Collaborative Approaches to Design
THEA 4314.001 MWF 12 – 12:50 Spring 2013
Philip.Johnson@tamucc.edu
Office Hours M-F 10-11, and by appointment
825-2361 / BAY HALL 321

Description:
Theatre Collaboration will examine the various ways of creating and utilizing the collaborative environment in the academic and professional worlds. This course will focus upon the methods of communication between the various designers and the director. Students will learn the terminology, techniques and receive hands on experience and evaluation of their collaborative creations as a part of this course. Students will be required to draw, plan and document their collaboration and technical theatre activities. This course is required for all Design/Tech Theatre majors, and suggested for Teacher Cert.

Student Learning Outcomes
1. Students will research plays and produce designs utilizing different methods of collaboration
2. Students will communicate ideas through visual collages and presentations
3. Students will work in collaborative teams to create unified theatre productions
4. Students will rotate through the positions of director and designers on these teams to better understand the process each theatre artist accesses in the design process.

Rob Rznowski and Kirk Domer, McMillan, March 2009
(if you haven’t taken Principles of Design or need a basic design text)

Conduct in class, computer lab, practicum, work calls and other theatre activities. It is required you are engaged in the class and all associated activities. Your attention to lectures and demonstrations will affect your grade. As a part of your conduct it is required you turn off cell phones, to not use the computers for activities other than related to the course and to arrive at practicum and work calls suitable attired and ready to work. Also be aware that talking not related to class discussion or questions is distracting and disrespectful to your fellow students and the professor. Don’t embarrass yourself by having your talking brought up in class or being asked to leave due to excessive talking. Failure to observe good conduct will place your grade in jeopardy and possible expulsion for class, calls and departmental activities. If you have any questions regarding conduct please consult with the instructor.

Attendance. (As per student handbook)
Attendance in all theatre courses is critical to your success. For purposes of grading, no distinction will be made between excused and unexcused absences (excluding absences for recognized religious holidays, depth in your family, doctor’s excuse with documentation or approved university functions) your absence affects the progress of the entire class. Each absence in excess of two will lower your average a full letter grade. More than four absences will result in a failing grade for the course. Exceptions under extreme circumstances may be made at the discretion of the instructor. Note: You must consult with your instructor immediately to make such and exception viable.

Lateness: Two late arrivals constitute one absence, If you arrive more than fifteen minutes late you will be considered. Time management skills are considered by the faculty as one of the most significant tools of the profession. The practice and development of these skills is expected.

Academic Integrity
Students are expected to do their own work. To claim another's work as one's own constitutes
**Plagiarism.**
Plagiarism would be the taking of someone else's writing, creative projects, electronic media or other assignments and turning it in as your own. Using someone else work as a template or splitting the work up between several individuals also falls under this category. Plagiarism will not be tolerated. Under university policy you can face severe consequences, which include probation or expulsion from the university. If you are found guilty of presenting someone else work as your own you will receive an F in the class and will be reported to the dean of students for further action.

**Academic Advising**
The College of Arts and Humanities requires that students meet with an Academic Advisor as soon as they are ready to declare a major. The Academic Advisor, Jennifer Arnold, will set up a degree plan, which must be signed by the student, a faculty mentor, and the department chair. The College’s Academic Advising Center is located in Driftwood #203E and can be reached at 825-3466.

**Students with disabilities and special needs**
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights production for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please contact the Disability Services Office at (361) 825-5816 or visit the office in Driftwood 101. All students are reminded of the University Counseling Service on Campus and the services it offers. Students can use the center and its services for free. If you are experiencing changes in your life due to added stress, personal or academic status or any other issue, which you feel overwhelmed by, please contact the center at (361) 825 - 2703 or walk in at Driftwood 107. Faculty members at this university will help you to contact the center if you need assistance.

**Production Meetings**
You are invited to attend the production meetings for our productions to observe the collaboration process. Times will be announced as the semester progresses. The Exonerated is in production while Streetcar is in progress.

**Grading**
Students will be graded on each assignment. You will be graded for your work, your ability to collaborate with other students in pairs and groups. You will also receive a grade from your collaborators, which will be used to evaluate your participation and ability to collaborate. The final project of a show proposal with complete design concepts will be graded as a group to be shared by the group.

**Materials.**
1. USB storage device – for storage of your computer designs
2. Art and Drafting materials – for presentation of your designs

**Faculty Responsibility**
It is to the student’s advantage to be aware of their progress in the course. At any time you would like to discuss your progress I am available during office hours or by appointment. If there are special considerations, which need to be made, please contact me directly.

**Grading breakdown**
- Design Project I: 150 pts  
  A = 1000-900
- Design Project II: 150 pts  
  B = 899-800
- Collaboration I: 250 pts  
  C = 799-700
- Final Project: 350 pts  
  D = 699 – 600
- Attendance: 100 pts  
  F = below 600
Course Assignments

Design I
Utilizing others as a sounding board to create your own ideas
Case study of visual artists and their foray into the dramatic arts
Pablo Picasso, David Hockney, etc,
Freeing up your creative juices – methods of clearing the creative way
Utilizing the ideas and techniques of others
The designer as dramaturg. Changing the play to fit a new experience

Project I Create a design utilizing the influence of another person, artist or movement.
Present your own idea Due Feb 8

Designing with others - Theatrical event at the Art Walk
Ways of working with other individuals.
Give and Take – the creative process of agreeing to disagree
Working together and how to make the other see your point
Selecting the best ideas for the project

Project II - Small group presentation of a design for a production. Due in class Feb 11 & 13/ March 1 AW

Collaboration I
Working with the Director/ Working with the Designer
Communication visual ideas with the design impaired
Using graphic means to communicate with others
Managing the team and making it work Due March 6 & 8

Project III Having the director take the lead, create a production. Due Apr 22 & 24

Final Project - Large Budget production
The Design Team – United We Stand
Freeing up thinking – Group exercises
Leading and Following – communication techniques for small groups
The production and its requirements

Group Presentation. Presentation of the production, its concept, designs and planned execution of the show.
It would be desirable to have this serve as a proposal for an actual production, one act or show in an experimental space. Final presentation of your work will be to the design faculty for comment and review.

Due the day of the Final Exam Wednesday, May 15, 2013 11 – 1:30

Collaboration Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Task</th>
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<tbody>
<tr>
<td>1.1</td>
<td>23-Jan Orientation and Introduction to the Collaboration Process Meet in the Mac Lab-CCH 231 Phil is at TETA and will have an assignment</td>
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<td>1.2</td>
<td>25-Jan The Vocabulary of Collaboration Chap 1 in Book</td>
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<td>2.1</td>
<td>30-Jan Discussion of Collaboration – Assignment 1</td>
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<td>2.2</td>
<td>1-Feb Script Analysis for collaboration – Chap 2 in book Go to Artwalk</td>
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<tr>
<td>3.1</td>
<td>4-Feb Research Methods for Collaboration Chap 3 in book</td>
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3.2  6-Feb  Style and Design – Using Artists and Styles as your inspiration
      Style and Design in Mac Lab - Present your
3.3  8-Feb  Artist

4.1  11-Feb  Presenting the Collaboration – Chapter 4
      Creating a concept - Your Artwalk
4.2  13-Feb  Happening
4.3  15-Feb  Presentation of your concept ideas for an Artwalk Happening

5.1  18-Feb  Revising the Collaboration - Chapter 5
5.2  20-Feb  Rehearsal
5.3  22-Feb  The Collaboration – Post Mortem   Chapter 6

6.1  25-Feb  Collaboration in Practice - Preparing  Chapter II - 1 Play we will work
      in TBA
6.2  27-Feb  2
      In Rehearsal - Chapter
6.3  1-Mar  II - 3  ARTWALK Happenings Downtown

7.1  4-Mar  In Review – Chapter II - 4
      Project II - Small group presentation of a design for a production.
7.2  6-Mar  Stage in class
      Project II - Small group presentation of a design for a production.
7.3  8-Mar  Stage in class

8.1  11-Mar  Spring Break
8.2  13-Mar  Spring Break
8.3  15-Mar  Spring Break

9.1  18-Mar  Part III Collaboration in the classroom
9.2  20-Mar  USITT – Work in class,
9.3  22-Mar  USITT – Work in class

10.1 25-Mar  Communicating visual ideas for the design impaired
10.2 27-Mar  Collaboration Exercises
10.3 29-Mar  Ideas presentation - working session

11.1 1-Apr  Project III – Creating the production
11.2 3-Apr  Using graphic means to communicate with others
11.3 5-Apr  Managing the team and making it work

12.1 8-Apr  Freeing up thinking – Group exercises
12.2 10-Apr  Leading and Following – communication techniques for small groups
12.3 12-Apr  Team scenarios - role playing

13.1 15-Apr  Production meeting - work in groups
13.2 17-Apr  Production meeting - work in groups
13.3 19-Apr  Computer lab work on presentations
14.1 22-Apr  Presentations of Project III -
14.2 24-Apr  Presentations of Project III
14.3 26-Apr  Final Project - Objectives of the project presented in class

15.1 29-Apr  Design team discussions/ working session
15.2 1-May  Production meetings for individual groups
15.3 3-May  Production meetings for individual groups

16.1 6-May  Production meetings for individual groups
16.2 8-May  Production meetings for individual groups
16.3 10-May  Computer lab work

17.1 6-May  What have you learned

Final May  Group presentation of the production with Concept, designs and planned
Exam 13  execution of the show. It would be desirable to have this serve as a
        proposal for an actual production, one act or show in an experimental space.