

# DRAMA (DRM)

## DRM 111 Practical Skills in Theatre I (1 Credits)

Study of the general principles and techniques of interviewing, auditioning, and rehearsing for careers in theatrical performance, design, and technology.

## DRM 112 Practical Skills in Theatre II (1 Credits)

Methods and approaches for future theatre professionals on how to seek and obtain employment and graduate study opportunities for careers in theatrical performance, design, and technology.

## DRM 113 Theatre Movement I (3 Credits)

Development of performer's physical conditioning and awareness of expressive artistic storytelling through movement.

## DRM 114 Introduction to Theatre (3 Credits)

Survey of theatrical forms, techniques, and practices. Reading of selected plays. Attendance at NSU Theatre Company productions required. Lab included.

## DRM 115 Dramatic Theory & Criticism (3 Credits)

Major critical theories from Aristotle to the present.

## DRM 120 Stagecraft I (3 Credits)

Study of practical and theoretical knowledge of scenery, lighting, and sound design for the Theatre. Lab included.

## DRM 123 Theory and Techniques of Acting (3 Credits)

Study of actor's resources, including body, mind and voice. Focus is on terminology, play analysis, scoring, stage areas, and monologue work.

## DRM 200 Intermediate Acting (3 Credits)

Study of the physical and vocal demands involved in the creation of a role for the stage. Focus is on scene work.

**Prerequisites:** Take DRM-123.

## DRM 212 Improvisation for the Theatre (3 Credits)

Development of the performer by encouraging spontaneity, including group ensemble work through improvisation.

## DRM 213 Practical Skills in Theatre III (1 Credits)

Study of marketing and promotional strategies for performers and producers.

## DRM 219 Black Drama (3 Credits)

Study of major African American, African, and Caribbean playwrights and their plays.

## DRM 220 Stagecraft II (3 Credits)

In-depth study of technical direction, carpentry, lighting, properties, sound, welding, and special effects. Advanced study of technical theatre.

**Prerequisites:** Take DRM-120.

## DRM 226 Children's Theatre (3 Credits)

Study of theories and methods of children's theatre with concentration on educational goals. Survey of literature and production techniques. Practical work in production of children's theatre.

## DRM 238 Stage Management (3 Credits)

Study of guidelines and practical techniques for effective stage management. Emphasis on the planning, staging, rehearsing, and performing process. Study of Actor's Equity Standards.

## DRM 240 Theatre Management (3 Credits)

Study of principles and techniques of organizing and managing theatre production programs in educational, community, and commercial settings.

## DRM 310 Stage Make-Up (3 Credits)

Study of stage make-up techniques/designs, practices and equipment. Demonstrations of make-up design for an experimental production required.

## DRM 315 History of Theater I (3 Credits)

Study of history of theatre from the beginning to 1650.

## DRM 320 Lighting Design (3 Credits)

Emphasis on sources and control of light, equipment, and light design.

## DRM 321 Stage Design (3 Credits)

Experience with floor plans, elevations, modules, and perspective designs for theatrical events. Lab included.

**Prerequisites:** Take DRM-120.

## DRM 324 Advanced Acting Theory (3 Credits)

Focus on acting, theories, advanced techniques in acting, and styles of acting.

**Prerequisites:** Take DRM-200.

## DRM 328 Contemporary Drama (3 Credits)

Detailed study of the plays, playwrights, and dramatic movements of the post-World War II period.

## DRM 410 Costume Design (3 Credits)

Study of elements of design in relationship to the planning and constructing of production designs concepts. Lab included.

## DRM 413 Shakespeare for the Stage (3 Credits)

Focus on acting, theories, and advanced techniques in performing Shakespearean text.

**Prerequisites:** Take ENG-413. Take DRM-200.

## DRM 420 Play Production (3 Credits)

Study of the process of mounting a play for public performance.

## DRM 425 Directing (3 Credits)

Emphasis on the origin and development of play direction, basic principles of composition, picturization, movement, rhythm and pantomimic dramatization. Experience in directing a laboratory production with a cast of three or more.

**Prerequisites:** Take DRM-420.

## DRM 426 Special Project in Theater I (3 Credits)

A practical application course designed to explore theatre concepts within a group setting and involves an exchange of ideas and practical methods, skills, and principles.

## DRM 430 Playwriting (3 Credits)

Script development with emphasis on material, characters, conflict, unity, dramatic action, suspense, and dialogue in relationship to plot, character, thought, diction, music, and spectacle.

## DRM 435 Advanced Technical Theatre (3 Credits)

Advanced design theory and stage practice. Design of stage lighting, scenery, and sound.

## DRM 436 Sound Design (3 Credits)

Exploration of sound design: principles, practices, and uses as applied to today's theatre. A series of projects in recording, mixing, editing, and analysis.

## DRM 450 Research Seminar (3 Credits)

Research course in which each student completes an independent research project on some aspect of the theatre, such as a playwright, a theatrical movement, or a historical period.