

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. 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. 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 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 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: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.	THTR:2800 Digital Arts: An Introduction	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.		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:2405 Staging Americans: U.S. Cultures Through Theatre and Performance	3 s.h.	THTR:2880 Installations and Interactive 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.		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:2410 History of Theatre and Drama I	3 s.h.	THTR:2890 Producing and Directing Digital Video	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.		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:2411 History of Theatre and Drama II	3 s.h.	THTR:3110 Voice for the Actor	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.		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:2605 Monsters, Victims, and Villains: Changing Perceptions	3 s.h.	THTR:3120 Theatre Movement	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: Understanding Cultural Perspectives. Same as EDTL:2963.		The body as a tool for dramatic expression; basic principles and practices of stage movement; approaches to physical technique.	
THTR:2610 Acting for Success	3 s.h.	THTR:3140 Acting II	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.		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:2620 Improvisation for Engineers, Scientists, and the Curious	3 s.h.	THTR:3151 Voice for the Actor II	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.		Further development of voice for theatre with emphasis on acquisition of accents and dialects. Prerequisites: THTR:3110.	
THTR:2690 Sound Excursions: The Evolving Soundscape and the Reverberations of Human Activity	3 s.h.	THTR:3160 Movement Styles	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.		Intensive study of a selected movement style (e.g., mask, clown, commedia dell'arte). Prerequisites: THTR:3120.	
THTR:3165 Stage Combat	3 s.h.	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.	THTR:3270 Entertainment Design	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.		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:3205 Concepts in Drawing	3-4 s.h.	THTR:3276 Medieval Drama	3 s.h.
Intermediate-level topics; observation, theory, media, form, content; emphasis on personal direction. Prerequisites: DRAW:2310. Same as DRAW:3310.		Study of drama in the Medieval period. Same as ENGL:3276.	
THTR:3208 Mask and Puppet Crafts	3 s.h.	THTR:3277 English Renaissance Drama	3 s.h.
Mask and puppet design; paper mache, plaster gauze, thermal plastics, and soft sculpture techniques. GE: Engineering Be Creative.		Dramatic literature of the English Renaissance. Same as ENGL:3277.	
THTR:3210 Makeup Design for the Stage	3 s.h.	THTR:3301 Playwriting II	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.		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:3211 Period Styles	3 s.h.	THTR:3310 Undergraduate Playwriting Workshop	3 s.h.
A global design survey that explores the historical intersections of fashion, architecture (both interior and exterior), fine art, and cultural movements.		Workshop discussion of original full-length plays, collaborative creation of new plays, work with guest artists. Prerequisites: THTR:2301 and THTR:3301.	
THTR:3215 Sewing Techniques for Theatre Costuming	3 s.h.	THTR:3315 Standup Comedy Practicum	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.		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:3230 Scenic Design I	3 s.h.	THTR:3320 Writing for Film	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.		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:3235 Production Design for Film, Television, and New Media	3 s.h.	THTR:3325 Iowa Writers' Room	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.		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 WRIT:3325.	
THTR:3240 Costume Design I	3 s.h.	THTR:3401 Topics in Dramatic Literature	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.		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:3250 Lighting Design I	3 s.h.	THTR:3402 Shakespeare the Dramatist	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.		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:3260 Sound Design for the Theatre	3 s.h.	THTR:3421 Performing Autobiography	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.		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.	THTR:3876 Projection Design	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.		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.	
THTR:3440 American Drama Since 1900	3 s.h.	THTR:3895 Performance, Art, and New Technologies in Society	3 s.h.
American playwrights and plays after 1900. Same as ENGL:3440.		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:3462 African American Drama	3 s.h.	THTR:4144 Acting: Special Topics	3 s.h.
African American dramatic literature. Same as AFAM:3462, ENGL:3462.		Specialized study in a specific aspect or theory of acting.	
THTR:3501 Stage Management I	3 s.h.	THTR:4180 Directing 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.		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:3510 Introduction to Arts Management	3 s.h.	THTR:4185 Directing: Special Topics	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.		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:3530 Musical Theatre Workshop	2 s.h.	THTR:4230 Scenic Design II	3 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.		Design and execution of increasingly complex projects in a variety of formats, including perspective sketching, detailed drafting, and color models. Prerequisites: THTR:3230.	
THTR:3610 Drama in the Classroom	3 s.h.	THTR:4240 Costume Design II	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.		Immersion in the essential skills needed for developing costumes for theater, film, and television. Emphasis on blending creative work, technical skills, and collaboration. Recommendations: may be taken before THTR:3240.	
THTR:3615 Action! Engage! Art! Creative Placemaking for the Public Good	3 s.h.	THTR:4250 Lighting Design II	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.		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:3630 Special Topics in Theatre Arts	3 s.h.	THTR:4270 Scenic Art	3 s.h.
Specialized study in a specific aspect of theatre arts of interest to actors, directors, playwrights, dramaturgs, designers, and stage managers.		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: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:4290 Design: Special Topics	1-3 s.h.	THTR:5410 Dramaturgy	3 s.h.
Specialized study in a specific aspect or theory of theatrical design.		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:4420 Dramatic Theory	3 s.h.	THTR:5420 Dramaturgy Practicum	arr.
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.		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:4510 Arts Leadership Seminar	3 s.h.	THTR:5500 Stage Management: Special Topics	3 s.h.
Performing arts management and administrative principles, practical applications, trends in arts leadership and advocacy. Same as ENTR:4510, INTD:4510.		Topics in stage management, arts production, and their professional practice. Requirements: admission to MFA stage management program.	
THTR:4605 Undergrad Career Preparation	1-3 s.h.	THTR:5510 Production Management	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.		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:4630 London Performance Study	3 s.h.	THTR:5600 Orientation to Graduate Studies	1-2 s.h.
Performance studies. Same as ENGL:4172.		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:4691 Projects in Theatre	arr.	THTR:5880 Installations and Interactive Performance	3 s.h.
THTR:4692 Honors Theatre Arts	arr.	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:4693 Independent Study	arr.	THTR:5890 Producing and Directing Digital Video	3 s.h.
THTR:4695 Performance Practicum	1-2 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:5200 Graduate Design Seminar	arr.	THTR:6140 Advanced Acting	3 s.h.
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.		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: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:5300 The Collaborative Process	3 s.h.		
Development of new plays, collaboratively created works.			

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.

THTB:6170 Graduate Acting: Special Topics 3 s h

THEATRE Graduate Acting: Special Topics 3 SEM
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.

Requirements for admission to MFA playwriting program

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

Special topics of interest to MFA playwrights and dramaturgs.

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 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.

THTB:7300 Playwrights Workshop 1.3 s.b.

Iowa Playwrights Workshop 23
Development of works by Iowa Playwrights Workshop
members. Requirements: admission to MFA playwriting or
dramaturgy program.

THTB:7601 MEA Thesis 0-3 s b

Work related to MFA thesis