WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: Performance

COURSE NUMBER: DRA 220

I. RATIONALE:

Students practice performance art in a hands-on workshop environment which will broaden their experience and appreciation of drama.

II. MAJOR INSTRUCTIONAL GOALS:

GOAL A: To demonstrate an understanding of the foundations of theatre

Learning Outcomes: The student will identify the basic elements of theatre through the following methodologies:

A-1. Recognize the basics of a script
A-2. Recognize the basics of design; scenic, costume and lighting
A-3. Recognize and demonstrate the ability to perform in different acting styles

GOAL B: To examine and recognize the role of the rehearsal and staging process

Learning Outcomes: The student will:

B-1. Investigate and identify the fundamentals of pre-production
B-2. Demonstrate the ability to develop and execute a workable ground plan and promptbook
B-3. Identify and utilize the recognized conventions of the theatre

GOAL C: Utilize the fundamentals of theatre in the rehearsal and staging process in order to present a live performance for their peers and the public

Learning Outcomes: The student will:

C-1. Rehearse a chosen piece for presentation (5 hour assignment)
C-2. Create and prepare a promptbook as the documentation of this process
C-3. Perform the chosen theatre work in a public forum

GOAL D: The student will use appropriate written oral communication skills

Learning Outcomes: The student will:

D-1. Communicate information orally in a logical and grammatical manner
D-2. Present written information using standard APA style

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III. SUPPLEMENTAL OBJECTIVES:

A. To investigate techniques for character analysis
B. To use character analysis to properly portray a character

IV. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students’ learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.