

EASTERN ARIZONA COLLEGE

Introduction to Costume Design

Course Design
2017-2018

Course Information

Division	Fine Arts
Course Number	THC 141
Title	Introduction to Costume Design
Credits	2
Developed by	William Nidiffer/Revised by Steven Higginbotham
Lecture/Lab Ratio	2 Lecture/0 Lab
Transfer Status	

	ASU	NAU	UA
Elective Credit		TH Departmental Elective	TAR 118

Activity Course	Yes
CIP Code	50.0500
Assessment Mode	Portfolio
Semester Taught	Upon Request
GE Category	None
Separate Lab	No
Awareness Course	No
Intensive Writing Course	No

Prerequisites

THC 140 with a grade of "C" or higher

Educational Value

A. To General Education

This class will provide the student with a fuller, richer look at the art of theatre. The class will also expose students to various historical periods and styles of art. The class will also teach them dramatic analysis through reading of various plays.

B. To Major/Program

From a practical standpoint there are usually more job openings in technical theatre (which includes costuming) than in most other areas of the theatre or performing arts. Many theatres and organizations cannot afford to hire more than one individual to run a theatre program, so it is beneficial for an individual to know the various technical demands of the theatre, as well as artistic and performing needs. This class will aid in preparing a student for such responsibilities.

C. Other

This course will help students prepare for course work at the university level by providing the skills necessary to pursue advanced courses in design, costume construction, and costume history.

Description

Students will explore the design process, costume silhouette and detail, and scripts and character analysis within the context of historical theatrical costuming.

Supplies

None

Competencies and Performance Standards

1. Analyze a play with concern for costuming requirements.

Learning objectives

What you will learn as you master the competency:

- a. Identify the time period and subsequent fashions.
- b. Identify the different characters.
- c. Explain how the costume design for each character will reflect his/her status in the play.

Performance Standards

Competence will be demonstrated:

- o in class activities, projects and discussions
- o in individual work

Performance will be satisfactory when:

- o learner identifies the time period and its subsequent fashions
- o learner identifies the different characters
- o learner explains how the costume design will reflect his/her status in the play

2. Present a costume design.

Learning objectives

What you will learn as you master the competency:

- a. Write a synopsis of the play.
- b. Write a character sketch.
- c. Explain how your design represents the character
- d. Provide basic measurements, colors, and materials.

Performance Standards

Competence will be demonstrated:

- o in class activities, projects and discussions
- o in individual work
- o in the final design presentation

Performance will be satisfactory when:

- o learner writes a synopsis of the play
- o learner writes a character sketch
- o learner explains how the design represents the character
- o learner provides measurements, colors, and materials

Types of Instruction

Classroom presentation

Grading Information

Grading Rationale

60% In class activities, projects

20% Portfolio review

20% Attendance

Grading Scale

A 100-90%

B 89-80%

C 79-70%

D 69-60%

F 59% and below