

# Theatre Arts

## Chair

Mary Beth Easley

## Coordinator, Digital Arts Certificate

Daniel S. Fine

## Co-coordinators, Social Justice and the Performing Arts Certificate

Caroline S. Clay, Johanna M. Kasimow

**Undergraduate major:** theatre arts (BA)

**Undergraduate minor:** theatre arts

**Undergraduate certificates:** digital arts; social justice and the performing arts

**Graduate degree:** MFA in theatre arts

**Faculty:** <https://theatre.uiowa.edu/people>

**Website:** <https://theatre.uiowa.edu/>

The Department of Theatre Arts offers academic programs for undergraduate and graduate students. It also stages live performances throughout the academic year and during the summer. The department administers the Certificate in Digital Arts in partnership with the schools of Music and Art, Art History, and Design, the Departments of Computer Science and Cinematic Arts (College of Liberal Arts and Sciences), and the College of Engineering. The department administers the Certificate in Social Justice and the Performing Arts in collaboration with the School of Music and the Departments of Dance and Gender, Women's, and Sexuality Studies.

The department educates students who plan to enter other fields in which understanding of the arts and experience with theatre arts skills are useful. Some earn a major in theatre arts, sometimes with a second major in another discipline. Others earn a minor or take theatre arts classes as nonmajors. For information, view the minor in theatre arts in the catalog or see "Courses for Nonmajors."

Several of the department's courses are approved for the GE CLAS Core; look for courses with the prefix THTR in the GE CLAS Core section of the catalog.

## Courses for Nonmajors

Most theatre arts courses are open to all students, regardless of their majors, and are appropriate for nonmajors interested in theatre arts. The following courses are designed specifically for nonmajors.

Course #	Title	Hours
THTR:1140	Basic Acting	3
THTR:1141	Basic Acting II	3
THTR:1400	Theatre and Society: Ancients and Moderns	3
THTR:1401	Theatre and Society: Romantics and Rebels	3
THTR:1411	Comedy and Society	3
THTR:1412	The Arts in Performance	3
THTR:2301	Playwriting I	3
THTR:2320	Playwriting in a Global World	3
THTR:2404	Musical Theatre History	3

THTR:2405	Staging Americans: U.S. Cultures Through Theatre and Performance	3
THTR:2610	Acting for Success	3
THTR:2620	Improvisation for Engineers, Scientists, and the Curious	3
THTR:2690	Sound Excursions: The Evolving Soundscape and the Reverberations of Human Activity	3
THTR:3210	Makeup and Hair Design for Stage, Film, and New Media	3
THTR:3301	Playwriting II	3
THTR:3510	Introduction to Arts Management	3
THTR:3615	Action! Engage! Art! Creative Placemaking for the Public Good	3

## Productions and Auditions

The Department of Theatre Arts presents around 20–25 public productions each year. These include a mainstage series of five plays, a festival of new works, and other productions, most of them new plays written by students.

Special attention is given to the process of developing new works and to the collaborative process that involves writers, directors, designers, dramaturgs, stage managers, and actors. Graduate and undergraduate students, faculty, and visiting guest artists work together on large and small projects throughout the year.

## Auditions for Theatre Arts Productions

Auditions for theatre arts productions are open to everyone. For academic considerations, priority is given to theatre arts majors first, and then all other University of Iowa students and members of the local community. There are many excellent roles available throughout the year and many nonmajors and actors from the surrounding community are cast each season. Occasionally, professional guest actors are employed.

General auditions are held at the beginning of the fall semester. Additional general auditions are usually scheduled in early November and in March. Information about auditions is available on the Department of Theatre Arts website. Notices of auditions are posted on the department's online call board.

## Programs

### Undergraduate Programs of Study

#### Major

- Major in Theatre Arts (Bachelor of Arts)

#### Minor

- Minor in Theatre Arts

#### Certificates

- Certificate in Digital Arts
- Certificate in Social Justice and the Performing Arts

## Graduate Program of Study

- Master of Fine Arts in Theatre Arts

### Facilities

The University of Iowa has one of the finest educational theatre complexes in the country. The Theatre Building offers three theatres and up-to-date facilities for classroom, laboratory, shop, and performance work.

The E.C. Mabie Theatre, a continental-style, 457-seat proscenium playhouse, is one of the finest theatres of its type in the United States. The David Thayer Theatre is a "black box" production space; its flexible seating units accommodate from 140 to 225 people and allow modification of space and audience relationships. The Alan MacVey Theatre, which seats 137, is an open-stage theatre dedicated primarily to the production of new and experimental works.

In addition to classrooms for acting and directing, several spaces are designed for teaching particular aspects of dramatic studies. The Cosmo Catalano Acting Studio is for the study of movement and motion by acting students. It also serves as an intimate theatre for readings. The Arnie Gillette Design Studio serves as a classroom and studio workshop for design students.

To support its production schedule and to provide students with an appropriate range of experience, the department maintains shops for building, painting, maintaining, and storing scenery, costumes, and properties. Using these shops, students learn to work in metal, plastics, canvas, and wood.

### Courses

- Digital Arts Courses
- Theatre Arts Courses

## Digital Arts Courses

### **DIGA:2800 Introduction to Coding for Interactive Arts** 3 s.h.

Introduction to potential of integrating art with technology to provide a foundation of skills and concepts through hands-on experimentation; lectures and demonstrations introduce key concepts and ideas as well as the history of digital arts; students develop skills that form a foundation for future investigation through labs; work may include using an Arduino, programming, and developing an interface to control a software project; final project is shared with the public in some way; critical discourse in the form of writing assignments allows for reflection and evaluation. GE: Engineering Be Creative; Quantitative or Formal Reasoning. Same as ARTS:2800, CINE:2800, CS:2800, DANC:2800, MUS:2800, THTR:2800.

### **DIGA:2880 Installations and Interactive Performance** 3 s.h.

Introduction to aesthetics, techniques, and practical possibilities of fusing together theatre, dance, music/sound, art, design, cinema, gaming, human computer interaction, and engineering; foundations of creating interactive experiences that use digital photos, video, text, real-world objects, sensor data, live bodies moving in space, Kinect 2 sensors, cameras, and multiple video outputs (e.g., projectors, LED displays); use of Isadora, an interactive, node-based programming software, to create immersive mediated performances, interactive installations, embodied user-based experiences, and user-manipulated virtual environments. GE: Engineering Be Creative. Same as DANC:2880, THTR:2880.

### **DIGA:2890 Producing and Directing Digital Video** 3 s.h.

Introduction to basic concepts, theories, and practical applications of digital video production for multiple distribution streams, with focus on aesthetic and technical principles; development of proficiency in contemporary approaches to digital media production by understanding the production pipeline from ideation to preproduction, production, postproduction, and through to distribution. GE: Engineering Be Creative. Same as DANC:2890, THTR:2890.

### **DIGA:3285 New Musical Instruments: From Design to Performance** 3 s.h.

Acoustic principles of selected traditional instruments (e.g., winds, strings, percussion) as well as principles of electroacoustic sound production (e.g., analog synthesizers, microphones, transducers); students work in teams to build, test, and improve their own musical instrument and experiment with its playing modes; projects may include inharmonic variations upon classical instruments, musical bots, guitar or voice-processing pedals, transducer-driven DIY Gamelans, and more; for composers, performers, engineers, and sound enthusiasts who want to design, build, and/or perform with new musical instruments. GE: Engineering Be Creative. Same as MUS:3285.

### **DIGA:3840 Robotic Art Studio** 4 s.h.

Exploration, design, and creation of interactive artworks, kinetic sculpture, robotic art, sound works, light art, and performance environments; application of basic electronics and mechanical techniques; use of programmable micro-controller Arduino. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTLs:2910 or TDSN:2210). GE: Engineering Be Creative. Same as SCIM:3840, SCLP:3840.

### **DIGA:3876 Projection Design** 3 s.h.

Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, INTM:3876, SCIM:3876, THTR:3876.

**DIGA:3895 Performance, Art, and New Technologies in Society** 3 s.h.

Students pitch projects and work in interdisciplinary groups to create original live performances and installations based on major technological innovations that have deeply impacted society and live performance in late 20th and early 21st centuries; daily hands-on making; examination of theoretical texts and performances that address impact of technology on human condition to contextualize students' own art/technology projects; exploration and adaptation of technologies/aesthetics for live performance and art including telepresence and liveness, artificial intelligence and big data, augmented and virtual reality. Prerequisites: MUS:2800 or THTR:2880 or CS:1110 or CS:1210 or SCLP:4835. Same as DANC:3895, THTR:3895.

**DIGA:4835 Electronic Objects and Spaces** 4 s.h.

Aesthetic use of electronics to sequence and control motion, light, and sound; introduction to basic electronics through hands-on workshops and discussions; demonstrations on how to build an Arduino, integrated circuits, power supplies, soldering, prototyping, motors, sensors; projects integrating electronics with objects and spaces; artist screenings and critiques. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTL:2910 or TDSN:2210). GE: Engineering Be Creative. Same as SCIM:4835, SCLP:4835.

**DIGA:4840 Air, Actuators, and Motors** 4 s.h.

Introduction to wide range of motors, actuators, and air devices available for integration in art projects; various forms of motor control and necessary means to power these devices; DC and AC motors, stepper motors, solenoids, electro magnets, relays, pneumatics, inflatables, and other air-driven devices; development of a project utilizing one or more systems; examples and media demonstrations to show how artists and scientists employ these systems. Prerequisites: ARTS:1510 and ARTS:1520 and (SCLP:2810 or CERM:2010 or INTM:2710 or MTL:2910 or TDSN:2210). GE: Engineering Be Creative. Same as SCIM:4840, SCLP:4840.

**Theatre Arts Courses****THTR:1000 First-Year Seminar** 1 s.h.

Small discussion class taught by a faculty member; topics chosen by instructor; may include outside activities (e.g., films, lectures, performances, readings, visits to research facilities). Requirements: first- or second-semester standing.

**THTR:1140 Basic Acting** 3 s.h.

Concentration, relaxation, imagination, observation, communication, sensory awareness; development of theatrical creativity through objectives, obstacles, action, conflict, spontaneity; development of a scene from scripts. Requirements: non-theatre arts major. GE: Engineering Be Creative; Literary, Visual, and Performing Arts.

**THTR:1141 Basic Acting II** 3 s.h.

Continuation of THTR:1140; emphasis on development of scenes. Prerequisites: THTR:1140. Requirements: non-theatre arts major.

**THTR:1400 Theatre and Society: Ancients and Moderns** 3 s.h.

Representative plays as performed in social contexts of ancient Egypt; classical Greece, Rome, India, and Japan; and medieval and early modern Europe. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

**THTR:1401 Theatre and Society: Romanticism and Rebels** 3 s.h.

Representative plays as performed in social contexts of revolutionary and modern Europe and postwar United States. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

**THTR:1411 Comedy and Society** 3 s.h.

How comedy reflects, comments upon, and intersects with Western culture, society, identity; roots of American comedy, satire, censorship; stand-up comedians, improv and sketch troupes, satirists; race, gender and sexuality, class perception; how portrayals of African Americans in popular culture evolved from 19th century to present; evolution of women comedians from 19th century to present; videos, readings, lectures. GE: Values and Society.

**THTR:1412 The Arts in Performance** 3 s.h.

GE: Literary, Visual, and Performing Arts; Values and Society. Same as DANC:1412.

**THTR:1834 Modes of Film and Video Production** 4 s.h.

Introduction to filmmaking; how to shoot and edit short works of cinematic art; exposure to various working methods including nonfiction, fiction, and experimental modes of video production. GE: Engineering Be Creative. Same as CINE:1834.

**THTR:2000 Orientation to Theatre Arts** 1 s.h.

Introduces students to the Department of Theatre Arts production process and the eight BA roadmaps: acting, comedy studies, design, directing, dramaturgy, playwriting, screenwriting and writing for television, and stage management. Requirements: declared major in theatre arts.

**THTR:2120 Movement: Special Topics** 2-3 s.h.

Specialized study in movement techniques and movement studies for body conditioning; development of yoga techniques; varied topics.

**THTR:2140 Acting I** 3 s.h.

Development of creativity, imagination, and openness through exercises to engage mind, body, and voice in theatrical play and scene work. Requirements: theatre arts major, or theatre arts minor and THTR:1140.

**THTR:2170 Acting for Musical Theatre** 3 s.h.

Students focus on acting technique for musical theatre; within the framework of song, students learn to work truthfully with a partner, find the action of the piece, mine a piece of music for acting clues from the composer, and connect authentically while being larger than life. Prerequisites: THTR:1140 or THTR:2140. Requirements: any one of the courses listed as prerequisites, or one semester of applied lessons in vocal performance.

**THTR:2175 Musical Theatre Performance: Special Topics** 3 s.h.

Specialized, practical study in a specific area related to development of musical theatre knowledge and performance skills; topics vary. Corequisites: THTR:2140. Requirements: audition.

**THTR:2176 Rehearsal and Performance of a Musical** 2 s.h.

Development of musical theatre rehearsal and performance practices; apply select acting exercises, techniques, and music and lyric analytical tools to development and embodiment of characters who are grounded in given circumstances of a song and arc of a musical theatre work.

- THTR:2190 Improvisation for the Stage** 3 s.h.  
Survey of American improvisation, including both history and practice, offering students an opportunity to understand improv from a historical perspective as well as participate in in-class games and performances.
- THTR:2215 Theatre Technology** 3 s.h.  
Theatrical production; technology and backstage operations including sound, projections, lighting, scenery, costumes, stage management. GE: Engineering Be Creative.
- THTR:2220 Production Lab** 1-3 s.h.  
Practical experience in physical construction and operation of live theatre; theatre department productions provide lab experiences for applied learning in technical theatre and run crew opportunities in scenery, costumes, lighting, sound, and stage management. GE: Engineering Be Creative.
- THTR:2301 Playwriting I** 3 s.h.  
Elements of playwriting; emphasis on analysis and discussion of original student writing. GE: Engineering Be Creative; Literary, Visual, and Performing Arts.
- THTR:2320 Playwriting in a Global World** 3 s.h.  
Students read and analyze the works of a diverse range of American and international playwrights and documentarians; fundamental skills of reading, hearing, imagining, and writing for local and global stages; emphasis on a broad range of voices, styles, and stories. GE: Understanding Cultural Perspectives.
- THTR:2402 Script Analysis** 3 s.h.  
Basic skills in critical reading and close analysis of dramatic texts, with focus on dramatic structure, challenges of putting texts into production.
- THTR:2404 Musical Theatre History** 3 s.h.  
American musical theatre's form, function, evolution; major composers (Berlin, Gershwin, Rodgers and Hammerstein, Sondheim), lesser-known and contemporary writers; roots of the rock musical, future of musical theatre, how musicals reflect their own eras and cultural attitudes of their times; readings, recordings, videos. Ability to read music not required.
- THTR:2405 Staging Americans: U.S. Cultures Through Theatre and Performance** 3 s.h.  
Role of American theatre as a complex tapestry of race, gender, sexuality, and disability; examination of plays and performance outside primarily white-male canon; contemporary social practice and cultural politics in local and national contexts. GE: Understanding Cultural Perspectives.
- THTR:2410 History of Theatre and Drama I** 3 s.h.  
Major developments in Anglo-European, Indian, Asian, and African theatre and drama, 3000 B.C.E. to C.E. 1700; sociopolitical, economic, and cultural circumstances of original productions. GE: Historical Perspectives; Literary, Visual, and Performing Arts.
- THTR:2411 History of Theatre and Drama II** 3 s.h.  
Continuation of THTR:2410; 1700 to 1960; revolutionary and modern European theatre and culturally diverse postwar U.S. theatre. Offered fall semesters. GE: Historical Perspectives; Literary, Visual, and Performing Arts.
- THTR:2610 Acting for Success** 3 s.h.  
How skills learned by actors in the theatre world can be applied to presentations and interactions in business, education, and beyond; how to connect with others on a personal level; ability to stand out as a team player and a leader; acting techniques traditionally used in theatre to open up communication dynamics; how to display an authentic self in everyday situations. Corequisites: RHET:1030 or RHET:1040 or RHET:1060. GE: Engineering Be Creative. Same as RHET:2610.
- THTR:2620 Improvisation for Engineers, Scientists, and the Curious** 3 s.h.  
Use of theatrical exercises and improvisation techniques to help students develop their imaginations, stimulate creativity, and approach practical projects from a fresh point of view; emphasis on working in teams and using improvisational techniques to solve problems. GE: Engineering Be Creative.
- THTR:2690 Sound Excursions: The Evolving Soundscape and the Reverberations of Human Activity** 3 s.h.  
How human activity impacts sustainability and diversity of interconnected ecosystems: bioacoustics research, evolution of sound and mechanics for sound production of and between species, biomechanics of human hearing and sound production, expanding capacity to deeply listen; experiential learning/projects-based course includes lectures, discussions, field recordings, and sound excursions; final project may be creative (e.g., 10-minute play about sonic inequity, geolocated sound experience) or research-based.
- THTR:2800 Introduction to Coding for Interactive Arts** 3 s.h.  
Introduction to potential of integrating art with technology to provide a foundation of skills and concepts through hands-on experimentation; lectures and demonstrations introduce key concepts and ideas as well as the history of digital arts; students develop skills that form a foundation for future investigation through labs; work may include using an Arduino, programming, and developing an interface to control a software project; final project is shared with the public in some way; critical discourse in the form of writing assignments allows for reflection and evaluation. GE: Engineering Be Creative; Quantitative or Formal Reasoning. Same as ARTS:2800, CINE:2800, CS:2800, DANC:2800, DIGA:2800, MUS:2800.
- THTR:2880 Installations and Interactive Performance** 3 s.h.  
Introduction to aesthetics, techniques, and practical possibilities of fusing together theatre, dance, music/sound, art, design, cinema, gaming, human computer interaction, and engineering; foundations of creating interactive experiences that use digital photos, video, text, real-world objects, sensor data, live bodies moving in space, Kinect 2 sensors, cameras, and multiple video outputs (e.g., projectors, LED displays); use of Isadora, an interactive, node-based programming software, to create immersive mediated performances, interactive installations, embodied user-based experiences, and user-manipulated virtual environments. GE: Engineering Be Creative. Same as DANC:2880, DIGA:2880.
- THTR:2890 Producing and Directing Digital Video** 3 s.h.  
Introduction to basic concepts, theories, and practical applications of digital video production for multiple distribution streams, with focus on aesthetic and technical principles; development of proficiency in contemporary approaches to digital media production by understanding the production pipeline from ideation to preproduction, production, postproduction, and through to distribution. GE: Engineering Be Creative. Same as DANC:2890, DIGA:2890.

- THTR:3110 Voice for the Actor** 3 s.h.  
Progressive development of voice for theatre; physical awareness, breath, freeing and amplifying sound, range and resonance, articulation; application of voice work through classical and contemporary theatre texts.
- THTR:3120 Theatre Movement** 3 s.h.  
The body as a tool for dramatic expression; basic principles and practices of stage movement; approaches to physical technique.
- THTR:3140 Acting II** 3 s.h.  
Extension of work begun in THTR:2140; scene study, with focus on contemporary realism and development of collaborative dynamic. Prerequisites: THTR:1141 or THTR:2140.
- THTR:3151 Voice for the Actor II** 3 s.h.  
Further development of voice for theatre with emphasis on acquisition of accents and dialects. Prerequisites: THTR:3110.
- THTR:3160 Movement Styles** 3 s.h.  
Intensive study of a selected movement style (e.g., mask, clown, commedia dell'arte). Prerequisites: THTR:3120.
- THTR:3165 Stage Combat** 3 s.h.  
Fundamental principles of stage combat in a specialized area of study—unarmed combat, rapier and dagger techniques, and hand-to-hand and knife techniques.
- THTR:3205 Concepts in Drawing** 3-4 s.h.  
Intermediate-level topics; observation, theory, media, form, content; emphasis on personal direction. Prerequisites: DRAW:2310. Same as DRAW:3310.
- THTR:3208 Mask and Puppet Design** 3 s.h.  
Hands-on exploration of mask and puppet design, blending global performance traditions with original designs. GE: Engineering Be Creative.
- THTR:3210 Makeup and Hair Design for Stage, Film, and New Media** 3 s.h.  
Techniques in application of performance makeup and hair design; conceptual development, research, and hands-on projects in fantasy, historical, and character makeup, including basic prosthetics. GE: Engineering Be Creative.
- THTR:3211 Period Styles** 3 s.h.  
A global design survey that explores the historical intersections of fashion, architecture (both interior and exterior), fine art, and cultural movements.
- THTR:3215 Sewing Techniques for Theatre Costuming** 3 s.h.  
Students learn and improve sewing skills for theatre costuming; lab oriented with focus primarily based on a variety of sample sewing techniques; collaboration and individual work; final project consists of a costume sample from a chosen show and reflects student's skill and experience.
- THTR:3230 Scenic Design I** 3 s.h.  
Development of theatre scenery; how to research, conceptualize, and express ideas in 3D models, simple sketches, and drafting. GE: Engineering Be Creative. Same as ARTS:3230.
- THTR:3235 Production Design for Film, Television, and New Media** 3 s.h.  
Explores the processes of production design, art direction, and lighting direction as related to design for narrative films, television, and new media. Provides an initial understanding of the production design process in practice to gain a better understanding of the production design process and the narrative filmmaking process.
- THTR:3240 Costume Design I** 3 s.h.  
Introduction to theatre costumes; how to conceptualize and express ideas through rendering and 3D mannequin projects; may be taken after THTR:4240. GE: Engineering Be Creative.
- THTR:3245 Costume Design for Film, Television, and New Media** 3 s.h.  
Pull back the curtain on how costume designers shape the way we experience (and remember) our favorite films and binge-worthy series; examine the aesthetic, historical, and practical dimensions of costuming; focus on how design choices shape character development and visual storytelling; gain experience in the art and business of costume design for the camera, from pitching ideas to directors and producers, to managing budgets, sourcing costumes, and navigating call sheets and shooting schedules, through film clips, production still, and hands-on studio projects. Recommendations: Course designed for Theatre Arts, Cinematic Arts, Dance, Sociology, Psychology, Art and Art History graduate students, majors, minors, and non-majors.
- THTR:3250 Lighting Design I** 3 s.h.  
How to research, conceptualize, and express ideas through light plots, other design paperwork, and theatre lighting design projects. GE: Engineering Be Creative.
- THTR:3260 Sound Design for the Theatre** 3 s.h.  
Introduction to concepts of theatre aurality, sound dramaturgy, and basic sound reinforcement; provides project-based instruction for practice, process, and mechanics of recording, designing, and manipulating sound for plays and contemporary theatrical experiences. GE: Engineering Be Creative.
- THTR:3270 Entertainment Design** 3 s.h.  
Introduction to entertainment design and technology; primary focus on contemporary approaches to design and delivery of content in entertainment industry; assignment of practical projects using media servers, projection, LED arrays, video editing software, and moving light technologies. GE: Engineering Be Creative.
- THTR:3276 Medieval Drama** 3 s.h.  
Study of drama in the Medieval period. Same as ENGL:3276.
- THTR:3277 English Renaissance Drama** 3 s.h.  
Dramatic literature of the English Renaissance. Same as ENGL:3277.
- THTR:3301 Playwriting II** 3 s.h.  
Application of fundamental skills learned in THTR:2301 to more advanced study of dramatic structure and style; reading of plays, weekly writing assignments; focus on writing one-act play. Prerequisites: THTR:2301.
- THTR:3310 Undergraduate Playwriting Workshop** 3 s.h.  
Workshop and discussion of students' original full-length plays. Prerequisites: THTR:2301 and THTR:3301.
- THTR:3315 Standup Comedy Practicum** 3 s.h.  
Writing and performing standup comedy; emphasis less on creating a comic persona and more on pulling from and articulating personal truth; analysis of contemporary comedians and joke structure; performing original work for multiple audiences in classroom and out in community.
- THTR:3320 Writing for Film** 3 s.h.  
Rigorous writing for film; focus on feature-length screenplay; for students with experience in dramatic writing, fiction, or screenwriting. Requirements: completion of at least 60 s.h. or graduate standing.

- THTR:3325 Iowa Writers' Room** 3 s.h.  
 Experiential learning in television writing field; first-hand experience as part of a traditional television writers' room—selecting material and show topics, pitching ideas, collaboratively breaking story, and writing and workshopping scripts for a limited series television show of student's choosing; includes instruction and class visits by acclaimed industry insiders. Same as CSI:3325.
- THTR:3401 Topics in Dramatic Literature** 3 s.h.  
 Topics in dramatic literature, including specific authors, periods, and movements; sample topics include Ibsen and Strindberg, Chekov, Brecht and the Brechtian, and avant-garde theatre.
- THTR:3402 Shakespeare the Dramatist** 3 s.h.  
 Exploration of a number of Shakespeare's greatest works; close textual analysis supplemented with historical, theoretical, theatrical, and philosophical considerations; special attention given to Shakespeare's dramatic method and relation of his dramaturgy to profession of theater-making.
- THTR:3421 Performing Autobiography** 3 s.h.  
 Advanced seminar and workshop; immersive readings in genre of contemporary autobiographical work, scholarship and criticism, and performance texts and videos as established artists have developed them; students write and perform their own original pieces stemming from personal experiences and interests. Recommendations: RHET:1030. Same as GWSS:3421.
- THTR:3430 Women on Stage** 3 s.h.  
 Examination of how and why women in the United States have expressed themselves through theatre and performance from 1776 to present; students study plays as performed events in specific times and places for specific audiences through works by African American, Asian American, European American, Latina, Native American, and lesbian/queer writers; what the theater—as a public, embodied art form—offers female writers; how stakes differ for women of diverse backgrounds in using this often suspect and uniquely powerful medium in particular historical moments; how changing definitions of gender and sexuality come into play; prior background in theater not required. Same as AMST:3430, GWSS:3430.
- THTR:3440 American Drama Since 1900** 3 s.h.  
 American playwrights and plays after 1900. Same as ENGL:3440.
- THTR:3462 African American Drama** 3 s.h.  
 African American dramatic literature. Same as AFAM:3462, ENGL:3462.
- THTR:3501 Stage Management I** 3 s.h.  
 Duties and procedures of stage management; focus on development of production from preparatory work through performance; role of stage manager in collaboration.
- THTR:3510 Introduction to Arts Management** 3 s.h.  
 Nonprofit performing arts management and administrative principles; practical applications, trends in the field; focus on arts organizations and their key administrative positions. Same as INTD:3510.
- THTR:3530 Musical Theatre Workshop** 2 s.h.  
 Development of musical theatre performance skills through participation; students learn how to project intentions, attitudes, and personality traits of characters they portray; fundamentals of stagecraft, acting, movement, relaxation, and concentration; accurate musical coaching, including clear diction and solidly built dramatic musical interpretation. Same as MUS:3530.
- THTR:3610 Drama in the Classroom** 3 s.h.  
 Theories of community, culture, identity in relation to language arts teaching and learning; emphasis on incorporating multiple literacies, both oral and print, into language arts curricula; action research involving oral literacy. Same as EDTL:3180.
- THTR:3615 Action! Engage! Art! Creative Placemaking for the Public Good** 3 s.h.  
 Best practices for community projects; students in any discipline partner with artists to make change in the world; topics and activities include how to collaborate with creative partners and be a strong partner, develop ethical community partnerships, cultural competency, how to work for sustainable goals, team leadership skills, prepare social justice skills portfolios, investigate established projects, and develop individual or team projects for future semesters and beyond.
- THTR:3630 Special Topics in Theatre Arts** 3 s.h.  
 Specialized study in a specific aspect of theatre arts of interest to actors, directors, playwrights, dramaturgs, designers, and stage managers.
- THTR:3875 Topics in Digital Performing Arts** 3 s.h.  
 Advanced techniques in performing with established and new technologies including live cameras in performance, controlling digital avatars, motion capture, virtual and augmented reality, and more. Same as DANC:3875.
- THTR:3876 Projection Design** 3 s.h.  
 Introduction to the aesthetics and practical applications of projection design for live performance, including content creation, system design, media servers, projectors, cameras, and related professional equipment. Students learn how to create digital artwork with professional content/animation/effects software Adobe After Effects, Illustrator, Photoshop, Premiere Pro, Audition, etc. Through the media server QLab students learn how to integrate digital artwork and live video cameras into live performance via projectors and digital displays. GE: Engineering Be Creative. Same as CINE:3876, DANC:3876, DIGA:3876, INTM:3876, SCIM:3876.
- THTR:3895 Performance, Art, and New Technologies in Society** 3 s.h.  
 Students pitch projects and work in interdisciplinary groups to create original live performances and installations based on major technological innovations that have deeply impacted society and live performance in late 20th and early 21st centuries; daily hands-on making; examination of theoretical texts and performances that address impact of technology on human condition to contextualize students' own art/technology projects; exploration and adaptation of technologies/aesthetics for live performance and art including telepresence and liveness, artificial intelligence and big data, augmented and virtual reality. Prerequisites: MUS:2800 or THTR:2880 or CS:1110 or CS:1210 or SCLP:4835. Same as DANC:3895, DIGA:3895.
- THTR:4144 Acting: Special Topics** 3 s.h.  
 Specialized study in a specific aspect or theory of acting.
- THTR:4180 Directing I** 3 s.h.  
 Basic elements of stage direction; exercises in composition, emphasis, movement, rhythm, directorial analysis; director's role in production process; short scenes, projects, papers. Prerequisites: THTR:2140 and (THTR:2402 or CINE:1601 or CINE:1602).

- THTR:4185 Directing: Special Topics** 3 s.h.  
Specialized study in a specific aspect or theory of stage directing. Prerequisites: (THTR:2140 or THTR:3120) and (THTR:2402 or CINE:1601 or CINE:1602).
- THTR:4230 Scenic Design II** 3 s.h.  
Design and execution of increasingly complex projects in a variety of formats, including perspective sketching, detailed drafting, and color models. Prerequisites: THTR:3230.
- THTR:4240 Costume Design II** 3 s.h.  
Immersion in and hands-on exploration of the art of costume design through vintage clothing, fashion symbolism, and practical skills for styling and fitting costumes that transform characters. Recommendations: may be taken before THTR:3240.
- THTR:4250 Lighting Design II** 3 s.h.  
Development of advanced lighting artistry; preparation for mainstage lighting assignments through a series of hands-on projects and practicals; emphasis on process of design, communicating design concept, acclimating to University of Iowa venues, advanced moving light programming, 3D modeling, previsualization techniques, and organizing plot and paperwork in accordance with professional lighting practices. Prerequisites: THTR:3250.
- THTR:4270 Scenic Art** 3 s.h.  
Basic techniques in scenic art for the theatre; classical scene painting, color theory, drawing, using nontraditional tools and materials, foam carving, and finishes. Offered every other year. GE: Engineering Be Creative. Same as ARTS:4270.
- THTR:4290 Design: Special Topics** 1-3 s.h.  
Specialized study in a specific aspect or theory of theatrical design.
- THTR:4420 Dramatic Theory** 3 s.h.  
Theoretical questions of interest to dramatists and philosophers in western and nonwestern traditions; metaphysics of play; theories of character, psyche, self; narrative and nonnarrative dramatic forms. Prerequisites: THTR:2402 and THTR:2410 and THTR:2411.
- THTR:4510 Arts Leadership Seminar** 3 s.h.  
Performing arts management and administrative principles, practical applications, trends in arts leadership and advocacy. Same as ENTR:4510, INTD:4510.
- THTR:4605 Undergrad Career Preparation** 1-3 s.h.  
Business aspects of the actor's career; entrepreneurial tools for the professional world; topics include agents, managers, taxes, fees, résumés, head shots, unions, similarities and differences between the three major markets (New York, Chicago, Los Angeles), and particular needs for television, film, and theatre.
- THTR:4630 London Performance Study** 3 s.h.  
Performance studies. Same as ENGL:4172.
- THTR:4691 Projects in Theatre** arr.
- THTR:4692 Honors Theatre Arts** arr.  
Development of a focused, large-scale project that aligns with and deepens a student's interest in theatre arts. Project generally includes both a written portion and a public presentation.
- THTR:4693 Independent Study** arr.
- THTR:4695 Performance Practicum** 1-2 s.h.  
Perform as an actor or serve as an assistant stage manager in a production of at least an hour's length, rehearsed for at least four weeks, directed by a faculty member or guest artist or graduate student, and produced by the Department of Theatre Arts.
- THTR:5200 Graduate Design Seminar** arr.  
Graduate design in set, lighting, and costume design; teamwork; meetings with design faculty in specific disciplines; short-term projects in the theatre department; long-term projects, including summer design work, internships, and other professional opportunities during the three-year program and beyond. Prerequisites: THTR:4230 or THTR:4240 or THTR:4250.
- THTR:5230 Scenic Design III** 3 s.h.  
Complex assignments; documentation skills, scenic design preparation. Prerequisites: THTR:3230 and THTR:4230.
- THTR:5240 Costume Design III** 3 s.h.  
Advanced projects in costume design and portfolio development. Prerequisites: THTR:4240.
- THTR:5250 Lighting Design III** 3 s.h.  
Advanced projects in venues such as dance, opera, industrials; preparation of lighting designs for production. Prerequisites: THTR:4250.
- THTR:5410 Dramaturgy** 3 s.h.  
Overview of history, theory, and practice of dramaturgy and dramaturg in Europe and the United States including relationship to dramatic criticism, dramaturgical research, analysis and conceptualization of texts for production, audience outreach, and new play development; may focus intensively on one of these topics and workshop creative work related to the topic.
- THTR:5420 Dramaturgy Practicum** arr.  
Supervision of ongoing dramaturgical work in Department of Theatre Arts and the Playwrights Workshop; workshopping elements of dramaturgical work (e.g., script reports, program essays, lobby displays); examination of special topics including history of dramaturgy, dramatic criticism, dramaturgical writing (documenting the production process), dramaturgy and dramatic theory. Requirements: admission to MFA dramaturgy program.
- THTR:5500 Stage Management: Special Topics** 3 s.h.  
Topics in stage management, arts production, and their professional practice. Requirements: admission to MFA stage management program.
- THTR:5510 Production Management** 3 s.h.  
Organization and supervision of theatre productions; resources, procedures for successfully mounting a theatre production or season; personnel, equipment, facility and budget management, scheduling, communication. Requirements: stage management MFA enrollment.
- THTR:5600 Orientation to Graduate Studies** 1-2 s.h.  
Introduction to the department's six graduate programs, production program, facilities, and UI library system; raises issues that will be considered throughout students' graduate careers; exploration of creative process and application of critical thinking to that process; for first-year theatre arts MFA students. Requirements: admission to MFA in theatre arts.

**THTR:5880 Installations and Interactive Performance****3 s.h.**

Introduction to creating interactive experiences with technology; aesthetics, techniques, and practical possibilities of fusing together theatre, dance, music/sound, art, design, cinema, gaming, human-computer interaction, and engineering through use of Isadora, an interactive, node-based programming software; students create immersive performances, interactive installations, embodied user experiences, and user-manipulated virtual environments. Same as DANC:5880.

**THTR:5890 Producing and Directing Digital Video****3 s.h.**

Introduction to basic concepts, theories, and practical applications of digital video production for multiple distribution streams with focus on aesthetic and technical principles; development of proficiency in contemporary approaches to digital media production by understanding the production pipeline from ideation to preproduction, production, postproduction, and through to distribution. Same as DANC:5890.

**THTR:6140 Advanced Acting****3 s.h.**

Preprofessional training; may include psychophysical training in impulse, openness and the "mask," individual and group dynamics, improvisation, repetition, characterization and scene work, Shakespeare and style, on-camera, development of professional work habits and skills, audition and interview. Requirements: admission to MFA acting program.

**THTR:6150 Vocal Technique****3 s.h.**

Skills training; voice and speech for the actor, phonetics, dialects, sound exploration, contemporary and classical text analysis. Requirements: admission to MFA acting program.

**THTR:6160 Movement Technique****3 s.h.**

Fundamental principles and practices required for physical acting technique; basic stage movement, stage combat, mime technique, Lecoq-based improvisation; a new works project. Requirements: admission to MFA acting program.

**THTR:6170 Graduate Acting: Special Topics****3 s.h.**

Specialized study in one aspect or theory of acting. Requirements: admission to MFA acting program.

**THTR:6180 Director's Seminar****1-3 s.h.**

Preprofessional training in stage direction; the art and craft of directing; research, practical experience; development of new pieces; approaches to a variety of theatrical materials through concept, type, style. Requirements: admission to the MFA directing program.

**THTR:6300 Guest Seminar****arr.**

Playwriting workshops and script conferences led by visiting professional playwrights, directors, and dramaturgs. Requirements: admission to MFA playwriting program.

**THTR:6310 Special Topics in Playwriting****3 s.h.**

Special topics of interest to MFA playwrights and dramaturgs including fundamentals for experts, designing audience experiences, structural approaches to playwriting, and writing for film; also may focus on dramatic genres (e.g., docudrama, history play).

**THTR:6500 Stage Management Seminar****1-2 s.h.**

Practice and techniques of stage management. Requirements: admission to MFA stage management program.

**THTR:6605 Graduate Career Preparation****1-3 s.h.**

Preparation for the business of the acting profession, including personal and business budgets; five-year plans; agents, managers, taxes, fees, resumes, head shots, unions, and the different markets across the country; and needs for television, film, and theatre. Requirements: admission to MFA acting program.

**THTR:6691 Projects in Theatre Advanced****arr.**

Create a special project under the mentorship of a faculty member; projects may include performing in a main stage production, writing, directing, or designing a play performed in the department, developing a research project that intersects production.

**THTR:7300 Playwrights Workshop****1,3 s.h.**

Development of works by Iowa Playwrights Workshop members. Requirements: admission to MFA playwriting or dramaturgy program.

**THTR:7601 MFA Thesis****0-3 s.h.**

Work related to MFA thesis projects in theatre arts.