

Theatre, Television, and Film

IN THE COLLEGE OF PROFESSIONAL STUDIES AND FINE ARTS

OFFICE: Dramatic Arts 201

TELEPHONE: 619-594-5091 / **FAX:** 619-594-7431

WEBSITE: <http://ttf.sdsu.edu>

Accredited by the National Association of Schools of Theatre.

Faculty

Emeritus: Anderson, Annas, Blue, Durbin, Harvey, A.C., Harvey, M., Highton, Jones, Kalustian, Keith, Larlham, M., Larlham, P., Lee, Madsen, Martin, McKerrow, Meador, O'Donnell, Ofield, Real, Reid, Salzer, Schreiber, Simas, Wolf

Director: Coker

The Don W. Powell Chair in Scene Design: Funicello

Professors: Bliznakova, Coker, Freeman, Hopkins, Lauzen, Morong, Powell, Reinholz

Associate Professors: Alita, Bedau, Brotebeck, Cirino, Lucas, McMills, Meffe, Orr

Assistant Professors: Hu, Prudencio, Warren

Lecturers: Amon, Funicello, Lee, Jordan, McVicker, Oppenheimer, Sheehan, Shpigelman, Turner, Underwood, Voytilla

Offered by the School

Master of Arts degree in theatre arts.

Master of Fine Arts degree in theatre arts.

Concentration in acting.

Concentration in design and technology.

Concentration in musical theatre.

Master of Arts degree in television, film and new media production.

Master of Fine Arts degree in film and television production.

Major in theatre arts with the B.A. degree in applied arts and sciences.

Emphasis in design and technology.

Emphasis in design for television and film.

Emphasis in performance.

Emphasis in youth theatre.

Major in television, film and new media with the B.S. degree in applied arts and sciences.

Emphasis in critical studies.

Emphasis in production.

Teaching major in preparation for the single subject teaching credential in English language arts/theatre.

See Teacher Education.

Minor in theatre arts.

Minor in television, film and new media.

Certificate in entertainment management.

The Don W. Powell Chair in Scene Design

The Don W. Powell Chair in Scene Design was established through a trust provided by the late professor emeritus. Professor Powell retired after 30 years with the theatre department and created the trust in order to enhance theatre education at SDSU. The current holder of The Don W. Powell Scene Design Chair is the nationally acclaimed designer Ralph Funicello.

Filmmaker in Residence

The position of Filmmaker in Residence is unique in the CSU system. It was established to provide a professional link between the Television and Film program and the media industry in a rapidly evolving technological environment.

Distinguished Visiting Artists

Through the generosity of the College of Professional Studies and Fine Arts, the School of Theatre, Television, and Film is fortunate to have distinguished theatre and film artists spend time with students and faculty each year. These guests generously share their insights and are examples for our students of the highest professional achievements. Artists and guests have included Edward Albee, Darla K. Anderson, Russell Carpenter, Kristin Chenoweth, Destin Daniel Cretton, Justin Halpern, Morgan Hay, Quiara Alegria Hudes, David McKenna, Ryan Scott Oliver, Joshua

Oppenheimer, Susan-Lori Parks, Marion Ross, Duncan Sheik, and B.D. Wong; with support from film producer Kathleen Kennedy and other alumni and benefactors.

General Information

The School of Theatre, Television, and Film provides high quality education for undergraduate and graduate students that emphasizes excellence in the arts and technology, grounded in conceptual and historical foundations. Our students collaborate with faculty to develop and realize their creative potential as artists, global citizens, leaders, and scholars. We practice diversity, equity, and inclusion and support pluralism through theoretical explorations and practical experience in theatre, television, and film. Our pedagogical approach leads students from critical analysis through problem solving into practical action and the realization of art, scholarship, and transformational educational experiences.

Impacted Programs

All programs in the School of Theatre, Television, and Film are impacted. To be admitted to the selected program, refer to the program description for specific impacted criteria.

Major Academic Plans (MAPs)

Visit <http://www.sdsu.edu/mymap> for the recommended courses needed to fulfill your major requirements. The MAPs website was created to help students navigate the course requirements for their majors and to identify which General Education course will also fulfill a major preparation course requirement.

Theatre Arts Major

With the B.A. Degree in Applied Arts and Sciences

(Major Code: 10071)

All candidates for a degree in applied arts and sciences must complete the graduation requirements listed in the section of this catalog on "Graduation Requirements."

Neither a minor nor a foreign language is required with this major.

Impacted Program. The theatre arts major is an impacted program. To be admitted to the theatre arts major, students must meet the following criteria:

- a. Complete with a grade of C (2.0) or better: Theatre 100[^], 120, 130* (or appropriate transfer equivalents). These courses cannot be taken for credit/no credit (Cr/NC);
- b. Have a cumulative GPA of 2.40 or better.

[^]Theatre 100 is not required for the Emphasis in Performance.

*Theatre 130 is not required for the Emphasis in Design and Technology and Emphasis in Design for Television and Film.

The following program and emphases require coursework and GPA requirements in addition to those listed above. These courses cannot be taken for credit/no credit (Cr/NC).

General Theatre Arts Program: Television, Film and New Media 160 must be completed with a grade of C (2.0) or better.

Emphasis in Performance: Theatre 111 (or transfer equivalent of this course), and Theatre 332 with a GPA of 3.0 or better.

Emphasis in Design and Technology and **Emphasis in Design for Television and Film:** Theatre 240 (or transfer equivalent of this course) must be completed with a grade of C (2.0) or better.

To complete the major, students must fulfill the degree requirements for the major described in the catalog in effect at the time they are accepted into the premajor at SDSU (assuming continuous enrollment).

General Theatre Arts Program

(SIMS Code: 662504)

Preparation for the Major. Theatre 100, 111, 120, 130, 205, 240, Television, Film and New Media 160 (21 units). Theatre 100, 120, 130, and Television, Film and New Media 160 must be completed with a grade of C (2.0) or better and cannot be taken credit/no credit (Cr/NC).

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10 or Rhetoric and Writing Studies 305W or 500W with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

Major. A minimum of 33 upper division units in theatre to include Theatre 325, 359, 442A or 442B, 446A, 446B, 460A, 460B; and 15 units selected from the following sequences:

Applied Theatre and Performance: Minimum of three units selected from Theatre 310, 315, 332, 350, 351, 431, 459, 533A.

Critical Inquiry: Minimum of three units selected from Theatre 465, 525.

Design and Technical: Minimum of two to three units selected from Theatre 349, 440, 447, 448, 452, 541, 548, 549, 553, 554A, 554B.

Management: Minimum of three units selected from Theatre 335, 336, 345, 470, 476.

Emphasis in Design and Technology

(SIMS Code: 662554)

To declare an Emphasis in Design and Technology major, in addition to the criteria for admission to the General Theatre Arts program, students must complete the following:

- Theatre 240 (or transfer equivalent of this course) must be completed with a grade of C (2.0) or better;
- Submit a portfolio of design work at a designated faculty review by the student’s junior year. See undergraduate design adviser for details. A transfer student who wishes to qualify for major status may do so at the end of the first semester. A student must provide a letter of support from a previous college or university if no design work is available.

Preparation for the Major. Theatre 100, 115 (recommended) or 130, 120, 240, Television, Film and New Media 160 (15 units). Theatre 100, 120, and 240 must be completed with a grade of C (2.0) or better and cannot be taken credit/no credit (Cr/NC).

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10 or Rhetoric and Writing Studies 305W or 500W with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

Major. A minimum of 39 upper division units in theatre to include Theatre 325, 359, 440 or Television, Film, and New Media 350, Theatre 442A or 442B, 446A or 446B, 447, 449, 452, 460A, 460B, 530A or 530B; and six units selected from Theatre 335, 490, 540, 547, 548, 552, 561, Television, Film, and New Media 550, 551, 558, 559, international exchange option; and four units selected from Theatre 349, 539, 541, 542, 544, 545, 546, 549, 550, 551, 554A, 554B, 556, 557, 564.

Emphasis in Design for Television and Film

(SIMS Code: 662564)

To declare an Emphasis in Design for Television and Film, in addition to the criteria for admission to the General Theatre Arts program, students must complete the following:

- Theatre 240 (or transfer equivalent of this course) must be completed with a grade of C (2.0) or better;
- To advance from premajor into the major, submit a portfolio of design work (see undergraduate design adviser for details).

Preparation for the Major. Theatre 100, 111 or 115, 120, 240, Television, Film and New Media 160 (15 units). Theatre 100, 120, and 240 must be completed with a grade of C (2.0) or better and cannot be taken credit/no credit (Cr/NC).

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10 or Rhetoric and

Writing Studies 305W or 500W with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

Major. A minimum of 41 upper division units in theatre to include Television, Film and New Media 350, 550, Theatre 325, 359, 440, 442A or 442B, 446A, 446B, 447, 452, 460A, 460B, 530A or 530B; and three units selected from Television, Film and New Media 401, 551, Theatre 490, 540, 547, 548, 552, and two units selected from Theatre 448, 539, 541, 545, 546, 549, 550, 554A, 554B.

Emphasis in Performance

(SIMS Code: 662595)

To declare an Emphasis in Performance, in addition to the criteria for admission to the General Theatre Arts program, students must complete the following:

- An audition is required for this emphasis. Visit http://ttf.sdsu.edu/index.php/degree_programs/theatre/audition-requirements-for-performance-majors for detailed requirements.
- Theatre 111 (or transfer equivalent of this course) and Theatre 332;
- GPA of 3.0 or better in the above courses.

For further information, visit

http://ttf.sdsu.edu/index.php/degree_programs/theatre/audition-requirements-for-performance-majors.

Preparation for the Major. Theatre 111, 120, 130, 205, 231, 240, Television, Film and New Media 160 (21 units). Theatre 120, 130, 231, and 240 must be completed with a grade of C (2.0) or better and cannot be taken credit/no credit (Cr/NC). Theatre 111 and 332 must be completed with a GPA of 3.0 or better.

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10 or Rhetoric and Writing Studies 305W or 500W with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

International Experience Requirement. Completion of a study abroad or experience abroad selected from the CSU/SDSU Study Abroad Program; SDSU Exchange Program; SDSU Semester Abroad Program; SDSU Study Travel Program; or SDSU approved Study Abroad Program offered by other accredited institutions.

Major. A minimum of 32 upper division units in theatre to include Theatre 325, 332, 355, 446A, 446B, 446C (two units), 460A, 460B; 12 units selected from Theatre 320A, 350, 351, 359, 431, 434, 435, 450, 451, 532, 533A. All performance emphasis majors are required to participate in general auditions each semester.

Emphasis in Youth Theatre

(SIMS Code: 662527)

Preparation for the Major. Theatre 100, 111, 120, 130, 240, Television, Film and New Media 160 (18 units). Theatre 100, 120, and 130 must be completed with a grade of C (2.0) or better and cannot be taken credit/no credit (Cr/NC).

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10 or Rhetoric and Writing Studies 305W or 500W with a grade of C (2.0) or better. See “Graduation Requirements” section for a complete listing of requirements.

Major. A minimum of 31 upper division units to include Theatre 310, 315, 325, 359, 446A, 446B, 460A, 460B, 510, 580; and three units selected from Theatre 335, 336, 440, 447, 452, 459, 470, 476.

Television, Film and New Media Major

With the B.S. Degree in Applied Arts and Sciences

(Major Code: 06031)

All candidates for a degree in applied arts and sciences must complete the graduation requirements listed in the section of this catalog on “Graduation Requirements.” To complete the television, film and new media major, students must fulfill the degree requirements for the major described in the catalog in effect at the time they are accepted into the premajor at SDSU (assuming continuous enrollment).

Emphasis in Critical Studies

(SIMS Code: 667308)

The emphasis in critical studies guides students in the study of the history, theory, aesthetics, and cultural significance of film, television and new media. This emphasis offers a degree, which can be used for many different career paths, including graduate study, media industry coordination and production work.

Impacted Program. The emphasis in critical studies is designated as an impacted program. To be admitted to the television, film and new media major with an emphasis in critical studies, students must meet the following criteria:

- a. Have a cumulative GPA of 3.0 or better;
- b. Complete with a grade of B (3.0) or better: Theatre 100, 120, Television, Film and New Media 110, 160.

These courses cannot be taken for credit/no credit (Cr/NC).

Preparation for the Major. Theatre 100, 120; Television, Film and New Media 110, 160. (12 units) These prerequisite courses must be completed with a grade of B (3.0) or better and cannot be taken for credit/no credit (Cr/NC).

Students completing the California Community College Associate in Science in Film, Television, and Electronic Media for Transfer (AS-T) are required to complete the following equivalent courses at the community college or at SDSU if not completed as part of the AS-T: Television, Film and New Media 110 and 160, Theatre Arts 100 and 120.

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10, or Rhetoric and Writing Studies 305W with a grade of C (2.0) or better. See "Graduation Requirements" section for a complete listing of requirements.

Major. A minimum of 39 upper division units to include Television, Film and New Media 310, 330, 363, 364A, 364B, 563; nine units selected from Television, Film and New Media 470, 530, 571, 573; and 12 units selected from Television, Film and New Media 401, 430, 490, 499, Africana Studies 465 [or French 465], American Indian Studies 435, Anthropology 439, Chicana and Chicano Studies 400 [or Latin American Studies 400], Classics 350, English 577, European Studies 424, German 320, History 436, Religious Studies 364, or Theatre 460A, 460B, 465. A minor is not required with this major.

Emphasis in Production

(SIMS Code: 667304)

The emphasis in production prepares students for professions in television, film and new media. The emphasis also serves those in occupations where extensive knowledge is required of message design for these media and their various distribution systems. This program focuses on skills required for careers as art directors, cinematographers, directors, editors, producers, production assistants, and writers, as well as emerging careers in new media production.

Impacted Program. The emphasis in production is designated as an impacted program. To be considered for admittance to the television, film and new media major with an emphasis in production, students must meet the following criteria:

- a. Complete with a grade of B (3.0) or better: Theatre 100 and Television, Film and New Media 160. Complete with a grade of C (2.0) or better: Television, Film and New Media 110, Theatre 120, and three units from Art 157, 258, 259, Music 151, Theatre 115 or 130. These courses cannot be taken for credit/no credit (Cr/NC);
- b. Submit a personal statement to be evaluated by the faculty;
- c. Submit two letters of recommendation to be evaluated by the faculty;
- d. Have a cumulative grade point average of 3.0 or better;
- e. Submit samples of visual creative work;
- f. Submit a treatment for a 1-3 minute production (fiction or nonfiction).

For further information, visit http://tff.sdsu.edu/index.php/degree_programs/tfm/tfm-undergraduate-petitioning-process.

Preparation for the Major. Television, Film and New Media 110, 160; Theatre 100, 120; and three units from Art 157, 258, 259, Music 151, Theatre 115 or 130. (15 units) Television, Film and New Media 160 and Theatre 100 must be completed with a grade of B (3.0) or better and cannot be taken credit/no credit (Cr/NC). Television, Film and New Media 110, Theatre 120, and three units from Art 157, 258, 259, Music 151, Theatre 115 or 130 must be completed with a grade of C (2.0) or better and cannot be taken for credit/no credit (Cr/NC).

Graduation Writing Assessment Requirement. Passing the Writing Placement Assessment with a score of 10, or Rhetoric and Writing Studies 305W with a grade of C (2.0) or better. See "Graduation Requirements" section for a complete listing of requirements.

Major. A minimum of 42 upper division units to include 30 units from Television, Film and New Media 310, 314, 330, 361, 362, 364A or 364B, 401, 510, 540, 560; six units selected from Television, Film and New Media 321, 322, 327, 350, 465, 490, 499, 522, 550, 551, 559, 561, 590, or Theatre 359; six units selected from Television, Film and New Media 363, 364A or 364B, 430, 470, 530, 563, 571 or 573. A minor is not required with this major.

Theatre Arts Minor

(Minor Code: 10071) (SIMS Code: 662504)

The minor in theatre arts consists of 23-24 units in theatre to include Theatre 100, 120, 130, 205, 240, 460A or 460B; three units selected from Theatre 325, 350, 431, 476; and two to three units selected from Theatre 315, 335, 345, 355, 442A, 442B, or 525.

Courses in the minor may not be counted toward the major, but may be used to satisfy preparation for the major and General Education requirements, if applicable. A minimum of six upper division units must be completed in residence at San Diego State University.

Television, Film and New Media Minor

(Minor Code: 06031) (SIMS Code: 667306)

The minor in television, film and new media is designed for students in business, English, music, prelegal, theatre, or other majors related to the writing, production, and distribution of media. The minor consists of a minimum of 24 units to include Theatre 100; Television, Film and New Media 110, 160, 310, 330; six units selected from Television, Film and New Media 363, 364A, 364B, 430, 563; and three units selected from Television, Film and New Media 470, 530, 571, 573. Admission to the Television, Film and New Media minor requires completion of at least 30 units with a minimum grade point average of 3.0 overall and completion of Theatre 100 and Television, Film and New Media 160 with grades of B (3.0) or better.

Courses in the minor may not be counted toward the major, but may be used to satisfy preparation for the major and general education requirements, if applicable. A minimum of six upper division units must be completed at San Diego State University.

Entertainment Management Certificate

(SIMS Code: 662541)

The basic certificate in entertainment management provides students with specialized knowledge and skills in the area of backstage management of people and technology in the performing arts. Students study and gain experience in stage, production, event management, and business principles of television and film or marketing entertainment. These areas provide a foundation of knowledge for entry-level career positions in managerial and business environments in the creative, cultural, and events industries.

Courses are for preprofessionals in the theatre, television, film, and entertainment industries who want to expand their knowledge of management and production. The certificate is for students who want to pursue careers as producers, managers, entrepreneurs, in the areas of live performing arts, as well as professionals in adjacent fields of the not-for-profit performing arts disciplines, and in arts management and production. Students in management and business can apply this certificate to the arts and entertainment industries. For additional information, contact Jay Sheehan, 619-594-4990.

The certificate requires completion of 15 units to include Theatre 240 and 12 units selected from the following courses:

THEA 335	Stage Management-Theory	3
THEA 336	Stage Management-Practicum	3
THEA 345	Theatre Marketing and Publicity	3
THEA 476	Event Coordination and the Entertainment Industry.....	3
TFM 401	Business Aspects of Television and Film Production.....	3

Courses (THEA AND TFM)

Refer to *Courses and Curricula and University Policies sections of this catalog for explanation of the course numbering system, unit or credit hour, prerequisites, and related information.*

LOWER DIVISION COURSES IN THEATRE (THEA)

THEA 100. The Art of Theatre (3) [GE]

Introduction to theatre as a reflection of society and a contributor to the world of art. Students explore theatre's continuing relevance to contemporary culture. Attendance at selected theatre events required.

THEA 111. Voice and Movement (3)

Prerequisite: Open to majors in the School of Theatre, Television, and Film only.

Project-based preparation of physical and vocal instrument for acting. Not open to students with credit in Theatre 110.

THEA 115. Acting for Nonmajors (3)

Improvisational exercises (verbal and nonverbal) in sensory awareness, observation, concentration, listening, and response skills with application to other fields. Individual presentation techniques for the preprofessional in other disciplines.

THEA 120. Heritage of Storytelling (3) [GE]

Three lectures and attendance at selected performances.

Survey of significant concepts over a wide history of theatre, television, and film. Analysis of classical, contemporary, realistic, and avant-garde examples; exploring influence of historical narrative forms on contemporary storytelling.

THEA 130. Acting I (3)

Development of individual's ability to express thought and emotion through effective use of the voice and body. These fundamental concepts may be applied to stage, film, and television acting.

THEA 205. American Musical on Stage and Screen (3) [GE]

Shows, films, and performers that trace the evolution of this unique American art form from its origins to contemporary Broadway, film, and pop culture, utilizing live performance and digital media.

THEA 231. Acting II (3)

Prerequisites: Theatre 111 and 130.

Continuation of Theatre 130, emphasizing application of fundamental skills to problems of text analysis, subtext, playing action, characterization, and ensemble work.

THEA 240. Theatre Design and Technology I (3)

Two lectures and three hours of laboratory.

Prerequisite: Theatre 120. **Proof of completion of prerequisite required:** Copy of transcript.

Design, technical practices, and production organization for the theatre. Not open to students with credit in Theatre 240A, 240B, or 240C.

THEA 296. Experimental Topics (1-4)

Selected topics. May be repeated with new content. See *Class Schedule* for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree.

THEA 299. Special Study (3)

Prerequisite: Consent of School of Theatre, Television, and Film director, and instructor.

Individual study.

UPPER DIVISION COURSES IN THEATRE

(Intended for Undergraduates)

THEA 310. Creative Drama I (3)

Current philosophies, principles, and techniques of creative drama. Development of the individual through use of dramatic play, imagination, improvisation, and theatre games. Applicable to classroom teaching, counseling, recreation, and senior citizen programs.

THEA 315. Theatre for Young Audiences (3)

Current philosophies and practices in theatre for young audiences. Techniques of selecting and producing plays for and with youth. Theatre styles, script analysis, and functions of the production team.

THEA 320. Advanced Voice and Text for Actors (3)

Prerequisites: Theatre 111, 130; or by audition.

Techniques of vocal expression in the theatre, primarily in plays with heightened and elevated speech, e.g. Shakespeare and classic Greek drama.

A. Select Heightened Speech From the Greeks to Today

THEA 325. Script Analysis (3)

Prerequisites: Theatre 120, completion of lower division writing competency requirement, and upper division standing. **Proof of completion of prerequisites required:** Copy of transcript.

Analysis of representative plays with emphasis on plot and character development, dramatic structure, action, and style.

THEA 332. Acting III (3)

Prerequisites: Theatre 130, 231, and by audition.

Continuation of Theatre 130 and 231, emphasizing analysis of literary text in process of creating characters. Scene study and role preparation of significant texts by modern playwrights. May be repeated once with consent of instructor.

THEA 335. Stage Management-Theory (3)

Prerequisite: Theatre 240.

Development of the prompt script, organizational methods, and collaborative personnel interaction. Maximum credit six units.

THEA 336. Stage Management-Practicum (3)

Six hours of activity.

Prerequisite: Theatre 240.

Practical experience in stage managing department productions. Maximum credit six units.

THEA 345. Theatre Marketing and Publicity (3)

One lecture and four hours of activity.

Prerequisite: Theatre 100.

Practical experience in marketing and publicity for theatres, including PSAs, press releases, layout-graphics for written materials, magazine and newspaper advertisements, marketing strategy and campaign development for a full theatre season.

THEA 349. Theatrical Makeup (2)

Two hours per unit.

Prerequisite: Theatre 240.

Planning and application of makeup for stage, film, and television. Classroom exercises and production-related activities.

THEA 350. Musical Theatre Performance I (3)

Two lectures and three hours of laboratory.

Prerequisite: By audition.

Basic performance techniques in musical theatre. Application of acting theory to musical theatre literature. Maximum credit six units.

THEA 351. Musical Theatre Performance II (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 350 and by audition.

Basic performance techniques in musical theatre. Vocal/performance style and vocal production related to period/style musical theatre literature, solo/group/audition presentation. Maximum credit six units.

THEA 353. Musical Theatre Dance (2)

Two hours of activity per unit.

Musical theatre dance techniques to include classic jazz and ballet. Movement vocabulary and choreographic styles utilized in musical theatre production. Maximum credit 16 units.

Theatre, Television, and Film

THEA 355. Movement for the Theatre I (2)

Two hours of activity per unit.

Prerequisite: By audition.

Activities to develop physical skills of the performer. Links between imagination, movement, and body expression leading to character development. Maximum credit four units.

THEA 359. Directing I (3)

Prerequisites: Theatre 240, 325; or Television, Film and New Media 314. **Proof of completion of prerequisites required:** Copy of transcript.

Principles and techniques of directing for the stage: play selection, analysis, and interpretation; casting methods; stage composition and movement; and rehearsal procedures.

THEA 431. Workshop in Improvisational Acting (3)

Prerequisites: Theatre 332 and by audition.

Theories and principles of improvisational acting.

THEA 434. Audition and Business Skills for the Actor (3)

Two lectures and two hours of activity.

Prerequisite: Theatre 332.

Auditioning and interviewing for stage and screen; selecting audition pieces, rehearsing, performing auditions. Business skills of audition process; researching individual marketability, branding, networking to secure auditions and representation.

THEA 435. Acting on Camera (3)

Two lectures and two hours of activity.

Prerequisites: Theatre 111, 120, 130; Television, Film and New Media 160.

Director-actor-camera collaborations in rehearsal and performance, using single or multi camera television technique. Techniques for preparing and performing monologues and scenes with practical experience in front of and behind the camera.

THEA 438. Shakespeare Touring Production (2) Cr/NC

Four hours of activity.

Prerequisites: Theatre 100, 120; Television, Film and New Media 160.

Participate in high school outreach touring production.

THEA 440. Scene Design I (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 240, 325.

Techniques and procedures in application of design, color, and perspective in designing scenery.

THEA 442. Practicum in Theatrical Production (2)

Two hours of activity per unit.

Prerequisite: Theatre 240.

Technical theatre production experience for departmental public performances.

A. Scenery Construction

B. Costume Construction

THEA 446. Practicum in Performance (446A-446B: 2 units) (446C: 1-3 units Cr/NC)

One lecture and two hours of activity for 446A and 446B.

Two hours per unit for 446C.

Prerequisite for 446A and 446B: Theatre 240.

Prerequisite for 446C: By audition.

Practical experience in departmental public performances.

A. Stage Crew. Maximum credit four units for Theatre 446A.

B. Costume Crew. Maximum credit four units for Theatre 446B.

C. Cast Member. Maximum credit 16 units for Theatre 446C.

THEA 447. Lighting Design I (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 240, 325.

Concepts and technologies in lighting for theatre and related performance areas. Emphasis on mechanics of stage lighting, color, instruments, and control. Laboratory and production related activities.

THEA 448. Theatre Technology (2)

Four hours of activity.

Prerequisite: Theatre 240.

Current materials and practices of theatre technology. Advanced construction techniques; stage machinery design and control; special effects; computer applications for stage operations; budget, research, and management procedures.

THEA 449. Portfolio Preparation and Exit Interview (1)

Prerequisites: Senior standing and Theatre 440, 447, or 452.

Transition to the industry of design and technology for theatre, television, and film by examining the self-marketing materials required to enter the workforce after graduation. Culmination in exit interview.

THEA 450. Musical Theatre Performance III (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 351 and by audition.

Advanced rehearsal/performance techniques in musical theatre. Performance style, vocal production, and staging relating to musical theatre literature: duet and small group presentation. Maximum credit six units.

THEA 451. Musical Theatre Performance IV (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 450 and by audition.

Advanced rehearsal/performance techniques in musical theatre. Collaboration, performance preparation, acting/singing styles, vocal production, and staging that result in a final performance for an audience. Maximum credit six units.

THEA 452. Costume Design I (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 240, 325.

Theory and creative application of principles of costume design for various types of production. Emphasis on concept development, character interpretation, research methods, color organization, and fabric selection. Laboratory and production related activities.

THEA 459. Directing II (3)

Two lectures and two hours of activity.

Prerequisites: Theatre 359 and consent of instructor.

Experience and group evaluation in directing one-act plays before an audience. Attendance at selected public performances required. Maximum credit six units.

THEA 460A-460B. History of the Theatre (3-3) [GE]

Theatre from ancient times to the present. Special attention given to the theatre as a mirror of the social and cultural background of various countries and periods in which it is studied. Theatre 460A is not prerequisite to Theatre 460B.

THEA 465. Theatre of Diversity (3) [GE]

Prerequisite: Theatre 325 for theatre majors.

Racial, ethnic, political, and social diversity of American landscape as reflected in works of major playwrights of diversity.

THEA 470. Facility Operations and Management for Theatre (3)

Prerequisite: Theatre 240.

Leadership, managing creative teams, budgeting, scheduling, liability and safety, co-producing, special event and corporate entertainment production management. Front of house operations to include house management, box office operations, ticketing, budgeting and reporting. Maximum credit six units.

THEA 476. Event Coordination and the Entertainment Industry (3)

Two lectures and two hours of activity.

Prerequisite: Theatre 240.

All aspects of producing special events, including venue designs and planning, managerial roles of entertainment industry, and how venue planning affects business decisions of these various managers.

THEA 490. Theatre Internship (1-3) Cr/NC

Prerequisite: Theatre 325; internship contract must be completed prior to registration.

Work with approved theatre organizations off-campus under the combined supervision of theatre personnel and instructors. Maximum credit three units.

THEA 496. Experimental Topics (1-4)

Selected topics. May be repeated with new content. See *Class Schedule* for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree.

THEA 499. Special Study (1-3)

Prerequisite: Consent of instructor.
Individual study. Maximum credit six units.

UPPER DIVISION COURSES IN THEATRE

(Also Acceptable for Advanced Degrees)

THEA 510. Creative Drama and Language Arts (3)

Prerequisite: Theatre 310 or 315.

Advanced techniques in using creative drama to teach literature and language. Emphasis on use of drama in teaching of reading and world literature. Practical experience through fieldwork in elementary or middle school classrooms.

THEA 515. Playwriting (3)

Prerequisite: Theatre 325 or graduate standing.
Writing for the stage and public presentation. Characterization, dialogue, and formal experimentation when writing short plays.

THEA 525. Dramaturgy (3)

Prerequisite: Theatre 325 or graduate standing.
Theory and application of various aspects of dramaturgy and theatre literary management. Production-oriented synthesis of advanced text analysis, dramatic theory and criticism, historical research, and dramatic literature. Attendance at select plays required. May be repeated with new content. Maximum credit six units.

THEA 530. Period Dress and Decor (3)

Prerequisite: Theatre 240 or graduate standing.
Visual survey of relationships and cultural significance of period dress, architecture, and decorative arts as applied to theatrical productions. Emphasis on significant historic periods in dramatic literature. Theatre 530A is not open to students with credit in Theatre 530.

- A. Ancient World Through Eighteenth Century
- B. NeoClassical Through Twentieth Century

THEA 532. Advanced Topics in Stage and Screen Performance (3)

Two lectures and two hours of activity.
Prerequisites: Theatre 332 and either Theatre 320 or 355.
Theory and practice in performance from theatre, television, and film to include physical theatre, voice and speech, film and theatre performance styles, intercultural theatre, devised work. May be repeated with new content. Maximum credits six units.

THEA 533A. Theory and Styles in Acting and Directing I (3)

Prerequisites: Theatre 332 and either Theatre 320 or 355.
Acting and directing problems in theory and style related to the production of plays from great periods in theatre history, with attention to characterization, dramatic values, creative directing, and production approaches.

THEA 539. Theatre Rendering (2)

Four hours of activity.
Prerequisite: Theatre 240.
Rendering for scenic, costume, and lighting designers. Techniques, media, and portfolio preparation. Maximum credit four units.

THEA 540. Scene Design II (3)

Prerequisites: Theatre 440 and 530A or 530B.
History of scene design and application of contemporary styles to various types of dramatic productions.

THEA 541. Scene Painting (2)

Four hours of activity.
Prerequisite: Theatre 530A or 530B.
Theories and techniques of scene painting, including both historical backgrounds and modern procedures. Full-scale projects executed in scenery studio.

THEA 542. Studio Skills for Theatre: Model Making (2)

Four hours of activity.
Prerequisite: Theatre 240 or admission to the M.F.A. in design and technology.

Traditional model-making for scenic designers. Media, presentation, and techniques of work.

THEA 544. Advanced Stage Technologies (2)

Four hours of activity.
Prerequisite: Theatre 240.
Design and fabrication of stage machinery and special effects. Computer-based automation and controls, electro-mechanical systems, and programmable logic controllers. Current U.S. and European machinery standards and safety systems. Maximum credit six units.

THEA 545. Mechanical Drawing for the Theatre (2)

Four hours of activity.
Prerequisite: Theatre 240 or admission to the M.F.A. in design and technology.
Theatre drafting standards and techniques. Floor plans, sections, elevations, perspective drawings, and light plots.

THEA 546. CADD for the Theatre (2)

Four hours of activity.
Prerequisite: Theatre 545.
Computer aided drafting applications for theatre designers.

THEA 547. Lighting Design II (3)

Two lectures and three hours of laboratory.
Prerequisite: Theatre 447.
Advanced design theories and lighting practice for theatre and dance. Laboratory and production related activities.

THEA 548. Sound Design for the Theatre (3)

Two lectures and two hours of activity.
Prerequisites: Theatre 240, 325, or Music 360, 460.
Theories and techniques of sound design and reinforcement for theatrical performance. Laboratory experience in sound production.

THEA 549. Lighting and Sound Technology (2)

One lecture and three hours of laboratory.
Prerequisite: Theatre 447.
Use of electrics for the stage. Lighting, sound, computer. Practical applications emphasized.

THEA 550. Software for Theatrical Design (2)

Four hours of activity.
Prerequisite: Theatre 440, 447, 452, or 546.
Application of computer software for theatre, including scenery, costume, lighting, and sound design. Maximum credit four units.

THEA 551. Advanced Media Design (2)

One lecture and three hours of laboratory.
Prerequisite: Theatre 550 or admission to the M.F.A. in design and technology.
Digital media creation for theatrical use. Creation of video content for projection design and integrated media. Advanced digital painting of theatrical renderings. Maximum credit six units.

THEA 552. Costume Design II (3)

Prerequisites: Theatre 452 and 530A or 530B.
Advanced studies in costume design. Emphasis on theatrical style, rendering layout, design problems, materials, and budget.

THEA 553. Technical Direction (3)

Two lectures and two hours of activity.
Prerequisite: Theatre 442A or 442B.
Modern technical direction including project management (budgeting and procurement, managing employees); design and engineering; automation, rigging, advanced stagecraft (metalcraft, CNC machinery, composite construction), and safety. Maximum credit six units.

Theatre, Television, and Film

THEA 554A. Costume Design Technology I (2)

Four hours of activity.

Prerequisites: Theatre 240 and 442B or admission to the M.F.A. in design and technology.

Current materials and practices of costume technology: advanced construction techniques, fabric selection and use, period pattern drafting, draping, and cutting. May be repeated with new content. See *Class Schedule* for specific content. Maximum credit six units.

THEA 554B. Costume Design Technology II (2)

Four hours of activity.

Prerequisite: Theatre 240 or admission to the M.F.A. in design and technology.

Advanced costume craft construction techniques and management procedures for costume production: millinery, fabric dyeing and painting, jewelry, and related crafts. May be repeated with new content. See *Class Schedule* for specific content. Maximum credit six units.

THEA 555A. Movement for the Theatre II (2)

Four hours of activity.

Prerequisites: Theatre 332 and 355.

Movement techniques for the theatre. Movement patterns, phrase development, and partnering leading to scene work. Maximum credit four units.

THEA 555B. Movement for the Theatre II (2)

Four hours of activity.

Prerequisites: Admission to the M.F.A. in musical theatre. Consent of instructor for undergraduates.

Musical theatre movement and dance styles. Maximum credit eight units.

THEA 556. Digital Communication for Lighting Design (2)

One lecture and three hours of laboratory.

Prerequisite: Theatre 447 or admission to the M.F.A. in design and technology.

Application of Lightwright, Vectorworks, and other industry-standard software programs to produce 2D/3D light plots, 3D lighting renderings, and professional quality lighting design package documentation. Communication techniques, drawing organization, and industry practices.

THEA 557. 3D Fabrication for Entertainment Design (2)

One lecture and three hours of laboratory.

Prerequisite: Theatre 240 or admission to the M.F.A. in design and technology.

Theory and practice of basic principles of 3D printing and scanning for theatrical use. Basics of fused deposition modeling manufacture. Sourcing and creating 3D models. Creation and realization of original work.

THEA 561. Projection Design and Integrated Media (3)

Two lectures and three hours of laboratory.

Prerequisites: Theatre 550 and 551 or admission to the M.F.A. in design and technology.

Designing projections and integrated media for theatrical productions.

THEA 564. Costume Topics (1-3)

Prerequisite: Theatre 452, Television, Film and New Media 160, or admission to the M.F.A. in design and technology.

Fashion for costume design, Hollywood costume design in the past century, origins of modern menswear, psychology and meaning of dress. May be repeated with new content. See *Class Schedule* for specific content. Maximum credit six units.

THEA 570. Practicum in Theatrical Production (1-3)

Prerequisite: Theatre 440, 447, or 452; or admission to the M.F.A. in design and technology.

Design projects in areas of scenery, costume, lighting, sound, or makeup. Maximum credit six units for Theatre 570A and six units for Theatre 570B.

A. Independent Study

B. Design for Department Public Performances

THEA 580. Theatre in the Classroom (3)

Prerequisites: Theatre 310 and 315.

Methods of teaching theatre in elementary, middle, and secondary schools. Emphasis on pedagogy, organization of curriculum, play selection, and principles of producing plays in the classroom.

THEA 596. Selected Topics in Theatre (1-3)

Prerequisites: Twelve units in theatre.

A specialized study of selected topics from the areas of theatre. May be repeated with new content. See *Class Schedule* for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree. Maximum credit of six units of 596 applicable to a bachelor's degree. Credit for 596 and 696 applicable to a master's degree with approval of the graduate adviser.

LOWER DIVISION COURSES IN TELEVISION, FILM AND NEW MEDIA (TFM)

TFM 110. Writing for Television and Film (3)

Prerequisite: Satisfaction of the SDSU Written Communication Assessment requirement. **Proof of completion of prerequisite required.**

Theory and practice in writing for electronic and film media. Introduction to techniques of narrative and documentary writing and scripting.

TFM 160. Cinema as Art (3) [GE]

Cinema in its diverse forms. Historical and stylistic influences on aesthetic values and social implications of cinema.

UPPER DIVISION COURSES IN TELEVISION, FILM AND NEW MEDIA

(Intended for Undergraduates)

TFM 310. Film, Television, and New Media Criticism (3)

Prerequisite: Television, Film and New Media 160.

Critical approaches to study of film, television, and new media. Analyses of media perspectives, to include ideology, semiotics, genre, gender, and spectatorship.

TFM 314. Film and Video Production (3)

Two lectures and three or more hours of activity.

Prerequisite: Open to television, film and new media majors only.

Aesthetics and practice of film and video production techniques. Instruction in equipment use combined with consideration of aesthetics, visual storytelling, and craft. Attention to development of creative voice and original work.

TFM 321. Sound Design for Video and Film (3)

Two lectures and two hours of activity.

Digital audio post-production for video, TV, and film. Includes field acquisition, Foley, editing, and assembling.

TFM 322. Cinematography for Television and Film (3)

Two lectures and two hours of activity.

Prerequisite: Television, Film and New Media 314.

Basic cinematography to include introduction to filmmaking activities, lighting techniques for film and television, specialized studio and location equipment. Exhibitions to include broadcasts, film festivals, and special screenings.

TFM 327. Film and Video Editing (3)

One lecture and four hours of activity.

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Theory and practice of film and video editing.

TFM 330. Cultural Aspects of Media (3)

Prerequisite: Television, Film and New Media 160.

Cultural dimensions of media. Media structures, uses, and effects at national and international levels in a context of humanities and conceptual arts.

TFM 350. Staging and Art for Television and Film (3)

One lecture and six hours of activity.

Aesthetic considerations and technical practices in staging, lighting, and graphics for television and film. Practical experience in university sponsored productions.

TFM 361. Studio Production (3)

Two lectures and more than three hours of activity.
Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Multi-camera television production techniques for studio, sound stage, and remote multi-camera production. Responsibilities of producer, director, and production staff.

TFM 362. Intermediate Filmmaking (3)

Two lectures and more than three hours of activity.

Prerequisite: Television, Film and New Media 361.

Single camera techniques in production of narrative fiction. Crew-based location and studio production. Responsibilities of producer, director, and key creative production positions. (Formerly numbered Television, Film and New Media 360 [previously Television, Film and New Media 260.]

TFM 363. International Cinema (3) [GE]

Construction of foreign film to history and practice of cinema as an art. Film as an expression of national culture. Maximum credit six units of which three units may be applicable to General Education. May be repeated with new content. See *Class Schedule* for specific content.

TFM 364. History of Film Classics (3-3)

Prerequisite: Upper division standing.

Viewing and analysis of American and foreign theatrical films which represent milestones in development of cinema. Maximum credit six units from Television, Film and New Media 364, 364A, and 364B.

A. Early Developments Through the 1950s

B. 1960s Through Today's Cinema

TFM 365. New Media Production (3)

Two lectures and three hours of activity.

Prerequisite: Art 348.

Production and visualization of 3D cinematic environments and characters for immersive story driven and interactive media.

TFM 401. Business Aspects of Television and Film Production (3)

Prerequisite: Television, Film and New Media 361 or 362. Usually taken concurrently with Television, Film and New Media 560 or 561.

Proof of completion of prerequisites required: Copy of transcript.

Financing, preproduction planning, postproduction, and distribution of television and film.

TFM 430. History of Prime-Time Television (3) [GE]

History, trends, and dynamics in the programming of prime-time network television. External and internal forces that influence what we watch.

TFM 465. Compositing and Visual Effects (3)

Two lectures and three hours of activity.

Prerequisite: Television, Film and New Media 365.

Computer-generated visual effects to include rendering and compositing techniques used in film, new media, and television.

TFM 470. Critical Studies of Gender/Sexuality/Media (3)

Prerequisites: Television, Film and New Media 310 and 330. Open to television, film and new media majors in upper division standing.

Critical approaches to representation, production, and reception of gender and sexuality in film, television and new media, including video games and the Internet.

TFM 490. Internship (1-3) Cr/NC

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Work with approved agencies off-campus under the combined supervision of agency personnel and instructor. Maximum credit six units.

TFM 496. Experimental Topics (1-3)

Prerequisites: Upper division standing and consent of instructor. Experimental topics. May be repeated with new content. See *Class Schedule* for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree.

TFM 499. Special Study (1-3)

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Individual study or project, normally in a research area selected by the student. Maximum credit six units.

UPPER DIVISION COURSES IN TELEVISION, FILM AND NEW MEDIA

(Also Acceptable for Advanced Degrees)

TFM 510. Advanced Script Writing for Television and Film (3)

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Scripting of dramatic original and adaptation forms, and documentary. May be repeated with new content. See *Class Schedule* for specific content. Maximum credit six units.

TFM 522. Advanced Film and Television Cinematography (3)

Two lectures and two hours of activity.

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Art, craft, and industry of cinematography. Telling visual stories with video and film. Attributes and optics of lenses. Qualities and aesthetics of lighting.

TFM 530. Selected Topics in Genre Studies for Television and Film (3)

Prerequisites: Television, Film and New Media 310 and 330. Open only to television, film and new media majors in upper division standing.

Film and television genres (noir, western, comedy, musical, science fiction, soap opera, etc.) including key media texts, aesthetics, themes, history, and social context. May be repeated with new course content. See *Class Schedule* for specific content. Maximum credit six units.

TFM 540. Documentary Production (3)

Two lectures and three or more hours of activity.

Prerequisites: Television, Film and New Media 314 and 361.

Hands-on field experiences in documentary production to include research and writing techniques, investigative procedures, interviewing, shooting and editing. Analyze significant documentaries.

TFM 550. Art Direction for Television and Film (3)

One lecture and four hours of activity.

Prerequisites: Television, Film and New Media 350; 361 or 362 for television, film and new media majors, and Theatre 440 for theatre majors, and consent of instructor. **Proof of completion of prerequisites required:** Copy of transcript.

Aesthetic, technical, and practical aspects of design for television and film. Experience in scenic design, graphics, set decoration, budgeting, and scheduling.

TFM 551. Production Design for Television and Film (3)

Prerequisites: Television, Film and New Media 350 and credit or concurrent registration in Television, Film and New Media 401.

Theory and analysis of production design concepts for television and film. Development of designs and analysis of technical requirements for fictional and nonfictional productions.

TFM 552. 3D Digital Storytelling (3)

Two lectures and three hours of activity.

Prerequisite: Television, Film and New Media Production 365.

Narrative in animation. Pre-production and production techniques in 3D animated film.

Theatre, Television, and Film

TFM 558. Costume Design for Television and Film (3)

Prerequisites: Theatre 452 and 530A or 530B.

Advanced studies in costume design. Budgeting and departmental management, character development, design problems, materials, production, rendering layout, script breakdowns.

TFM 559. Digital Design for Film and Stage (3)

Prerequisite: Television, Film and New Media 350 or Theatre 440.

Theories and applications of commonly used 3D modeling programs in the entertainment industry. See *Class Schedule* for specific content. Maximum credit six units.

TFM 560. Advanced Film (3)

Two lectures and more than three hours of activity.

Prerequisites: Television, Film and New Media 314 (or consent of instructor) and 362.

Practicum in direction and production of dramatic and non-dramatic film. Cameras, lighting, design, sound techniques, experience in university sponsored productions. Completion of a short film.

TFM 561. Advanced Television (3)

Two lectures and more than three hours of activity.

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Production processes and techniques to include producing, critical analysis, directing, digital cinematography, and editing of scripted projects. Experience in individual and university-sponsored productions.

TFM 563. Documentary: History and Theory (3)

Prerequisites: Television, Film and New Media 160 for undergraduate students. Admission to the M.A. in television, film and new media for graduate students.

Persuasive concepts, techniques, and forms in documentary film. Major historical works and their impact on society. (Formerly numbered Television, Film and New Media 462.)

TFM 565. Advanced New Media (3)

Two lectures and three hours of activity.

Prerequisite: Television, Film and New Media Production 552.

Practicum in direction and development of immersive live action and 3D computer-generated passive or interactive productions.

TFM 571. Selected Topics in Director Studies (3)

Prerequisites: Television, Film and New Media 310 and 330. Open only to television, film and new media majors in upper division standing.

Historical significance of and theoretical approaches to major media directors (Welles, Hitchcock, Spielberg, etc.) including breadth of work, cultural and generic contexts, aesthetic innovation, and recurring themes. May be repeated with new content. See *Class Schedule* for specific topic. Maximum credit six units.

TFM 573. Selected Topics in History of Film, TV, and Media (3)

Prerequisites: Television, Film and New Media 310 and 330. Open only to television, film and new media majors in upper division standing.

Media history including cultural and generic developments, patterns of exhibition, technological influences, significant creative and industrial figures, commercial and social contexts. May be repeated with new content. See *Class Schedule* for specific topic. Maximum credit six units.

TFM 590. Directing for Film and Television (3)

One lecture and six hours of activity.

Prerequisite: Television, Film and New Media 314 (or consent of instructor).

Directing fundamentals and production to include script analysis, director's preparation and directing actors.

TFM 596. Selected Topics in Television, Film and New Media (1-4)

Prerequisite: Twelve units in television, film and new media.

Specialized study of selected topics from the areas of television, film and new media. May be repeated with new content. See *Class Schedule* for specific content. Limit of nine units of any combination of 296, 496, 596 courses applicable to a bachelor's degree. Maximum credit of six units of 596 applicable to a bachelor's degree. Credit for 596 and 696 applicable to a master's degree with approval of the graduate adviser.

GRADUATE COURSES

Refer to the *Graduate Bulletin*.

Urban Studies

Refer to "Interdisciplinary Programs" in this section of the catalog.