade.

**<u>Assignments</u>**

1. Written Analysis
2. Character Charts
3. Discussions
4. Design Portfolio Processes
5. Costume Budget Preparation


**<u>Assessment(s):</u>**

1. <mark>Exams and Quizzes</mark>
2. Portfolio
3. Project

**Course Grade:**
The grading scale for this course is as follows:

- Exams – 50%
- Projects – 25%
- Portfolio – 25%


**Texts, Materials, and Supplies:**
- The Costume Designer's Handbook – Ingham/Covey
- Bamboo Drawing Tablet or other similar device or drawing pad and instruments.


**Required Readings:**
- Chapters 1 – 8 Text
- Plays produced in the current semester


**Recommended Readings:**
- Historic Costume for the Stage - Barton
- Costumer's Manifesto Website


**Other:**
- For current texts and materials, use the following link to access bookstore listings: http://www.panolacollegestore.com
- For testing services, use the following link: http://www.panola.edu/elearning/testing.html
- If any student in this class has special classroom or testing needs because of a physical learning or emotional condition, please contact the ADA Student Coordinator in Support Services located in the Administration Building or go to http://www.panola.edu/student-success/disability-support-services/ for more information.
- Withdrawing from a course is the student's responsibility. Students who do not attend class and who do not withdraw will receive the grade earned for the course.
- Student Handbook, *The Pathfinder:* http://www.panola.edu/student-success/documents/pathfinder.pdf