Code # FA34 (2015)

**New Course Proposal Form**

☒ **Undergraduate Curriculum Council** - Print 1 copy for signatures and save 1 electronic copy.

☐ **Graduate Council** - Print 1 copy for signatures and send 1 electronic copy to [pheath@astate.edu](mailto:pheath@astate.edu)

|  |
| --- |
| ☒**New Course or** ☐ **Experimental Course (1-time offering) (Check one box)**  *Please complete the following and attach a copy of the bulletin page(s) showing what changes are necessary.* |

|  |  |
| --- | --- |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date… **Department Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **COPE Chair (if applicable)** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date… **Department Chair:** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **General Education Committee Chair (If applicable)** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date… **College Curriculum Committee Chair** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Undergraduate Curriculum Council Chair** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date… **College Dean** | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Graduate Curriculum Committee Chair** |
|  | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Enter date…  **Vice Chancellor for Academic Affairs** |

1. Contact Person (Name, Email Address, Phone Number)

**Bob Simpson,** [bsimpson@astate.edu](mailto:bsimpson@astate.edu), **870-972-2037**

2. Proposed Starting Term and Bulletin Year

**Fall 2016**

3. Proposed Course Prefix and Number (Confirm that number chosen has not been used before. For variable credit courses, indicate variable range. *Proposed number for experimental course is 9*. )

**THEA 3283**

4. Course Title – if title is more than 30 characters (including spaces), provide short title to be used on transcripts. Title cannot have any symbols (e.g. slash, colon, semi-colon, apostrophe, dash, and parenthesis). Please indicate if this course will have variable titles (e.g. independent study, thesis, special topics).

**Computer Aided Design**

5. Brief course description (40 words or fewer) as it should appear in the bulletin.

**Introduction to computer-aided design for theatre, including computer-aided drafting.**

6. Prerequisites and major restrictions. (Indicate all prerequisites. If this course is restricted to a specific major, which major. If a student does not have the prerequisites or does not have the appropriate major, the student will not be allowed to register).

1. Are there any prerequisites? **Yes**
   1. If yes, which ones?

**THEA 1223 Principles of Design and THEA 2223 Fundamentals of Stagecraft**

* 1. Why or why not?

**Computer aided design builds on the principles and elements of design using the language of line and scale to communicate how the design might be built.**

1. Is this course restricted to a specific major? **No**
   1. If yes, which major?

7. Course frequency(e.g. Fall, Spring, Summer). *Not applicable to Graduate courses.*

**Fall, Odd Numbers years**

8. Will this course be lecture only, lab only, lecture and lab, activity, dissertation, experiential learning, independent study, internship, performance, practicum, recitation, seminar, special problems, special topics, studio, student exchange, occupational learning credit, or course for fee purpose only (e.g. an exam)? Please choose one.

**Experiential learning**

9. What is the grade type (i.e. standard letter, credit/no credit, pass/fail, no grade, developmental)?

**Standard letter**

10. Is this course dual listed (undergraduate/graduate)?

**No**

11. Is this course cross-listed? (If it is, all course entries must be identical including course descriptions. It is important to check the course description of an existing course when adding a new cross-listed course.)

**No**

1. If yes, please list the prefix and course number of cross-listed course.
2. Are these courses offered for equivalent credit? **No**

Please explain.

12. Is this course in support of a new program? **No**

a. If yes, what program?

13. Does this course replace a course being deleted? **No**

a. If yes, what course?

14. Will this course be equivalent to a deleted course? **No**

a. If yes, which course?

15. Has it been confirmed that this course number is available for use? **Yes**

16. Does this course affect another program? **No**

If yes, provide contact information from the Dean, Department Head, and/or Program Director whose area this affects.

**Course Details**

17. Outline (The course outline should be topical by weeks and should be sufficient in detail to allow for judgment of the content of the course.)

**Week 1**

Day 1 Introductions, Syllabus, Getting Started on a Mac, Using Shortcuts

Day 2 Core Concepts Tutorials – Introduction, Customizable Elements, Using Tools,

Basic Conventions

**Week 2**

Day 3 Discuss Drafting Standards and how drafting in 3D and 2D differ

Day 4 VW Fundamentals Tutorials - Initial Setup, Concrete Base and Bowl, Stairs

**Week 3**

Day 5 VW Fundamentals Tutorials – Rails, Curved Rail, Planters

Day 6 VW Fundamentals Tutorials – Ramps, Gazebo

**Week 4**

Day 7 VW Fundamentals Tutorials - Adding Benches and Light Posts, Creating Viewports, Enhanced with Renderworks

Day 8 VW Spotlight Tutorials - Document Setup, Theatre Architecture, Soft

Goods, Seating, Scenery

**Week 5**

Day 9 VW Spotlight Tutorials - Drawing a Light Plot, Event Design

Day 10 VW Spotlight Tutorials - Creating a Custom Lighting Instrument, Using the

Lighting Pipe and Instrument Summary Tools, Stage Objects

**Week 6**

Day 11 VW for Ent. Design – Viewports and Presentation, Labeling Sheets, Annotating

Viewports, Making Changes

Day 12 VW for Ent. Design – Renderworks Backgrounds & Textures, Creating and Modifying Textures, Shaders, Seamless Textures, Mapping, Decals

**Week 7**

Day 13 Midterm Project/Exam

Day 14 Library of Congress Historical American Buildings Drafting Copy Project

**Week 8**

Day 15 Library of Congress Historical American Buildings Drafting Copy Project

Day 16 Library of Congress Historical American Buildings Drafting Copy Project

**Week 9**

Day 17 VW for Ent. Design Tutorial – Measuring and Modeling a Venue - Survey Kit,

Surveying the Proscenium, Measuring a Curve, The Theatre Space, Modeling the Theatre, Soft Goods Object Tool, Audience Seating, End Seats and Sightlines, Creating the Theatre Symbol

Day 18 VW for Ent. Design Tutorial – Modeling the Scenery - Braziers, Topiary, Setee,

Portal, Show Deck, Gates, Acropolis, Assembly, Masking and Sightlines,

LED Screen Tool, Finishing Touches, Renderworks Camera Tool,

Hardscape Tool

**Week 10**

Day 19 VW for Ent. Design Tutorial– Sound Design - Plug-in Objects, Truss, Speaker

Tool, Speaker Array, Microphones, ConnectCAD, Record Format,

Television Tool, Landru Design, Design Layer Viewport

Day 20 VW for Ent. Design Tutorial– Light Design – Set Lighting Options, Heliodon

Tool, Light Tools, Light Tools, Basic Lighting Setup, Lighting a Scene,

Placing the Light Objects, Batch Rendering

**Week 11**

Day 21 VW for Ent. Design Tutorial– Light Plot – Resources, Spotlight Preferences,

Focusing Spotlight Lighting Devices, Label Legends, Lighting Positions,

Choosing Correct Instrumentation, Basic Scripting, Custom Lighting

Symbols, Instrument Summary Tool, Similar Command, Magic Sheets

Day 22 VW for Ent. Design Tutorials–Visualizations and Animation – Create Plot and

Model View, Editing Lighting Devices, Final Pre-Visualization, Animate

Scenes, ESP Vision, Animation Works

**Week 12**

Day 23 Choose a Project

Day 24 Choose a Project

**Week 13**

Day 25 Choose a Project

Day 26 Choose a Project

**Week 14**

Day 27 Choose a Project

Day 28 **Choose your own** **Project Due/Résumé/Portfolio Due**

**Week 15**

Day 29 Final Exam Period

18. Special features (e.g. labs, exhibits, site visitations, etc.)

**Computer Aided Design is designed to be an experiential learning class where students will work through tutorials and projects to understand and apply CAD techniques used by theatre professionals today. One of the projects includes surveying a local theater and drafting a two-dimensional and three-dimensional theatre that can be used by that local theatre company.**

19. Department staffing and classroom/lab resources

**One professor, Fowler Center Design Lab**

1. Will this require additional faculty, supplies, etc.?

**Lab computers and software are currently paid for through infrastructure money, existing course fees or income from the Department of Theatre productions.**

**No additional faculty will be needed.**

20. Does this course require course fees? **No**

**Course Justification**

21. Justification for course being included in program. Must include:

a. Academic rationale and goals for the course (skills or level of knowledge students can be expected to attain)

**This course has been required for the Design Technology Emphasis since at least 2008-2009. It has been taught as a special problems course. For a student, training to work behind the scenes on Theatre productions, computer-aided design is a critical skill.**

**In this course successful students must:**

**1. Organize and maintain folders of files efficiently on a computer.**

**2. Demonstrate the ability to problem-solve and find solutions to design and technical challenges independently.**

**3. Articulate design ideas using Vectorworks.**

**a. Ground Plan**

**b. Elevation**

**c. Sectional**

**d. Light Plot**

**e. Three-Dimensional Rendering**

**4.Demonstrate an understanding of how to use Vectorworks as a Theatrical Designer applying appropriate drafting conventions.**

b. How does the course fit with the mission established by the department for the curriculum? If an accrediting or certifying agency mandates course, include the directive.

**The mission of the Arkansas State University Department of Theatre is to prepare students of theatre for employment within the profession and/or graduate studies and to advance the appreciation of theatre within the university and community at large. This course gives the successful student the knowledge and ability to work in the professional theatre world as a digital draftsperson.**

c. Student population served.

**Theatre Design and Technology Students**

d. Rationale for the level of the course (lower, upper, or graduate).

**Computer Aided Design builds on skills taught in Principles of Design (THEA 1223). It begins to point the student toward a specialization, but is not so specific that it is not applicable to all theatre design and technology students. This class also requires an understanding of scenic construction materials and methods taught in Fundamentals of Stagecraft (THEA 2223). This course reinforces PLOs two and five. The 3000-level best suits this course in the curriculum map.**

**Assessment**

**University Outcomes**

22. Please indicate the university-level student learning outcomes for which this new course will contribute. Check all that apply.

|  |  |  |
| --- | --- | --- |
| * 1. ☐Global Awareness | * 1. ☒Thinking Critically | * 1. ☒Information Literacy |

**Relationship with Current Program-Level Assessment Process**

23. What is/are the intended program-level learning outcome/s for students enrolled in this course? Where will this course fit into an already existing program assessment process?

**The current curriculum map includes reinforcement in PLOs two and five:**

**II. An understanding of playwriting and production processes, aesthetic properties of style, and the way these shape and are shaped by artistic and cultural forces**

**V. The skills necessary for professional and/or post‐graduate placement in the student’s chosen emphasis.**

**Design Technology students can choose two from Design Technology Electives.**

**Design Technology Electives (select two of the following):**

**THEA 2263, History of Costumes**

**THEA 4233, Advanced Makeup Design**

**THEA 4243, Theatre Management**

**THEA 437V, Special Problems: Scenic Painting**

**THEA 437V, Special Problems: Computer-Aided-Design**

**This course helps students interested in set design**

24. Considering the indicated program-level learning outcome/s (from question #23), please fill out the following table to show how and where this course fits into the program’s continuous improvement assessment process.

*For further assistance, please see the ‘Expanded Instructions’ document available on the UCC - Forms website for guidance, or contact the Office of Assessment at 870-972-2989.*

|  |  |
| --- | --- |
| **Program-Level Outcome 2 (from question #23)** | An understanding of playwriting and production processes, aesthetic properties of style, and the way these shape and are shaped by artistic and cultural forces |
| Assessment Measure | Portfolio Project featuring a ground plan, elevation, sectional, light plot and three-dimensional rendering. Students must successfully complete the project to professional standards and will be graded using the portfolio rubric. The student must complete at least 80% of these factors successfully to pass the project. |
| Assessment Timetable | 2019-2020 |
| Who is responsible for assessing and reporting on the results? | Lisa Bohn |
| **Program-Level Outcome 5 (from question #23)** | The skills necessary for professional and/or post‐graduate placement in the student’s chosen emphasis |
| Assessment Measure | Portfolio Project featuring a ground plan, elevation, sectional, light plot and three-dimensional rendering. Students must successfully complete the project to professional standards and will be graded using the portfolio rubric. The student must complete at least 80% of these factors successfully to pass the project. |
| Assessment  Timetable | 2019-2020 |
| Who is responsible for assessing and reporting on the results? | Lisa Bohn |

**Course-Level Outcomes**

25. What are the course-level outcomes for students enrolled in this course and the assessment measures and benchmarks for student-learning success?

|  |  |
| --- | --- |
| **Outcome 1** | Organize and maintain folders of files efficiently on a computer. |
| Which learning activities are responsible for this outcome? | Management of projects and tutorial work. Saving and submitting projects. |
| Assessment Measure and Benchmark | Historical American Buildings Drafting Copy Project  Choose a Project – Survey a local Theatre, Madrigal Feast, Lighting Design for Fowler 168  Benchmark of success would be 95% of the students organizing and maintaining files without incident. |
| **Outcome 2** | Demonstrate the ability to problem-solve and find solutions to design and technical challenges independently. |
| Which learning activities are responsible for this outcome? | Projects graded by rubric that identifies multiple solutions to one problem. |
| Assessment Measure and Benchmark | Historical American Buildings Drafting Copy Project  Choose a Project – Survey a local Theatre, Madrigal Feast, Lighting Design for Fowler 168  Benchmark of success would be 80% of the students scoring at least 80%. |
| **Outcome 3** | Demonstrate understanding of Vectorworks as a Theatrical Designer applying appropriate drafting conventions. |
| Which learning activities are responsible for this outcome? | Tutorials, demonstrations and lectures.  Exam  Projects graded by rubric. |
| Assessment Measure and Benchmark | Historical American Buildings Drafting Copy Project  Choose a Project – Survey a Local Theater, Madrigal Feast, Lighting Design for Fowler 168  Benchmark of success would be 80% of the students scoring at least 80%. |
| **Outcome 4** | Demonstrate the application of Vectorworks as a Theatrical Designer. |
| Which learning activities are responsible for this outcome? | Projects graded by rubric that includes scales dictated by current industry standards for use of three-dimensional scenic design. |
| Assessment Measure and Benchmark | Historical American Buildings Drafting Copy Project  Choose a Project – Survey a Local Theater, Madrigal Feast, Lighting Design for Fowler 168  Benchmark of success would be 80% of the students scoring at least 80%. |

**Bulletin Changes**

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| --- |
| **Instructions** |
| **Please visit** [**http://www.astate.edu/a/registrar/students/bulletins/index.dot**](http://www.astate.edu/a/registrar/students/bulletins/index.dot) **and select the most recent version of the bulletin. Copy and paste all bulletin pages this proposal affects below. Follow the following guidelines for indicating necessary changes.**  **\*Please note: Courses are often listed in multiple sections of the bulletin. To ensure that all affected sections have been located, please search the bulletin (ctrl+F) for the appropriate courses before submission of this form.**  - Deleted courses/credit hours should be marked with a red strike-through (~~red strikethrough~~)  - New credit hours and text changes should be listed in blue using enlarged font (blue using enlarged font).  - Any new courses should be listed in blue bold italics using enlarged font (***blue bold italics using enlarged font***)  *You can easily apply any of these changes by selecting the example text in the instructions above, double-clicking the ‘format painter’ icon 🡪 , and selecting the text you would like to apply the change to.*  *Please visit* [*https://youtu.be/yjdL2n4lZm4*](https://youtu.be/yjdL2n4lZm4) *for more detailed instructions.* |

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Major in Theatre

**Bachelor of Arts**

**Emphasis in Design Technology**

**A complete 8-semester degree plan is available at http://registrar.astate.edu/.**

University Requirements:

See University General Requirements for Baccalaureate degrees (p. 41)

First Year Making Connections Course:

Sem. Hrs.

UC 1013, Making Connections

3

General Education Requirements:

Sem. Hrs.

See General Education Curriculum for Baccalaureate degrees (p. 83)

Students with this major must take the following:

ART 2503, Fine Arts - Visual

MUS 2503, Fine Arts - Music (Required Departmental Gen. Ed. Option)

35

Major Requirements:

Sem. Hrs.

THEA 1203, Introduction to Theatre 3

THEA 1213, Beginning Acting 3

THEA 1223, Principles of Stage Design 3

THEA 2223, Fundamentals of Stagecraft 3

THEA 2233, Stage Makeup 3

THEA 2243 Stage Costume Construction 3

THEA 3223, Studies in Dramatic Literature 3

THEA 3233 Play Analysis 3

THEA 3252, Theatre Laboratory (must take three times) 6

THEA 4203, Stage Directing I 3

THEA 4263, History of the Theatre I 3

THEA 4273, History of the Theatre II 3

Design (select one of the following): 3

THEA 4223, Scene Design

THEA 4243, Stage Costume Design

THEA 4303, Stage Lighting

THEA 4413, Sound Design and Production for the Theatre

Sub-total 42

Emphasis Area (Design Technology):

Sem. Hrs.

THEA 2253, Stage Management 3

THEA 3213, Audition Techniques 3

THEA 4323, Stage Directing II 3

**Design Technology Electives (select two of the following): 6**

THEA 2263, History of Costumes

**THEA 3283, Computer Aided Design**

THEA 4233, Advanced Makeup Design

THEA 4243, Theatre Management

THEA 437V, Special Problems: Scenic Painting

~~THEA 437V, Special Problems: Computer-Aided-Design~~

Sub-total 15

15

Minor:

Sem. Hrs.

Minor 18

Electives:

Sem. Hrs.

Electives 7

Total Required Hours: 120

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THEA 2223. **Fundamentals of Stagecraft** Techniques of constructing, painting, and rigging scenic units. Spring.

THEA 2233. **Stage Makeup** Basic principles of applying stage makeup. Spring.

THEA 2243. **Stage Costume Construction** Basic principles of stage costume construction. Fall.

THEA 2252. **Introduction to Dance Styles** Introduction to the basic fundamentals of dance language, and execution of fundamental dance techniques including those of ballet, jazz, tap, and musical theatre dance. Warm up, stretching, jumps, turns, across the floor and various combinations will be practiced. Fall, even.

THEA 2253. **Stage Management** Principles and practices of stage management. Spring, even.

THEA 2262. **Tap Dancing** An introduction to tap dance techniques emphasizing fundamentals of body placement, vocabulary, and styles in tap. Students will be taught dance combinations to enhance technical skills, memory and performance qualities. Spring, even.

THEA 2263. **History of Costumes** An in depth study of the clothing styles of western civilization from 5 BC to the present. Fall, odd.

THEA 2272. **Dance Ballet** An introduction to ballet dance techniques emphasizing work in correct body alignment, posture, balance, barre work, stretches, strengthening exercises and grace. Students will be taught dance combinations to enhance technical skills, memory and performance qualities. The history and development of ballet will also be studied. Spring, odd.

THEA 2282. **Dance Jazz** An introduction to jazz dance technique emphasizing work in correct body alignment, improvisation, injury prevention, nutrition and fitness, flexibility, strengthening exercises, and performance. Students will be taught dance combinations in classical jazz, lyrical and musical theatre to enhance technical skills, memory and performance qualities. The history and development of jazz dance will also be explored. Fall, odd.

THEA 2393. **Summer Children Theatre Performance** The research, preparation and presentation of children theatre plays for a live audience. Summer.

THEA 2403. **Summer Children Theatre Technical** The research, preparation and presentation of children theatre plays for a live audience. Summer.

THEA 2503. **Fine Arts-Theatre** Introduction to aesthetic and critical appreciation of the art of theatre through lecture, live and video performance, and discussion. Fall, Spring, Summer. (ACTS#: DRAM 1003)

THEA 3203. **Motion Picture Appreciation** Movies as a work of art and a form of persuasion. Fall, Spring.

THEA 3213. **Audition Techniques** Preparation and execution of audition material. May be repeated with faculty consent. Prerequisite, THEA 1213. Fall.

THEA 3223. **Studies in Dramatic Literature** A reading introduction to plays and playwrights spanning from Greek to contemporary works. Fall, even.

THEA 3233. **Play Analysis** How playwrights achieved characterization, structure, and plot. Spring, even.

THEA 3243. **Stage Combat** Movement and combat techniques for the stage. May be repeated with consent of faculty. Prerequisite, THEA 2213. Spring, even.

THEA 3252. **Theatre Laboratory** Work on productions. Required of all Theatre Arts majors during every semester, except freshman semesters. Fall, Spring.

THEA 3263. **Acting Shakespeare** A thorough investigation of the acting techniques specific to performing Shakespeare through scene and monologue work. Prerequisite, THEA 1213. Spring, odd.

THEA 3273. **Voice and Movement for Theatre II** Incorporation of vocal techniques in acting styles, emphasis on vocal flexibility. May be repeated with faculty consent. Prerequisite, THEA 2203. Spring, odd.

THEA 3283. **Computer Aided Design** Introduction to computer-aided design for theatre, including computer-aided drafting**.** Prerequisites: THEA 1213, THEA 2223. Fall, odd.  
THEA 3393. **Summer Children Theatre Performance** The research, preparation and presentation of children theatre plays for a live audience. Summer.

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Macintosh HD:Users:jmclaughlin:Desktop:Curriculum Map 2-24-16.pdf