

Theatre (THTR)

THTR 1000. Theatre at Northeastern. (1 Hour)

Introduces new students to the communities and procedures of Northeastern University; the College of Arts, Media and Design; and the Department of Theatre. Offers insights into the study of the liberal arts in general and the creative facets of theatre study, including the rehearsal and production process. Emphasizes the departmental values of generosity, respect, and rigor and seeks to familiarize students with the arts and culture of Greater Boston.

THTR 1100. Production Experience 1. (1 Hour)

Offers lab practice in technical production. May be repeated once.

THTR 1101. Introduction to Theatre. (4 Hours)

Reveals the dynamic world of theatre by exploring the artistry, ideas, and techniques of actors, designers, directors, and playwrights. Goes behind the scenes in the study of theory and literature with both in-depth discussions and in-class performances. Includes a survey of significant movements in theatre history and analysis of diverse plays from contemporary drama. No theatre experience required.

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 1120. Acting 1. (4 Hours)

Focuses on the development of fundamental performance techniques and various significant acting methodologies needed by an actor to develop stage presence, strengthen the imagination, and increase freedom of expression. Studies, analyzes, and interprets contemporary texts through the performance of monologues and scenes.

Attribute(s): NUpath Creative Express/Innov

THTR 1125. Improvisation. (4 Hours)

Introduces theatre improvisation principles through games, exercises, and readings. Offers a playful and rigorous environment for students to respond to unexpected situations with confidence and agility. In this experiential studio course, students participate in group and individual exercises that explore and practice creative impulses, adaptability, risk taking, intuition, and teamwork. Culminates in a self-reflection paper.

Attribute(s): NUpath Creative Express/Innov

THTR 1130. Introduction to Acting. (4 Hours)

Introduces techniques that awaken the creative mind, body, and spirit of the actor. Through theatre games and voice/movement exercises, offers students an opportunity to explore and develop skills used by actors in preparation for a role. Students rehearse and perform scenes from contemporary plays. Designed for nontheatre majors; previous stage experience welcome but not required.

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 1131. Introduction to Technical Theatre. (4 Hours)

Surveys the technical and stagecraft skills that are essential knowledge for all theatre professionals. Offers students an opportunity to develop a hands-on understanding of the areas of scenery and costume construction, stage management, props, and lighting. Covers the practical skills needed to participate in the creation, evaluation, and revision of a theatrical production. Coursework includes laboratory-based classes in the department scene shop and costume shop.

Attribute(s): NUpath Creative Express/Innov

THTR 1150. Dance Performance and History: Modern to Hip Hop. (4 Hours)

Explores dance as both performance and history, practice, and theory. Examines the ways in which diverse dance genres—such as modern, jazz, American ballet, African-American, and hip-hop—embody ideas about culture, politics, race, and gender. Offers students an opportunity to rehearse and perform dance techniques of various styles and by significant choreographers. Includes research and writing assignments.

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 1180. Dynamic Presence: Theatre Training for Effective Interpersonal Interactions. (4 Hours)

Offers students across disciplines an opportunity to enhance the quality of their spoken voice and improve clarity of expression. Emphasizes being a dynamic presenter across digital platforms. Focuses on physical and vocal exercises drawn from theatre training and practice, providing tools to release tensions that inhibit the clear communication of thoughts and ideas in professional and interpersonal interactions across in-person and digital modalities. Students apply these skills directly to various texts, circumstances, and settings through active participation in spoken, written, and performative work.

Attribute(s): NUPath Creative Express/Innov

THTR 1215. Activism and Performance. (4 Hours)

Explores the intersection of theatre, politics, and social transformation by studying and experiencing the work of activist theatre artists in both traditional and nontraditional forms, such as docudrama, ritual, dance, street theatre, and community-generated performance. Examines the texts, theories, and practices of international theatre artists committed to ethical reasoning, social change, peace building, human rights, and community empowerment. Culminates in the creation of an original activist performance.

Attribute(s): NUPath Ethical Reasoning, NUPath Interpreting Culture

THTR 1220. Race, Power, and Performance. (4 Hours)

Examines race, power, and privilege in global and national contexts by analyzing plays and theatrical performances as spaces of cultural representation. Analyzes performance as a communicative process for understanding and constituting identity. Students explore how they perform their own lives and racial identities and apply those theories to contemporary drama and performance texts that are read, watched, and created.

Attribute(s): NUPath Difference/Diversity, NUPath Interpreting Culture

THTR 1230. The Evolution of Fashion and Costume. (4 Hours)

Traces the evolution of fashion and costume as a global cultural phenomenon. Focuses on the history and meaning of clothing design and the development of style using a non-chronological approach. Fashion does not occur only in Western capitals; it has existed for centuries in every region of the world. Clothing has been used to protect our bodies, establish relationships with others, indicate our status, and express our identities. Through readings, discussions, research, writings, and presentations, offers an opportunity to discover the extraordinary power of fashion and clothing.

Attribute(s): NUPath Interpreting Culture

THTR 1233. Nineteenth- and Twentieth-Century Fashion in Europe. (4 Hours)

Traces the evolution of fashion and costume in Europe from the beginning of the nineteenth century to the twenty-first century. Illustrated lectures focus on the history and meaning of clothing design and the development of style. Examines trends in fashion for men and women within its historical, cultural, political, and economic contexts. By studying fashion history in cities such as London and Paris, students have access to primary sources of fashion history, including paintings, sculpture, and textiles and garments from the periods being studied. Emphasizes current trends in fashion, with in-depth studies of the work of designers such as Dior, Chanel, McQueen, Westwood, Dolce & Gabbana, Versace, McCartney, and more. Taught abroad.

THTR 1235. Fashion and Costume Design in Film and Television. (4 Hours)

Examines the role of costume and fashion design in media, from the movies of the Golden Age of Hollywood to the latest high-tech motion pictures to the most recent cable miniseries. Studies the history and social contexts of clothing in media, as well as the critical role of fashion in relation to the narrative, i.e., how it enhances the mood and propels the dramatic action of the production. Uses illustrated lectures, critical thinking and writing, and a major experiential component to focus on how/why clothing is worn, how fashion design and costume design intersect, and how we can understand the economic and cultural realities of the twentieth and twenty-first centuries through the shifting trends of fashion.

Attribute(s): NUPath Interpreting Culture

THTR 1236. Introduction to Global Fashion Studies: History, Theory, and Contemporary Practice. (4 Hours)

Offers students an overview of the most significant and relevant theories on fashion, focusing on the cultural significance of clothing and style. Examines the intersection of fashion and other areas of study including the arts, history, economics, business, sociology, and anthropology. Explores global issues of gender, race, class, identity, image, style, material culture, and sustainability. Examines how populations from several postindustrial nations think about fashion, how globalization impacts their cultures and identities, and how designers and trendsetters are emerging from the new capitals of fashion.

THTR 1237. Introduction to Global Fashion Studies Abroad: History, Theory, and Contemporary Practice. (4 Hours)

Covers the most significant and relevant theories on fashion and focuses on the cultural significance of clothing and style. Examines the intersection of fashion and other areas of study including the arts, history, economics, business, sociology, and anthropology. Explores global issues of gender, race, class, identity, image, style, material culture, and sustainability. Examines how populations from several postindustrial nations think about fashion, how globalization impacts their cultures and identities, and how designers and trendsetters are emerging from the new capitals of fashion. Taught abroad.

THTR 1240. Fashion Industry and Trend Forecasting in Europe. (4 Hours)

Examines the world of global fashion forecasting with industry professionals in European cities such as London and Paris. Studies how and why global fashion trends are designed, developed, and produced and how economic and cultural realities are revealed through the shifting trends of fashion. Recent developments in business, politics, economics, and culture all have a tremendous impact on trends in fashion. Examines the fashion industry in terms of the five basic pillars of the complex fashion system: cultures of design, production, representation, consumption, and disposal. The course includes illustrated lectures, site visits to couture fashion houses/studios, an experiential component (the global fashion trend presentation), and the development of a class blog dedicated to trends seen by the students on the streets of Europe. Taught abroad. May be repeated without limit.

Attribute(s): NUpath Interpreting Culture

THTR 1270. Introduction to Theatrical Design. (4 Hours)

Introduces the principles of contemporary theatrical design and how to apply the creative process to scenery, costumes, and lighting. Offers students an opportunity to discover how design concepts are developed and relate to each other through research, script analysis, color theory, and visual composition. Seeks to develop the student's capacity for collaboration and techniques for conceptualizing a play into a multidisciplinary work of art. No theatre experience required.

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 1400. Documentary Theatre Project. (4 Hours)

Creates original theater from interviews conducted with individuals who have something to say about an issue relevant to their lives. It is of and for the community. Starts with acquainting students with the history of the project's theme and then determines, through theater games and acting exercises, an acting vernacular to use during rehearsals. From there, guides students in the collection of video interviews of the subjects. Students transcribe, edit, and collate the interviews into a script to be used for rehearsal. The second half of the semester is devoted to rehearsing and performing the script for a community presentation.

THTR 1500. Musical Theatre Performance. (4 Hours)

Develops an ensemble-based musical theatre showcase. Studies character development, movement and staging, acting, "acting a song" technique, and theatre terminology. Offers students an opportunity to work as directors and choreographers. Solo singing and prior experience are welcome but not required. Sessions consist of lectures; discussions; viewings; and, most importantly, studio work.

Attribute(s): NUpath Creative Express/Innov

THTR 1600. Movement: Embodied Approaches to Creativity. (4 Hours)

Emphasizes awareness of the body as an essential part of the actor's training. Focuses on individual and group training to strengthen and free the body, enliven the imagination, and maximize onstage physical presence. Explores various methods of established movement training techniques. Students synthesize what they learn from those explorations to create their own movement performance pieces.

THTR 1990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

THTR 2000. Production Experience 2. (1 Hour)

Offers lab practice in rehearsal and performance for production. May be repeated once.

THTR 2200. The American Black Theatre Experience. (4 Hours)

Introduces students to the art of Black theatre and cultivates an appreciation of the local Black theatre scene. Black theatre in the United States has a 200-year history that is important to understand for insight into contemporary Black theatre in the Boston area. Traces the growth of Black theatre from minstrel shows to James Brown's "King Shotaway" in 1823, to William Wells Brown's "The Escape" in 1858, to contemporary performances. Surveys the historical influence of the Harlem Renaissance, World War II, the Ethiopian Art Theatre, the Federal Theatre Project, the Civil Rights Movement, and the Black Arts Repertory Theatre to situate August Wilson, Suzan-Lori Parks, and George Wolfe as heirs to this rich heritage. Includes attendance at local theatre productions.

Attribute(s): NUpath Difference/Diversity

THTR 2242. Fashion Retailing. (4 Hours)

Introduces fashion retailing. Analyzes the different types and sizes of fashion retail operations; physical site location, including omnichannel; store layout and design; advertising and display; relation of the store to its intended target market; and store organization.

THTR 2310. History of Musical Theatre. (4 Hours)

Traces the creative evolution of the stage musical from its 19th-century origins to current Broadway hits; from popular entertainment to an important theatrical art. Offers students an opportunity to examine this unique and original art form from multiple perspectives—historical, cultural, political, and aesthetic—and to develop insights into the concepts and methods of such pioneering composers, lyricists, and theatre artists as Gilbert and Sullivan, Cole Porter, Rodgers and Hammerstein, Leonard Bernstein, and Stephen Sondheim.

Attribute(s): NUpath Interpreting Culture

THTR 2330. Playwriting. (4 Hours)

Offers a collaborative workshop environment for developing dialogue, scenes, and one-act plays. Analyzes the dramatic techniques of modern masters as well as acclaimed contemporary playwrights. Culminates in the development of original one-act plays and a presentation of workshop scripts by professional actors.

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 2335. Boston Theatre Experience. (4 Hours)

Offers a comprehensive experiential survey of professional theatre today. Students attend Boston-area productions that reflect a diverse range of styles and aesthetics, with special emphasis on the creation of new plays. Through preparatory readings and lectures, combined with postplay critical assessments (oral and in writing) and interactions with theatre artists (playwrights, actors, directors), offers students an opportunity to examine and discover how to interpret the art of contemporary theatre in the United States, from fringe companies to Broadway, as audience members and aspiring artists. Requires attendance at plays outside of class time.

Attribute(s): NUpath Interpreting Culture

THTR 2340. Theatre and Society. (4 Hours)

Covers several great practitioners of theatre. Focuses on how social behavior influenced the thought and craft of playwrights, actors, directors, designers, and theorists as well as how society was influenced by drama and theatre. Emphasizes how the play's ideas are translated into performance. Uses video, discussion, and live performance, when possible, as integral elements to the course.

Attribute(s): NUpath Interpreting Culture, NUpath Societies/Institutions

THTR 2342. Acting 2. (4 Hours)

Continues THTR 1120. Focuses on developing the actor's sense of truth and emotional freedom. Emphasizes creating, developing, and sustaining character and developing ensemble. Includes monologues and scenes performed for classroom analysis.

Prerequisite(s): THTR 1120 with a minimum grade of D-

THTR 2345. Acting for the Camera. (4 Hours)

Explores the craft and methods used by actors while working in front of the camera through monologues, scenes, and group projects. Provides students with techniques to identify and free their performance energy with a foundation on relaxation and authenticity. Includes the study and analysis of acting styles in diverse genres of film and television from situation comedies to dramas. Offers students an opportunity to explore a range of on-camera skills and acting techniques and apply them in filmed final projects. Previous acting experience suggested but not required.

THTR 2346. Viewpoints. (4 Hours)

Engages actors with an innovative technique that draws upon rigorous physical training exercises and practice in the nine areas of actors' concentration known as Viewpoints. Creative improvisational sessions provide an intuitive and dynamic approach to acting. Culminates in the application of Viewpoints to new scripted works.

Prerequisite(s): THTR 1120 with a minimum grade of D- or THTR 1130 with a minimum grade of D-

THTR 2370. Lighting Design. (4 Hours)

Examines basic principles and practices of stage lighting, including the qualities and functions of light, lighting instruments and controls, use of color and directionality, and script analysis for lighting design elements. Offers students an opportunity to develop foundational skills and practice systematic reasoning in the programming and operation of lighting computer equipment. Through group projects and individual lab work, students create and execute lighting designs. Includes work on electrics crews for university productions.

Attribute(s): NUPath Creative Express/Innov, NUPath Formal/Quant Reasoning

THTR 2380. Costume Design. (4 Hours)

Introduces the fundamentals of costume design and the artistic roles and responsibilities of a costume designer. Working on classical and contemporary texts, students examine the creative steps of the design process, including script analysis, character development, research, and collaboration. Through lectures, discussions, and projects, students create a design concept and communicate it through language and images. Includes experience with drawing and other costume rendering techniques such as painting, collage, and Photoshop. Does not require prior art or design experience.

Attribute(s): NUPath Creative Express/Innov

THTR 2385. Fashion Construction and Pattern Making. (4 Hours)

Offers students an opportunity to develop the skills and techniques necessary for creating and using basic master patterns and dress forms to create skirts, dresses, trousers, and tops. Covers basic fashion construction, flat patterning, draping, and finishing techniques.

THTR 2400. Scenic Design. (4 Hours)

Introduces the theory and practice of theatrical design and the role of the designer in the production process. Through project work, examines the use of graphics tools—line, form, balance, color, rhythm, and so on—in the development of the design idea. Emphasizes understanding and utilizing spatial relationships; visually expressing conceptual themes; and understanding the various uses, problems, and practical considerations of proscenium, thrust, and arena staging.

Prerequisite(s): THTR 1270 with a minimum grade of D-

Attribute(s): NUPath Creative Express/Innov

THTR 2500. Breaking the Glass Ceiling: Women in Theatre. (4 Hours)

Surveys a wide range of dramatic forms, gender theories, and distinct theatrical techniques used by women artists to reveal larger social issues and encourage activism. Examines how the plays' sociocultural contexts represent female playwrights' diverse views of identity as well as their cultural, ethnic, racial, and geographical experiences. Identifies how women as artistic leaders are perceived and received by society and the industry. Analyzes why the issue of gender equity in theatre remains unresolved. THTR 2500 and WMNS 2501 are cross-listed.

Attribute(s): NUPath Difference/Diversity, NUPath Interpreting Culture

THTR 2600. Voice and Speech Training. (4 Hours)

Offers students an opportunity to develop the skills to enhance the quality of the spoken voice—the clarity and vitality with which actors express themselves on the stage. Follows the pedagogy known as “Freeing the Natural Voice,” developed by Kristin Linklater. Includes learning and applying the International Phonetic Alphabet as a tool to clarify speech sounds.

Prerequisite(s): THTR 1120 with a minimum grade of C ; THTR 2342 with a minimum grade of C

THTR 2973. Topics in Fashion Design Studies. (4 Hours)

Offers students an opportunity for early undergraduate-level examination of a subject of particular significance in the fashion industry. May be repeated up to four times.

THTR 2983. Topics in Theatre History and Culture. (4 Hours)

Offers opportunity for early undergraduate examination of a subject of particular significance in the history of theatre. May be repeated up to four times.

THTR 2990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

THTR 2991. Research in Theatre. (1-4 Hours)

Offers an opportunity to conduct introductory-level research or creative endeavors under faculty supervision.

THTR 2993. Topics in Dance. (4 Hours)

Offers early undergraduates an opportunity to examine a subject of particular significance in the art, culture, history, or practice of dance. May be repeated four times.

THTR 3100. Creative Storytelling for Social Engagement. (4 Hours)

Explores the immersive learning process of creating a contemporary living newspaper play by critically examining important social issues or questions; identifying, synthesizing, applying, and revising ideas; and engaging in team-building performative activities. Explores innovative ways to address civic engagement through a culminating workshop production of a treatment for the play.

Attribute(s): NUpath Creative Express/Innov

THTR 3200. Queer Theatre and Performance. (4 Hours)

Explores significant dramatic texts that have shaped and expressed the changing nature of LGBTQ identity. Readings, viewings, lectures, and discussion focus on noteworthy queer plays as literature, history, cultural documents, and performance as seen through the lens of contemporary queer theories and knowledge. Analyzing these texts for their relevance to society and our lives, students evaluate and explore a range of topics including sexual identity, gender identity, religious and political views on queerness, the evolution of LGBTQ culture and communities, drag performance, homophobia, assimilation, appropriation, and coming out. Students who do not meet course restrictions may seek permission of instructor. THTR 3200 and WMNS 3200 are cross-listed.

Attribute(s): NUpath Difference/Diversity

THTR 3325. Dramaturgical Inquiry. (4 Hours)

Designed to develop the analytical skills needed to prepare a play for production. Seeks to help the actor, director, designer, playwright, or dramaturg to communicate what they learn through both artistic processes and discipline-specific writing conventions to make intellectual contributions to the field of theatre and performance studies. The creative practice research process develops the dramaturgical ability to mine a script with an enhanced understanding of its context. Offers students an opportunity to hone the writing skills that communicate research findings for multiple academic, professional, and public audiences.

Prerequisite(s): (ENGL 1102 with a minimum grade of C or ENGL 1111 with a minimum grade of C or ENGW 1102 with a minimum grade of C or ENGW 1111 with a minimum grade of C); INAM 2000 with a minimum grade of C

Attribute(s): NUpath Creative Express/Innov, NUpath Interpreting Culture

THTR 3350. Fashion Marketing and Merchandising in Europe. (4 Hours)

Examines the fundamentals of fashion marketing and merchandising in the established fashion capital of the world, Paris. Explores how basic marketing principles govern the fashion industry. Analyzes and evaluates the role and function of day-to-day industry professionals working and succeeding in Paris through site visits; lectures with industry professionals; and visits to fashion shows, collections, and museums. Taught abroad.

THTR 3400. Stage Combat. (4 Hours)

Studies basic techniques of unarmed and armed combat and employs these techniques to choreograph exciting fight sequences that are safe for actor combatants to perform and in line with the storytelling of the play. Analyzes the value of specific targeting and strategies to control time and space in a way that maximizes onstage storytelling, as well as how actors can participate in their own safety and the safety of their scene partners. Makes connections to the work done in class with the overarching principles of acting and storytelling. Offers students an opportunity to design, develop, notate, and film their own fight scenes. May culminate in a public sharing.

Attribute(s): NUpath Creative Express/Innov

THTR 3550. Directing for the Stage. (4 Hours)

Focuses on purposes and techniques of theatrical direction related to script analysis, production style, pictorial composition, rhythmic evolution, and empathic responses.

Prerequisite(s): THTR 1120 with a minimum grade of D-; THTR 1270 with a minimum grade of D-

THTR 3650. Performing Theory. (4 Hours)

Investigates performance as a method of analysis by examining foundational critical and performance theories and their relationship to contemporary performance practices. Performance studies as a field defines “performance” broadly, encompassing a wide range of live and digital performances within the contexts of everyday life, interpersonal communication, performance art, music, games, and theatre. Also includes performance installations, interactive events, mixed-media storytelling, digital performance, procedurally authored performance, mainstream and avant-garde theatre, etc. Students use theoretically grounded methods of creating original performance projects as research. Open to students with established generative storytelling skills in any discipline.

Attribute(s): NUpath Creative Express/Innov

THTR 3670. Mixed-Media Performance Lab. (4 Hours)

Focuses on multimedia performance design. Involves lectures and projects in different disciplines, with more advanced options for students with significant prior experience. Culminates in an immersive prototype conceived by the class in collaboration with the instructor with emphasis on mixed media, multi-camera shooting, the creation of 3D sets, and green screen technology in a low-fi VFX environment. Students work in groups, focusing on the specific design discipline they are most experienced in, to create sections of the performance.

THTR 3702. Rehearsal and Production. (1 Hour)

Offers students an opportunity to develop the experimental skills associated with dramatic interpretation and theatrical production by working on Department of Theatre productions under the supervision of faculty and staff. Most students enrolled in this course engage in the practices associated with one of the following areas: acting, design, stage management, or production crew head. Fulfills the experiential education requirement for theatre majors. May be repeated three times.

Attribute(s): NUpath Integration Experience

THTR 3973. Topics in Performance Studies. (4 Hours)

Examines at an undergraduate level a specific facet of particular significance in the interdisciplinary field of performance studies, which studies how embodied, digital, and nonhuman performance operates within a wide variety of contexts, such as everyday life, public events, interpersonal communications, performance art, games, and theatrical events. May be repeated thrice.

THTR 3990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

THTR 4345. Advanced Acting for the Camera. (4 Hours)

Offers students an opportunity to explore how to become an actor-entrepreneur—a reflective, resourceful, and resilient professional who can express a well-defined type that is received by industry professionals as humanized and effective. Requires actors to continually reflect on the course material through individual written assignments and performances. Identifying and marketing an industry type prior to a showcase includes developing a deep understanding of acting for the camera methods, applying industry standards of professional readiness, and constructing a set of core beliefs that inform the actor's choices and marketing strategies. The final project, a showcase for industry professionals, serves as an opportunity for actors to demonstrate their mastery of course material.

Prerequisite(s): THTR 2345 with a minimum grade of C

THTR 4702. Capstone: Creative Practice Research Project. (4 Hours)

Offers students an opportunity to conduct creative practice research, which is comprised of two components: the research, preparation, and execution of a substantial position of responsibility for a departmental production or a special creative practice project, under the supervision of a faculty member. Students write a capstone thesis paper, developing an original argument on a focused topic adjacent to their creative practice project. Students synthesize academic and experiential education through the paper, which requires research and analysis of focused evidence to make an original contribution to the current scholarly and/or professional conversation on their chosen topic.

Attribute(s): NUpath Capstone Experience, NUpath Writing Intensive

THTR 4970. Junior/Senior Honors Project 1. (1-4 Hours)

Focuses on in-depth project in which a student conducts research or produces a product related to the student's major field. Combined with Junior/Senior Project 2 or college-defined equivalent for 8-credit honors project. May be repeated without limit.

THTR 4990. Elective. (1-4 Hours)

Offers elective credit for courses taken at other academic institutions. May be repeated without limit.

THTR 4992. Directed Study. (1-4 Hours)

Offers independent work under the direction of members of the department on a chosen topic. Course content depends on instructor. May be repeated without limit.

THTR 4994. Internship. (4 Hours)

Offers students an opportunity for internship work. May be repeated without limit.

Attribute(s): NUpath Integration Experience

THTR 5300. Devised Theatre Project. (4 Hours)

Investigates innovative and experimental methods of making an original theatre performance in which the actors are also the creators. Functions as a collaborative ensemble of actors that train, rehearse, and perform together. Explores performance theories and rehearsal techniques using language, movement, music, images, and autobiography to create a performative event inspired by a central theme drawn from literature, art, politics, or history. May culminate in a public performance. Requires prior completion of theatre training.

Prerequisite(s): THTR 1120 with a minimum grade of D- or THTR 1130 with a minimum grade of D- or THTR 2342 with a minimum grade of D- or graduate program admission

THTR 5450. Acting 3. (4 Hours)

Offers advanced acting training by exploring a variety of approaches useful in bringing the heightened dramatic texts alive on stage. Demands a free and efficient actor instrument: body, intellect, voice, and imagination simultaneously engaged and able to be compellingly present, and impeccable listening skills. Expects a significant amount of preparation, practice, and rehearsal outside the studio. Requires prior completion of basic acting training.

Prerequisite(s): THTR 2342 with a minimum grade of C or graduate program admission

THTR 5700. Design for Immersive Performance. (4 Hours)

Functions as an upper level design course focusing on designing space and media for theatre performance, with an emphasis on non-traditional and immersive formats. Involves lectures and projects in each discipline, with options for specific student interests. Culminates in an immersive performance conceived, designed, and created by the students. Students work in groups to create sections of the performance, focusing on the specific design discipline that interests them or for which they have experience.

Attribute(s): NUpath Creative Express/Innov

THTR 5973. Topics in Fashion Design Studies. (4 Hours)

Offers students an opportunity for upper-undergraduate and graduate-level in-depth examination of a subject of particular significance in the fashion industry. May be repeated up to four times.

THTR 6100. Advanced Creative Storytelling for Social Engagement. (4 Hours)

Examines the ways people use creative storytelling to forge human connection in digital environments. Includes theoretical readings and critical analysis of digital performances in social and historical context, alongside experiential projects in which students create digital performance projects and curate collections of digital performances for particular audiences and purposes. This creative practice research course is open to advanced students with established storytelling skills in any discipline.

THTR 6650. Advanced Performing Theory. (4 Hours)

Investigates performance as a method of analysis by examining foundational critical and performance theories and their relationship to contemporary performance practices. Performance studies as a field defines "performance" broadly, encompassing a wide range of live and digital performances within the contexts of everyday life, interpersonal communication, performance art, music, games, and theater. Also includes performance installations, interactive events, mixed-media storytelling, digital performance, procedurally authored performance, mainstream and avant-garde theatre, etc. Students use theoretically grounded methods of creating original performance projects as research. Open to students with established generative storytelling skills in any discipline.

THTR 6670. Advanced Mixed Media Performance Lab. (4 Hours)

Focuses on multi-media performance design. Involves lectures and creative practice research projects in different disciplines, with options for specific student interests. Includes research and analysis of focused evidence to make an original contribution to the current scholarly and/or professional conversation on their chosen topic. Culminates in an immersive prototype conceived by the class in collaboration with the instructor with emphasis on mixed media, multi-camera shooting, the creation of 3D sets, and green screen technology in a low-fi visual effects (VFX) environment. Students work in groups to create sections of the performance, focusing on the specific design discipline in which they are interested or for which they have experience.

THTR 6973. Advanced Topics in Performance Studies. (4 Hours)

Examines at a graduate level a specific facet of particular significance in the interdisciplinary field of performance studies. The field examines how embodied, digital, and nonhuman performance operates within a wide variety of contexts such as everyday life, public events, interpersonal communications, performance art, games, and theatrical events. May culminate in the creation of original performance projects. May be repeated up to two times.