Course Description:
Students will have the opportunity to participate as a member of the production team. To learn and assume roles of production responsibility helps develop qualitative analysis, critical thinking, time management, conflict resolution, communications, creative thinking, leadership, and problem solving skills. The more advanced the Lab, the more advanced the assignments.

Student Learning Outcomes:
- The student will learn to manage their own time better, problem solve, quickly and efficiently handle any crisis, and meet difficult challenges as they arise in the creative, sometimes chaotic world that is theatre production.
- The student will learn have access to some of the latest and best equipment, in technical theatre. They will develop their technical skills.
- The student will learn all about safety and safety equipment. They will know what is required to respect and care for the facilities in which they will be spending the majority of their time while here in theatre.
- The student will learn how the various technical studios, and production areas operate. They will eventually gain the skills and knowledge to organize and run those studios as a leader, foreman, crew head, manager, director, etc.
- The student will learn to thrive on the collaborative and interdisciplinary process that goes into mounting a production.
- The student will learn to always be early, always present, and ready so that you are always a functioning member of the production team.
- The student work to become the next leaders. Serving their peers, promoting change and growth, that will always better the department and productions. The student will help chart the road to the future of our department.
- Students will learn, if students are willing.

Grading:
- Students will be graded on professional attitude and behavior, ethics, attendance, punctuality, assertiveness and completion of their assigned responsibility.
- There will be Friday Lab Classes every Friday From 2pm-4pm. 1100 students must attend each week as a class. These classroom hours will not count toward your 30 hours. Missed classes will count as an absence and cannot be made up.
You are required to work one of two Work Calls. The work calls will be September Xth & October Xth. There will be a sign up sheet. These hours do count toward your lab hours. Make sure you sign in & out like any regular lab.

- One out of two strikes are required (Good for Otto – October 16th ~ 5pm, Peter & the Starcatcher – November 20th ~ 5pm). There will be a sign up sheet. There will be a sign in & out sheet. Strike hours will not count toward your 30 hours.
- Be on time when you are scheduled to report to work. Wear appropriate footwear (Closed toed shoes) and be ready to do what is asked of you.
- Sign up for all time slots is first come first served basis, when time slots are gone they are gone.
- Lab hours must be scheduled by the second week of class. Lab hours will 3 hours / week. Either two 1.5 hours block or one 3 hour block, NO single hour blocks of time will be permitted.

○ Working In a Shop
  - Shop work is graded by hours and efficient use of time. If a student does not come in through out the semester at their set time, and they try to fit in all Thirty hours (1100 30 hours) at the end of the semester the highest grade they can receive is a C.
  - Failure to reach 15 hours by mid term will result in a 15 hour addition to lab hours (New Total 45 hours)
  - Work Calls, Strikes, and work in other shops will not be used toward your 30 hours, without prior consent.
  - Work in shops must show improvement in both speed and technique. Tasks assigned should be finished in a timely manor.

- Paper
  - All students will be required to write a paper 1000 words minimum (double spaced, 12pt font). This paper will be a reflection paper, telling good and bad experiences. You will also have a separate coversheet which includes the following information; Name, Costume Shop, Stitcher, Production Lab Number (1100). Failure to write a paper is an automatic grade drop and could result in an F for this course. Your paper serves as proof that you did the work in the production lab. I will NOT accept a hard copy. EMAILED/Blackboard papers only. Remember to fill out your time sheets and finish your assignments.

**Grading Break Down:**

<table>
<thead>
<tr>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crew Assignment / Hours</td>
<td>750 pts.</td>
</tr>
<tr>
<td>Strike</td>
<td>300</td>
</tr>
<tr>
<td>Paper</td>
<td>150 pts.</td>
</tr>
<tr>
<td>Total</td>
<td>1200 pts.</td>
</tr>
</tbody>
</table>

Grading Break Down

A = 1200 – 1050
B = 1049 – 950
C = 949 – 850
D = 849 – 600
Production Lab Assignments:
- Students will demonstrate basic comprehension skills integrated from other coursework, practical application and mentoring through completion of their assigned task.
- Students will be graded on professional attitude and behavior, ethics, attendance, punctuality, assertiveness and completion of their assigned responsibility.
- Also see syllabus attachments for additional assignments and specific details.
- Shop assignments are graded by hours and efficient use of shop time.
- **ALL** lab assignments will require a minimum of 30 or the completion of an assigned task. All lab hours and individual lab assignments must be completed to the fullest and highest quality possible.
- Remember a positive attitude will result in a positive experience. Have fun!

General Classroom / Lab Rules:
- Turn OFF Cell Phones. If I see them out for texting, talking, Facebooking, Pokemon Go, etc. I will confiscate them until the end of class (if I don’t forget to return it) just know the whole thing becomes very awkward. Don’t even take them out to use it as a clock, I could get the wrong idea, again awkward.
- Appropriate computer usage only.
- The costume shop permits iPods, MP3 player, Portable CD Players, etc. So long as you use them at appropriate times only. You may use them while sewing, not during lecture time. These devises are not permitted in other shops, or backstage during the rehearsals / run of any productions.
- NO WEAPONS of any kind, this includes cool guns and knives. If you carry a multi-tool, Leatherman, Gerber, etc. it should only be used appropriately, for lab related work.
- Lab hours must be scheduled and completed during the students set hours. Unless a student has completed their set hours and are now earning extra credit hours they maybe turned away for arriving outside their scheduled hours.
- The instructor or an official shop employee must supervise student’s hours in a shop. Time will not be added after that day of work. It will count as one of your five absences.
- Students who leave the lab area for an extensive period of time (Example: More then ten minutes in a two hour block.) must sign out. Not doing so can result in a forfeit of all hours for the day. It will count as one of your five absences.
- Students who do not work efficiently (Example: More socializing then working) may forfeit their hours and the hours of the students they disrupt.
will count as one of your five absences. You will learn a lot about multi tasking.
- Projects (personal or classroom related) may not be worked on in place of mandatory shop hours.
- A sign up sheet will be available in the studio that must be filled in to help our shop managers keep track of who will be working each day.
- Lab hours must be scheduled by the second week of class.
- At the end of your scheduled hours each day, you must sign out, and have an instructor, or student shop employee initial. Time will not be added after that day of work. It will count as one of your five absences.
- Students caught signing in for other students will receive the same grade drop as the missing student.
- Please note only faculty and appointed student staff members are allowed to use cell phones and computers during lab hours. Unless otherwise instructed.

RECAP - Lab Hours & Strike Policy:
- Lab hours must be scheduled and completed during studio hours (hours are listed above). Students may be turned away for arriving outside their scheduled hours.
- The instructor or an official shop employee must supervise student’s hours.
- 30 hours are required. Failure to complete your 30 hours will result in a Failure in 1100 and will result in a full letter drop in 1371.
- Missed hours will count as an absence and cannot be made up. It will count as one of your five absences.
- Failure to have at least 15 hours by midterm will result in an added 15 hours for a total of 45 hours.
- Class and personal projects may not be worked on in place of mandatory shop hours. It will count as one of your five absences.
- There will be Friday Lab Classes every Friday from 2pm-4pm. 1100 students must attend each week as a class. These classroom hours will not count toward your 30 hours. Missed classes will count as an absence and cannot be made up.
- Lab hours must be scheduled by the second week of class. Lab hours will be 3 hours / week. Either two 1.5 hours block or one 3 hour block, NO single hour blocks of time will be permitted.
- At the end of your scheduled hours each day, you must sign out, and have an instructor, or student shop employee initial. Time will not be added after that day of work. Unsigned hours will be dropped. It will count as one of your five absences.
- One of two work calls are required. The work calls will be September Xth & October Xth. There will be a sign up sheet. These hours do count toward your lab hours. Make sure you sign in & out like any regular lab.
- One out of two strikes are required (Good for Otto – October 16th – 5pm, Peter & the Starcatcher – November 20th – 5pm). There will be a sign up sheet. There will be a sign in & out sheet. Strike hours will not count toward your 30 hours. Wear appropriate footwear (Closed toed shoes) and be ready to do what is asked of you.
- Be on time when you are scheduled to report to work. Wear appropriate footwear (Closed toed shoes) and be ready to do what is asked of you.
- Sign up for all time slots is first come first served basis, when time slots are gone they are gone.
- No Pokemon GO during lab hours.
- Remember a positive attitude will result in a positive experience. Have fun!

**Attendance Policy:**
The department has a strict class attendance policy. You will be allowed **two** absences. For the purpose of this course, there will be no distinction between excused and unexcused absences. After the second absence, your grade will decrease by one letter grade for each absence beyond two. **Two late arrivals to class are equal to one absence.** If you are more then 15 minutes late please do **not** bother coming, you will still be marked absent. If you do come in late please be as quite as possible to not disrupt the class. **If you accrue more than 4 absences you cannot pass this course.** It is beneficial as a student to attend class to learn and develop costume construction skills. **NO FLIP FLOPS.** Wearing flip flops will result in dismissal until appropriate foot ware is worn. You will be marked absent for the day.

**General Classroom / Lab Rules:**
- Please note these rules apply while doing your lab hours as well.
  - No Cell Phone. If I see them out for texting, talking, Facebooking, tweeting, Pokemon GO, etc. I will confiscate it until the end of class = All very awkward. Don’t even take it out to use it as a clock, could become awkward. Most Professional shops do not allow them, so either will this shop. Only faculty and appointed student staff members are allowed to use cell phones during lab hours.
- Appropriate computer usage only.
  - iPods, MP3 player, Portable CD Players, etc. are allowed. For listening to music and books on tape. So long as you use them at appropriate times only. You may wear them while sewing, but not during lecture time.
  - This shop has a community MP3 player/ Radio. Anything maybe played on it so long as no one in the shop feels the music is inappropriate. If anyone finds the music offensive for any reason, the music will be changed or shut off immediately, without question.
  - **NO WEAPONS** of any kind. If you carry a multi tool, Leatherman, Gerber, etc. it should only be used appropriately, for lab related work.
  - **NO FLIP FLOPS.** Wearing flip flops will result in dismissal until appropriate foot ware is worn. You will be marked absent for the day.

**Compliance with Americans with Disabilities Act:**
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection 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 call or visit Disability Services at (361) 825-5816 in Corpus Christi Hall, Room 116.
If you are a returning veteran and are experiencing cognitive and/or physical access issues in the classroom or on campus, please contact the Disability Services office for assistance at (361) 825-5816.

**Sexual Harassment:**
This course will observe the university’s policy for avoiding sexual harassment.

**Academic Integrity Policy:**
Scholastic dishonesty will not be tolerated and will be prosecuted to the fullest extent. You are expected to have read and understood the current issue of the university and departmental handbooks regarding student responsibilities and rights, and the intellectual property policy, for information about procedures and about what constitutes acceptable on campus behavior. Please note you will Fail the course at minimum and be dismissed form the university as one repercussion maximum.

**Grade Appeal Process:**
Students who feel that they have not been held to appropriate academic standards as outlined in this class syllabus, equitable evaluation procedures, or appropriate grading, may appeal the final grade given in the course. A student with a complaint about a grade is encouraged to first discuss the matter with the instructor. For complete details on the process of submitting a formal grade appeal, please visit the College of Liberal Arts website, [http://cla.tamucc.edu/about/student-resources.html](http://cla.tamucc.edu/about/student-resources.html). For assistance and/or guidance in the grade appeal process, students may contact the Associate Dean.

**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 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.

**Personal Counseling:**
**Short-term Counseling Services**
University Counseling Center staff provide short-term individual counseling and psychiatric services to help students address personal problems that interfere with meeting the demands of college life and their academic success. Counselors can work with you to aide you in increasing self-awareness, improving self-confidence and acceptance, enhancing your ability to cope during changes and challenges, improving your decision making and communication abilities, and teaching you strategies to replace hurtful or self-defeating thoughts, feelings, and actions with healthy, adaptive, alternatives. Services are available to TAMUCC students who are currently enrolled and whose needs match our services. Walk ins are welcome 8am to 5pm. Driftwood Bldg. #107 361-825-2703
University Islander Email:
All students are now required to sign up for their university email account. All communication from the university, department and professor will be sent to your university account.

Expectations:
Your initiative, enthusiasm and willingness to explore unfamiliar ground are crucial to your understanding of the material presented. Always come to class prepared to work with adequate supplies and materials. Remember, theatre is a collaborative art and its success depends entirely on all members of a production working as one.

All Theatre Majors and Minors are expected to have read and be familiar with the Student Handbook concerning policies and procedures for the department.
Wear appropriate attire

- Black shirt, black pants, & black shoes. A long sleeved black shirt and black socks may also be necessary.
- Do not wear tight, revealing or see-through clothing. Tank tops are not appropriate for backstage wear.
- Stage Managers and crew members who may have to go into the front of house area, should wear dress blacks.
- You must wear BLACK clothing for all show calls.
- Safe comfortable shoes that completely cover your feet are necessary. Do not wear sandals, platforms, flip-flops, open toed or open heeled shoes backstage. Please note this rule applies in the various shops, unless otherwise indicated.
- Bare feet are never allowed in the wardrobe area or backstage. Even actors should remember some form of foot protection when off stage. Please note this rule applies in the various shops.
- Maintain a high level of personal hygiene.
- Be sensitive with the use of cologne and scented products.
- Limit the amount of jewelry that you wear. Flashy rings or necklaces and noisy bracelets are not appropriate.

Be on time for all calls

- Report on time and ready to work for all calls.
- Remain in the wardrobe area, backstage, or where you are assigned while you are on duty.
- It is NOT appropriate to go into the HOUSE and sit or stand at any time. That is what crew view was for.
- Anticipate your calls and show up on time and ready to work. Do not arrive at the theatre and then begin to eat your lunch or dinner.
• If you must be late, call YOUR appropriate supervisor (stage manager, crew head, etc.) Calling a faculty member or empty office or empty shop will not help you.

• Make sure your supervisor knows if you leave the area, such as to visit the vending area or lobby. Please do not lose track of your time if you take a break.

Food and Drink Backstage

• Keep all food and Drink away from costumes, props and generally out of the back stage areas.

• Do not leave uncovered food items anywhere backstage or in the wardrobe area.

• Try to avoid bringing messy foods backstage. Water is best backstage.

Display proper decorum and behavior

• Leave your troubles at home. Do NOT bring personal problems to the theatre.

• Everyone associated with the production has a challenging and difficult job to do. Concentrate on your role and help others concentrate on theirs. Do not worry about what others around you are doing or not doing. That is for a supervisor to address.

• Save the psychoanalysis and gossip for outside show time.

• Negative comments or criticism of a performer’s work or a designer’s work is NOT appropriate during the rehearsal process or run of the show. Be professional. You will have an opportunity to evaluate the work of the performers and designers in class play reviews.

• Help keep you performers calm. Help them out by creating a calm, comfortable atmosphere backstage and in the dressing rooms.

• Remember that there is a different audience each time we perform. They deserve the very best show possible. This requires your best work each afternoon and evening you are at the theatre.

• No one should ever ask you twice to do something for your production.

What to do when you are not involved with a change or other scheduled duties.

• Remain active, energized and engaged with the production.

• Be ready to help when needed.
• Don’t disappear. Do not wander from your assigned area.
• Do not lie down or sleep during work time.
• Try not to sit on the floor in the hallways or backstage. Someone is bound to trip over you.
• Do NOT bring computers, iPods, mp3 players, video games, etc. to work. Computers are used by stage managers, and approved supervisors only. They should only be used for production related tasks.
  o As a performer you will be allowed to listen to a personal player. In the dressing room area, prior to half hour. Do NOT take them into shop areas or on stage. At half hour they must be put away. If phones are used they should be set to “Airplane” mode.
  o No audio should be played out loud in the backstage areas, especially in the dressing rooms. No one has to be forced to listen to your music while they try to prepare.
• Cell phones are NOT permitted backstage or in the wardrobe areas (the supervisors will have their cell phone for show purposes ONLY). Please turn your phone off while you are at work. Putting your social life on hold for 4-6 hours is not asking a lot from a serious artist.
  o You as supervisors will be expected to ignore all nonproduction related texts, and calls.
• You may carry a small personal project (homework, book, knitting, etc.) to work on during idle times, but be prepared to lay it aside quickly.

**Trouble sheets will be posted in each dressing area. (Wardrobe)**
• Assist the performers with recording problems and requests on the sheets.
• Don’t think that you will remember things, write it down!
  o Performers please write down notes. Do not tell a designer and believe they will remember.
• Collect trouble sheets at the end of the night and make a plan for repairs before the next performance.

Check out and in is mandatory for each rehearsal and performance! (Wardrobe / Properties / etc.)
• Use check out sheets to account for each piece before each performance and rehearsal.
• Use check in sheets to account for each piece after each performance and rehearsal.
• Crew not performing careful and proper check-in procedures will be written up. (If removed from crew a failing grade will result)
• Report ALL missing pieces to your supervisor ASAP. No matter what the item is.
• The stage manager and their assistants will be performing check in and out prior to technical and dress rehearsals.
• Items missing or broken must be reported at the end of each night. Failure to report issues will result in missing pieces.
• Remember procrastination and failure to do your job does not constitute emergencies for others.

Load In (Wardrobe / Properties/ Weapons)
• Check that costumes are hung correctly and in the proper place.
• Check that each prop has a home in the cabinets and during the show. These areas should be labeled.
• Hook the top hook on bodices and doublets to take the strain off the shoulders or zipper and help keep the garment from stretching.
• Swords should be checked nightly for burs or possible weakness. Appropriate maintenance should be done ASAP.
• Use hanging loops if provided. If a garment needs hanging loops please install them or write it on a trouble sheet.
• Don’t over crowd costume racks. Costumes need room to breath between performances.
• Do not over crowd props cabinets, this can and will result in damaged props. Remember to lock the prop and weapon boxes each night.

Wardrobe maintenance area (aka Dressing Rooms)
• Keep wardrobe maintenance area neat and clean at all times.
• Return all supplies and equipment when you finish using them.
• Police the dressing areas, backstage, and maintenance area for hangers, lint brushes, spools of thread, magazines, candy wrappers, etc. after each performance.
• Do more than your share to keep the backstage area neat and clean. If this area is messy it reflects badly on the production crew as a hole. The entire backstage area should be kept clean.

Keep records of your moves
• Keep notes on all your shift movements and costume changes. Write out the steps of your job. This will help the crew out if you are late or absent and need someone to cover for you.
• Leave these records at the theatre along with your check in and out sheets.

VISITORS AND ANIMALS ARE NOT ALLOWED BACKSTAGE
• You may NOT invite friends, relatives, children, pets, spouses, or people you meet on the street backstage.
• NEVER bring animals backstage!! Only show and disability aid animals will be allowed into rehearsal spaces, and backstage areas (with prior consent).
• Ask visitors to meet you at the stage door or in the lobby after performances.
• You are never to go out front to the lobby or other areas in costume. This is very unprofessional.

Write-ups
• Students can and will be written up for disregarding or breaking any of the rules listed above.
• Students can and will be written up in a shop setting if necessary.

• First offense maybe handled as a verbal warning, this is at the discretion of the supervisor. Verbal warnings may not be disputed.

• Second offense will result in a write up. The write up must be legible or typed, and clearly written. Three copies must be made (Supervisor, offender, and faculty supervisor for lab courses). Both parties must sign all copies of the write up. All three of the above persons must receive a hard copy of this write up no later then 11am the following morning.
  o The faculty advisors for the labs reserve the right to veto any and all write-ups. Depending on the weight of the offense.

• If a member of the two parties refuses to sign the write up
  o The supervisor will have the choice of sending the offender home.
  o Both parties will meet the faculty advisor (Rosa Lazaro) the following morning.
  o This meeting must take place no later then 9am.
  o Both parties must be present.
  o It is never too late to call and arrange said meeting.
  o If a performer is one of the two parties the director of the production may also be called in for the conference.
  o If the offender has been wrongly accused or accused with malicious intent, the supervisor will be written up.
  o Remember it is best not to believe backstage gossip and hearsay. Especially from random sources.

• Third offense will result in a write up and could result in dismissal from the production, a failing grade and each faculty member will also be alerted to the ill behavior of offending students. For future reference in casting and assignment placement.
• Any offense beyond the third will result in dismissal from the production, a failing grade and each faculty member will also be alerted to the ill behavior of offending students. For future reference in casting and assignment placement.

• Supervisor Hierarchy
  o Any Faculty or Staff member
  o Stage Managers / Shop Managers, and Shop Staff
  o Assistant Stage Managers
  o Crew Heads / Crew Supervisors

• Supervisors will be shown the same respect as Directors, Designers, and Faculty members.

• Each offense repeated or new will be applied to your three chances.

• Supervisors will not be allowed to abuse their power. Remember respect will result in respect.

• Write up of a supervisor.
  o A supervisor ignoring any grievance brought before them could be written up for neglect of duty.
  o If any cast or crewmember that has a grievance or has witnessed behavior unfitting to a supervisor. Such as the breaking of the rules, shouting at cast or crewmembers, favoritism, etc. These production members have the right to address their grievance with the correct faculty supervisor.

• All cast and crewmembers must be made aware of the rules listed above. Before starting their assignment / role on the productions.

*Please note the above rules apply to everyone and anyone participating in a University production (Actor, Volunteers, Technicians, Crew, etc.).

*By committing to participating in a TAMUCC production, you are committing to working as a production member. The production team’s goal is the highest quality production we can produce. Remember this each time you enter the stage areas. Do your part to achieving quality art, don’t settle for less than
perfection. Please commit to showing you are a serious artist, and that your art is not to be brought down by anyone. Thank you and remember have fun and enjoy your art.

Thank you.
I, _________________________________ have read, and understand all assignments, rules, and regulations contained in the above document (THEA 1100 Syllabus). I acknowledge that by signing this form I agree to follow the guidelines set for this course. I also take responsibility for keeping track of my copy of the document, and any information contained in the document (If you loose your syllabus you will be responsible to get a new copy. This is a syllabus not an excuse for being unprepared.).

Print Full Name______________________________________________

Preferred Email ________________________________

Contact Phone Number (CELL) _____________________________

X ________________________________