



EFFECTIVE: SEPTEMBER 2004 CURRICULUM GUIDELINES

A. Division: **INSTRUCTIONAL** Effective Date: **September 2004**

B. Department / Program Area: **LANGUAGE, LITERATURE AND PERFORMING ARTS** Revision New Course

If Revision, Section(s) Revised: **C**

Date of Previous Revision: **May 2001**

Date of Current Revision: **September 2004**

C: STGE 1100

D: DRAFTING FOR STAGE

E: 2

Subject & Course No.	Descriptive Title	Semester Credits
F:	Calendar Description: This course introduces students to the basic concepts of drafting for the performing arts. The role of the scenic designer in a production, basic theatre terminology and an introduction to perspective sketching will be included.	
G:	of Instruction	H: Course Prerequisites: Acceptance to Stagecraft Program or permission of the Stagecraft Program Coordinator.
		I: Course Corequisites: None

36 per semester

Number of Weeks per Semester: 15	K: Maximum Class Size: 25
L: PLEASE INDICATE:	
<input type="checkbox"/> Non-Credit	
<input type="checkbox"/> College Credit Non-Transfer	
<input checked="" type="checkbox"/> College Credit Transfer:	Requested <input type="checkbox"/> Granted <input checked="" type="checkbox"/>
SEE BC TRANSFER GUIDE FOR TRANSFER DETAILS (www.bccat.bc.ca)	

M:	<p>Course Objectives / Learning Outcomes</p> <p>Upon completion of the course, the successful student should be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate an understanding of theatre terminology as a language for the course and program. 2. Demonstrate the correct use of basic manual drafting equipment and correct working procedures. 3. Understand the basic elements of drafting (ground plans, elevations, isometrics and cross sections) working to United States Institute of Theatre Technology standards. 4. Describe the role of the scenic designer in a theatrical production. 5. Communicate through sketching. 								
N:	<p>Course Content:</p> <ol style="list-style-type: none"> 1. The Scenic Designer's role in the production <ul style="list-style-type: none"> Relationship with other members of the production team Required paperwork and other materials created by the designer for the production 2. Basic Theatre jargon 3. Tools <ul style="list-style-type: none"> T-squares, triangles, scale rules 4. Drafting fundamentals 								
O:	<p>Methods of Instruction</p> <p>Students will receive 1 to 1 ½ hours of lecture/demonstration followed by 2 ½ to 3 hours of studio that includes independent work and one-on-one instruction.</p>								
P:	<p>Textbooks and Materials to be Purchased by Students</p> <p>A list of recommended textbooks and materials is provided on the Instructor's Course Outline, which is available to students at the beginning of each semester.</p> <p>Example: Gillette, Michael. <i>Theatrical Design and Production</i>. 3rd Ed. Toronto: Mayfield Publishing, 1997.</p>								
Q:	<p>Means of Assessment</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 80%;">Jargon quiz</td> <td style="text-align: right;">10%</td> </tr> <tr> <td>7 projects that demonstrate a basic skill in the fundamentals of drafting</td> <td style="text-align: right;">70%</td> </tr> <tr> <td>Final project</td> <td style="text-align: right;"><u>20%</u></td> </tr> <tr> <td style="text-align: right;">TOTAL</td> <td style="text-align: right;">100%</td> </tr> </table>	Jargon quiz	10%	7 projects that demonstrate a basic skill in the fundamentals of drafting	70%	Final project	<u>20%</u>	TOTAL	100%
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TOTAL	100%								
R:	<p>Prior Learning Assessment and Recognition: specify whether course is open for PLAR</p> <p>Yes.</p>								

 Course Designer(s)

 Education Council / Curriculum Committee Representative

 Dean / Director

 Registrar