McLENNAN COMMUNITY COLLEGE

WACO, TEXAS

COURSE SYLLABUS

AND

INSTRUCTOR PLAN

THEATRE DESIGN

DRAM 2335 0001

KATHLEEN LAUNDY

BENJAMIN MASON

NOTE: This is a 16-week Face to Face course.

Course Description:

Introduction to the history and process of theatrical design with specific attention paid to scenery, costumes, lighting and sound design. Semester Hours 3 (3 lec/2 lab)

Prerequisites and/or Corequisites:

DRAM 1342, DRAM 1330 or approval of instructor

Course Notes and Instructor Recommendations:

This course meets Fridays from 9:30-12:30. Please keep up with your work and finish projects on time. This course requires 48 hours of lab time in addition to the 3 hours of lecture. You may choose to complete your lab hours in either the costume shop or the scenic shop. All work calls, running crew hours, and strike will count toward your 48 hours. If you choose two afternoons a week to work two hours a day, you will have all your hours completed before the end of the semester.

Instructor Information:

Instructor Name: Kathleen Laundy, Benjamin Mason

MCC Email: klaundy@mclennan.edu bmason@mclennan.edu

Office Phone Number: 254 299-8191, 254 299-8118

Office Location: MTA 105F and 105C This is where our mailbox is.

Office/Teacher Conference Hours: Laundy's Conference hours are TTH 11:00-noon and M-F 1:30-5. I am always available by email. Mason's Conference hours are M 8:00 AM – 11:00 AM

Required Text & Materials:

There is no required textbook. This is a Brightspace-supported course. All required materials for this course are provided for the student including PDFs of MCC production scripts.

MCC Bookstore Website: http://www.mclennan.edu/bookstore/

Methods of Teaching and Learning:

Overviews of each unit provide the key concepts. Foundational learning consists of lectures, PowerPoints, and videos, as well as hands-on learning including sketching, painting, and multiple projects like building a set model, designing costumes, generating a light plot and creating a sound design for a play. The lecture section of this course will provide fundamental information on the elements and principles of theatrical design, the history of theatrical design, sketching, and play analysis. The lab section of this course is designed to enhance the advanced theatre student technical skills through work on MCC productions. In addition, the student will gain experience in the organization and execution of a running crew by participating during an actual production.

Course Objectives and/or Competencies:

Upon completion of the course students will be able to demonstrate the following knowledge, skills, and abilities: Ability to identify and analyze the design elements and principles in a production. Knowledge of responsibilities of designers and the process designers go through. Identify historical periods of design and discuss what a particular historical period should look like. Be able to produce designs for scenery, costumes, lighting, and sound.

Course Attendance/Participation Guidelines:

If a student is not in attendance in accordance with the policies/guidelines of the class as outlined in the course syllabus as of the course census date, faculty are required to drop students from their class roster prior to certifying the respective class roster. A student's financial aid will be re-evaluated accordingly and the student will only receive funding for those courses attended as of the course census date. (Jan. 29, 2026)

Before the 60% point of the semester, a student who is absent for 25% or more of a face-to-face or blended course or who misses 25% or more of assigned work for an online course will be withdrawn from the course with a grade of W. A student may also request to be withdrawn with a grade of W before the 60% point of the semester. After the 60% point of the semester, the student may request to be withdrawn if the student is passing, or be assigned the final grade earned at the end of the semester after grades have been updated to reflect missing work.

As this is a skills class, by departmental policy, students will be held to a stricter attendance policy than the standard one which is quoted above. Students will be withdrawn after they miss

10% of the course by the 60% date, that translates to missing 3 classes. On the 4th absence, you will be withdrawn.

Attendance will be taken at the beginning of each class meeting. Additionally, this class contains a lab component which is worth 20% of your grade. Students must work a minimum of 48 hours during the course of the semester building costumes or scenery for our productions. To receive full credit for this course, you must complete 48 lab hours of work before the last day of class. The best way to do this is to come to lab hours two days per week for 2 hours per day. If you end up with 0 lab hours, you will NOT get a 70 in this class, you will fail, even if all your other work is complete and receives full credit. Working lab hours is the only way that you will learn these skills. Any lab hours after 48 will receive extra credit, 1 point per hour.

Click Here for the MCC Attendance/Absences Policy
(https://www.mclennan.edu/highlander-guide/policies.html)
Click on the link above for the college policies on attendance and absences. Your instructor may have additional guidelines specific to this course.

Course Outline or Schedule

Due to the nature of our production schedule, the course will alternate between instructors and topics.

Week 1 Laundy: sketching; Instructor Plan, set up lab hours for the semester; theatrical styles and genres; Classical Design History

Week 2 Laundy: sketching; Elements and Principles of Design, Renaissance Design History

Week 3 Laundy: sketching; phases of the design process; Baroque Design History

Week 4 Laundy: sketching; writing a concept statement; peer review process explained; Victorian Design History

Week 5 Mason: sketching; Start scenic design projects; Rough Ground Plans and Elevations

Nunsense **Production Notes: 10 of 12 work call on Feb. 14. Running Crew: M-W Tech Week, Th-Sun run, performances at 7:30 and 2:00 matinee; strike will immediately follow the final performance on Sunday. All students are required to attend strike.**

Week 6 Mason: sketching; continue working on scenic design projects; Final Ground Plan & Elevations

Week 7 Mason: sketching; continue working on scenic design projects. Color Ground Plan & Elevations or Rendering

Week 8 Mason: sketching scenic design projects due; peer review process

Week 9 Spring Break (There might be a work call for the opera).

Week 10 Laundy: sketching; start costume design projects

***The Emperor's New Clothes* Production Notes*:* 10 of 12 work call on March 21. Running Crew: M-W Tech Week, Th-Sun run, performances at 7:30 and 2:00 matinee; strike will immediately follow the final performance on Sunday. All students are required to attend strike.**

Week 11 Laundy: sketching; continue working on costume design projects

Week 12 Laundy: no class on Friday but work continues in the shops M-Th

Week 13 Laundy: sketching; costume design projects due; peer review process

April 20-26 *Iphigenia* Tech Week/Run; **10 of 12 work call on April 18. Running Crew: M-W Tech Week, Th-Sun run, performances at 7:30 and 2:00 matinee; strike will immediately follow the final performance on Sunday. All students are required to attend strike.**

Week 14 Mason: sketching; start lighting/sound design project; Light areas, list/find sound design elements (music, sound effects, etc.)

Week 15 Mason: sketching; continue working on lighting/sound design projects; draw light plot, create play list

Week 16 Mason: last day of class; lighting/sound projects due. Website/Portfolios due

Course Grading Information:

Students will earn grade points by completing the following assignments on the due date:

Weekly sketching: 10%

4 Design Projects: 50%

48 Lab Hours: 20%

Portfolio: 10%

Quizzes: 10%

You may check your grades at any time by clicking on the Assessments button in Brightspace.

Extra Credit:

1. Go see other plays. Take a selfie with your program in the theatre and email it to me.
2. Participate in any event on or off campus that helps the community and take a selfie with some relevant signage and send it to me. I will make you aware of these opportunities throughout the semester as they come up.
3. Completing the course evaluation before the end of the course. When you get to the end of the survey, take a screen shot of the "Thank you for completing this evaluation" message and email it to me.

Late Work and Make Up Work Policies:

As this is a production course, deadlines are of the utmost importance. All production projects must be finished before tech week, otherwise actors will not have a costume to wear. Students are expected to keep up with weekly reading, lectures, quizzes, and sewing projects. If you know you will have a conflict meeting a deadline please discuss this with the instructor ahead of time.

Student Behavioral Expectations or Conduct Policy:

Expectations for the costume and scenic shops: Every student has the right to a safe and pleasant learning environment. Keep your language and behavior professional in the shops. It is both a classroom, a workroom, and a design studio. Additionally, we are open to the community to serve their rental needs. If you are in the shop, you should be there for a reason, either doing your classwork or working on the show. The shop is not a student lounge or a cafeteria. If you are loitering, you will be asked to leave.