Theatre Arts Courses (THTR)

THTR Courses

This is a list of courses with the subject code THTR. For more information, see Theatre Arts (College of Liberal Arts and Sciences) in the catalog.

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. Duplicates THTR:2410. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

THTR:1401 Theatre and Society: Romantics and Rebels 3 s.h.
Representative plays as performed in social contexts of revolutionary and modern Europe and postwar United States. Duplicates THTR:2411. GE: Historical Perspectives; Literary, Visual, and Performing Arts.

THTR:1410 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:1411 Comedy and Society 3 s.h.
How comedy reflects, comments upon, and intersects with western culture, society, and identity; roots of western 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; videos, readings, live performances. GE: Values and Culture.

THTR:1412 The Arts in Performance 3 s.h.
GE: Literary, Visual, and Performing Arts; Values and Culture. 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. Prerequisites: CINE:1601 with a minimum grade of C. Corequisites: for CINE:1834—CINE:1601, if not taken as a prerequisite. GE: Engineering Be Creative. Same as CINE:1834.

THTR:2120 Movement: Special Topics 2-3 s.h.
Specialized study in movement techniques and movement styles 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: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: Diversity and Inclusion.

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: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: Diversity and Inclusion.

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. Offered spring semesters. 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:2605 Monsters, Victims, and Villains: Changing Perceptions 3 s.h.
Introduction to implementation of performance opportunities for special populations (defined as those with cognitive or physical disability) and underrepresented populations; students gain skills necessary to create radical opportunities for and implementation of performances including individuals with disabilities in theatre, dance, and music; students from different backgrounds experience collaborative artistic excellence while redefining audience expectations; historic background for perceptions of disability. GE: Diversity and Inclusion. Same as DANC:2890, DIGA:2890.

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:2720 Concepts in Contemporary Art Practice 3 s.h.
Interdisciplinary investigation of materials and concepts in relation to time-based media, performance, video, installation; individual and collaborative projects. Prerequisites: INTM:2720. Same as INTM:2720.

THTR:2800 Digital Arts: An Introduction 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. 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 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:3202 Graphic Design for the Entertainment Industry 2-3 s.h.
Series of projects focusing on developing graphic design skill sets and using the Adobe Creative Suite and other programs. GE: Engineering Be Creative.

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 Crafts 3 s.h.
Mask and puppet design; paper mache, plaster gauze, thermal plastics, and soft sculpture techniques. GE: Engineering Be Creative.

THTR:3210 Makeup Design for the Stage 3 s.h.
Techniques in design and application of stage makeup: development of conceptual, research, hands-on skills through projects in fantasy, period, and character makeup, simple prosthetics. GE: Engineering Be Creative.

THTR:3211 Period Styles 3 s.h.
Survey of design and motifs spanning history of western civilization through development of interior and exterior architecture, furniture, decorative themes, fashion, and fine art.
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<td>American Drama Since 1900</td>
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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, 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 Video for Performance 3 s.h.
Introduction to aesthetics and practical applications of digital
media and video design for live performance including content
creation, system design, and content optimization for media servers;
students create digital video and animations and integrate them into
live performance and entertainment events via projections, media
servers, and digital displays using QLab Media Server and Adobe
Creative Cloud (e.g., Illustrator, Photoshop, Premiere Pro, Audition,
After Effects); for those with an interest in designing, creating,
and displaying digital media for theatre, dance, concerts, corporate
events, gallery installations, VJ sets, and architectural projections.
GE: Engineering Be Creative. Same as CINE:3876, DANC:3876,
DIGA:3876, INTM: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).

THTR:4230 Scene 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.
Conceptual and analysis skills in costuming; fashion history and dress
related to individual, cultural, and artistic expression. 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, previzualization 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. Prerequisites:

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.
English majors and English and Creative Writing majors may apply
this course to the following area and/or period requirement. AREA:
Literary Theory and Interdisciplinary Studies. PERIOD: 20th/21st-
Century Literature. 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:5110 Acting for Graduate Non-Actors 3 s.h.
Examination of the practice and language of acting as developed
by Constantin Stanislavski and Sanford Meisner. Requirements:
admission to MFA in 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.
DANC:5880. Experiences, and user-manipulated virtual environments. Same as immersive performances, interactive installations, embodied user interactive, node-based programming software; students create 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:5890.

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:5610 Collaborative Performance 3-4 s.h. Collaborative process with advanced dance artists and creative, design, and technical practitioners from varied disciplines that culminates in a devised performance for the general public; emphasis on sharing and investigating ideas, artistic intent, personal vision, and practical application. Same as DANC:5550.

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:6605 Graduate Career Preparation 1-3 s.h.
Preparation for professional showcase produced in student's final year; 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 three major markets (New York, Chicago, and Los Angeles), and particular 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.