

DRAMA (DRAM)

DRAM 100 Introduction to Drama, Theatre, and Performance Studies Units: 6.00

An exploration of theatre as a live performing art that seeks to engage, document, and affect communities. Topics may include theatre and society, theatrical representation, performance, and the work of actors, directors, designers, technicians, and playwrights. Opportunities given for practical projects.

Learning Hours: 228 (36 Lecture, 36 Laboratory, 36 Online Activity, 120 Private Study)

Requirements: Prerequisite None.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Discuss theatre as both a creative medium and a vital mode of human cultural communication.
2. Accurately use basic concepts from theatre studies (including ideas about audiences, reception, dramaturgy, scenography, performance, and history) to investigate and analyze relevant examples from theatrical productions and/or prior learning towards realizing new insights and knowledge.
3. Apply a thoughtful approach to the creative process that blends both intuitive and structural impulses.
4. Use a similar process to unpack, analyze, and thoughtfully critique the theatrical choices of peers and other artists. #Deliver and receive feedback in a way that is productive, insightful, and that promotes positive development and exploration.
5. Embrace the uncertainty of creating work in the theatre by realizing the value of Version 2.0, both in terms of how it influences creative development, but also in how it offers the freedom to fail.
6. Encounter new, challenging, and/or unfamiliar artistic work with an open, inquisitive attitude and a willingness to engage with, rather than reject the work because it is unfamiliar.
7. Question how theatrical choices impact the world around us (asking 'why' and 'so what' for those choices).
8. Explain what the point is, if any, to making theatre in this day and age.

DRAM 103 Theatre and Pop Culture Units: 3.00

Explores collisions between theatre and pop culture in media including film, theatre, pop music, television, and social media. Concepts including but not limited to theatricality, liveness, affect, and performativity will provide students with critical analysis skills applicable to pop culture.

NOTE Also offered online; consult Arts and Science Online (Learning Hours may vary).

Learning Hours: 114 (18 Lecture, 18 Online Activity, 78 Private Study)

Requirements: Prerequisite None. Equivalency DRAM 205/3.0*.

Course Equivalencies: DRAM 103/3.0, DRAM 205/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Define key concepts from theatre studies applicable to analyzing performance in pop culture and media, including theatricality, affect, performativity and representation.
2. Reflect upon your personal experience as a spectator/ consumer of popular culture and media using insights from theatre studies (and without extrapolating or universalizing your experience).
3. Identify and develop productive and well-grounded connections between course concepts and examples of performance in popular culture and media.
4. Apply course concepts to critically analyze performance in popular culture and media with an emphasis towards Equity, Diversity, Inclusivity, and Indigeneity (EDI).
5. Communicate connections worth sharing with others in an accessible, engaging and concise way that is well-supported by analysis.

**DRAM 200 Theatre History and Literature I Units: 6.00**

A chronological survey of production methods, architecture, performance, and dramatic literature in western and eastern theatre traditions from early classical eras to the end of the 19th century.

Learning Hours: 240 (72 Lecture, 60 Online Activity, 108 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan. Exclusion A maximum of 6.0 units from DRAM 200; DRAM 201; DRAM 202; DRAM 210.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Accurately use a basic chronology of global theatre history to organize and compare relevant examples of theatrical productions.
2. Analyze the relationship between aspects of theatre history and contemporary performance.
3. Develop confidence and competency in written communication skills in order to tailor writing to the needs of different audiences.
4. Embrace the uncertainty of historiography as an imprecise art.
5. Encounter new, challenging, and/or unfamiliar artistic works, viewpoints, or opinions with an open, inquisitive attitude and a willingness to engage with, rather than reject those works or positions.
6. Question how theatrical choices impact the world around us and have throughout history (asking "why" and "so what" for those choices).
7. Use historiography to critically consider primary and secondary sources and reflect upon one's own positionality.

DRAM 211 Introduction to Theatre for Young Audiences Units: 3.00

An introduction to the history and theory of theatre conceived for audiences of young people. Students will read a variety of plays intended for young audiences and consider the social and artistic issues associated with various dramatic and theatrical techniques.

NOTE Only offered online. Consult Arts and Science Online.

Learning Hours: 120 (84 Online Activity, 36 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate an informed opinion regarding the role of TYA in contemporary society and propose ways in which it can benefit young audiences.
2. Describe the unique characteristics and expectations of young audiences.
3. Discuss the importance of theatre for young audiences in terms of child development.
4. Identify and discuss some of the prominent theories, trends, and themes in Theatre for Young Audiences (with a particular focus on TYA organizations and practitioners in Canada).
5. Reflect critically on one's own subjective experiences of the course materials by making connections between personal experience and insights gleaned from contemporary theory, practitioners, and organizations in the field of TYA.

DRAM 219 Special Studies I Units: 3.00

A seminar or practicum in selected areas of the curriculum. Not offered each year. Prerequisites vary depending on specific course content. See Department for details.

NOTE This course is repeatable for credit under different topic titles.

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan.

Offering Faculty: Faculty of Arts and Science

DRAM 220 Play Reading and Analysis Units: 3.00

A study of applied dramatic literature, including structure, genre, and staging techniques. Students will analyze several plays from various points of view, embracing both theatrical and literary concerns.

Learning Hours: 126 (36 Lecture, 30 Online Activity, 60 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan. Exclusion A maximum of 6.0 units from DRAM 201; DRAM 202; DRAM 220.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Read a dramatic script and be able to approach it in a class or rehearsal context.
2. Understand how to analyze and discuss the structure of a play, including how to discuss what is not clear in a text.
3. Understand key terminology used by scholars, practitioners, and spectators of theatre.
4. Write about and discuss elements of plot structure, genre, character, and design that relate to a play.

DRAM 235 Stand-up Comedy Units: 3.00

Students will examine and critique various styles of stand-up comedy and will work towards creating their own performances that are well-suited to their particular talents. NOTE Subscription to various websites and streaming services: estimated cost \$95.

Learning Hours: 120 (36 Lecture, 24 Online Activity, 60 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan. Exclusion DRAM 219 (Topic Title: Stand-up Comedy - Winter 2021).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze stand-up comedy performances of some of the masters of the genre with a focus on structure and craft.
2. Critique and assess stand-up comedy's complicated history of engagement with issues of gender, class, and race.
3. Develop comedic writing and performance through discipline-specific exercises.
4. Understand the history of stand-up comedy in the United States and Canada.

DRAM 236 Public Presentation Units: 3.00

An introduction to the principles and skills of preparing and delivering effective oral presentations. Using acting techniques and the principles of theatre, students will explore confidence building, vocal and physical dynamics as well as creative expression.

Learning Hours: 108 (36 Group Learning, 36 Practicum, 36 Private Study)

Requirements: Prerequisite Level 2 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate a productive attitude as a life-long-learner by integrating the knowledge, skills, and values that are addressed in this class.
2. Demonstrate effective oral communication skills by participating in class projects and recorded assignments.
3. Demonstrate effective vocal and physical public speaking skills as well as articulate a personal artistic approach to public presentation.
4. Demonstrate effective written communication skills by completing various assignments.
5. Recognize key aspects and offer critiques about the art of public presentation.

**DRAM 237 Introduction to Acting Units: 3.00**

A practical introduction to the skills and techniques of acting focusing on the interdependence of movement, voice, intellect, feeling, and cultural context.

NOTE Transportation/Live Performance: estimated cost \$55.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 2 or above and [6.0 units from BADR 100/3.0; BADR 101/3.0; DRAM 100/6.0] or permission of the School) or registration in the MUTH Plan. One-Way Exclusion May not be taken with or after DRAM 238/3.0. Exclusion Maximum of 6.0 units from: DRAM 237/3.0; DRAM 238/3.0; DRAM 239/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Explore creativity and performance in a way that contributes to one's own quality of life and personal situation and context.
2. Sensitively observe and respond to course exercises and activities through peer feedback and individual reflection.
3. Build capacity for public presentation of one's self through acting and performance exercises.
4. Develop an understanding of the basic components that make up the art of acting.
5. Build collaboration, communication, and team-building skills through engaged participation.

DRAM 238 Elementary Acting Units: 3.00

An introduction to the fundamental skills and techniques of professional acting. Students will analyze text, develop a character and engage in work that requires connecting with themselves and their scene partner.

NOTE Transportation/Live Performance: estimated cost \$55.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 2 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan) or registration in the MUTH Plan. Exclusion Maximum of 6.0 units from: DRAM 237/3.0; DRAM 238/3.0; DRAM 239/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop an understanding of the various skills that make up the art of acting and by developing these skills through participation in class exercises on topics such as emotional recall, sensitivity, vocal and physical characterization and text analysis.
2. Develop an understanding of the interdependence of the actor's internal life, thinking and feeling and its physical manifestation.
3. Begin to develop one's own professional practice, including how to warm up and how to get into a character.
4. Develop communication and collaboration skills by sharing personal observations with others in the class and by actively participating in group exercises and presentations.
5. Further develop a critical perspective about the world in which we live and in which we create by sensitively observing and responding to class experiences through the writing of personal reflections.
6. Extend one's capacity for public performance and tolerance of stressful situations with bravery and audacity.

DRAM 239 Special Topics in Practice and Performance I Units: 3.00

Practical work in selected areas of performance. Not offered every year.

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 2 or above and 6.0 units from BADR 100/3.0; BADR 101/3.0; DRAM 100/6.0) or registration in the MUTH Plan. Exclusion Maximum of 6.0 units from: DRAM 237/3.0; DRAM 238/3.0; DRAM 239/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Work collaboratively with other students to produce new materials, performances, production elements, etc.
2. Demonstrate new skills in a practical or performance area.

DRAM 240 Introduction to Theatre Production I Units: 3.00

A theoretical and practical introduction to technical production including various elements of theatre space, design and construction, ground plans, and stage management. Students will be trained in software for performance design following international drafting standards.

NOTE Design Software (Vectorworks) and/or other materials: estimated cost \$45.

NOTE Students in the DRAM Major or a Joint Honours Plan are strongly encouraged to take DRAM 246/1.5 in their second year concurrently with DRAM 240/3.0.

Learning Hours: 120 (18 Lecture, 18 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 2 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan) or registration in the MUTH Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify elements of theatre space; and analyze stage configurations that support community activation.
2. Interpret ground plans from a design sketch of a theatrical production and generate ground plans using computer assisted design (CAD), specifically Vectorworks.
3. Interpret stage carpentry plans to assemble a project.
4. Develop a stage management prompt-book for a production using applied theory through collaboration.
5. Demonstrate collaborative skills and creative community to envision theatre space, organize theatre space, and communicate in the theatrical arts quotidian.

DRAM 241 Design and Theatre Units: 3.00

An examination of design elements in theatrical production, exploring the work of design practitioners and theorists, and studying the design process.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite A minimum grade of a B- in DRAM 240.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Articulate the relationship between design, construction, and performance.
2. Design principles and elements of theatre.
3. Design research.
4. Present their designs using design language.
5. Use research to inform and present contemporary and historical costume design.
6. Use research to inform and present scenic designs.

DRAM 242 Introduction to Theatre Production II Units: 3.00

A theoretical and practical introduction to theatre production including various elements of design construction, costume, properties, lighting and sound systems and equipment including advanced control systems and computer assisted design.

NOTE Costume Construction Fee: estimated cost \$45.

Learning Hours: 120 (18 Lecture, 18 Laboratory, 84 Private Study)

Requirements: Prerequisite A minimum grade of B- in (DRAM 240/3.0 or FILM 250/3.0).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Evaluate rigging methods for performance, and practice entry level rigging techniques.
2. Identify and maintain parts of a lighting fixture.
3. Draft a lighting plot and extract pertinent information using Vectorworks Spotlight.
4. Program an entry level design using ETC EOS and QLab 5 software.
5. Practice wardrobe techniques to produce a made-to-measure garment.
6. Foster a collaborative and supportive multi department work environment.

**DRAM 246 Technical Practicum Units: 1.50**

A credit/non-credit practicum for 48 hours of extra-curricular work in drama-related fields, including departmental productions.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 60 (12 Lecture, 48 Practicum)

Requirements: Prerequisite None. Corequisite (DRAM 240/3.0 or DRAM 242/3.0).

Course Equivalencies: DRAM246; DRAM246B

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Work effectively in collaborative and team situations, displaying good interpersonal skills, and conflict resolution strategies.
2. Self-regulate their time and effort in support of a collective artistic project.
3. Set individual learning goals and assess the progression towards those goals.
4. Reflect productively on a learning experience, feeding past experience into new future goals.
5. Contribute in a meaningful way to the successful execution of an artistic project or event.

DRAM 247 Drama Practicum Units: 1.50

A credit/non-credit practicum for 48 hours of extra-curricular work in drama related fields, including departmental productions.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 60 (12 Lecture, 48 Practicum)

Requirements: Prerequisite None. Corequisite (DRAM 240/3.0 or DRAM 242/3.0). Exclusion MUSC 247/1.5; MUTH 247/1.5.

Course Equivalencies: DRAM 247; DRAM 247B

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Work effectively in collaborative and team situations, displaying good interpersonal skills, and conflict resolution strategies.
2. Self-regulate their time and effort in support of a collective artistic project.
3. Set individual learning goals and assess the progression towards those goals.
4. Reflect productively on a learning experience, feeding past experience into new future goals.
5. Contribute in a meaningful way to the successful execution of an artistic project or event.

DRAM 251 Introduction to Playwriting Units: 3.00

Writing of dramatic exercises and one-act plays accompanied by dramaturgical study of published and original works.

NOTE Priority in the on-campus offering of this course is given to students in a DRAM Plan.

NOTE Also offered online. Consult Arts and Science Online.

Learning Hours may vary.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Construct a believable and engaging plot.
2. Create characters and dialogue that is believable and engaging.
3. Give, accept and use pertinent dramaturgical advice and analysis in a professional manner.
4. Understand and exploit limitations of live theatre (and performance).
5. Understand the playwright's role in the development, "workshopping", rehearsal and production of a new play.
6. Understand, identify and use such terms as theme, action, motivation, message, exposition, conflict, plot, character, genre, etc.
7. Write the first draft of a short one-act play.

DRAM 273 Medieval Drama Performance Units: 3.00

A practical performance course where students will actively explore historical performance styles and conventions. The focus of this course will be the rehearsal of one or more plays to be presented in period acting style and costume as part of England's Medieval Fair at the culmination of the course.

Learning Hours: 104 (36 Seminar, 32 Off-Campus Activity, 36 Private Study)

Requirements: Prerequisite Level 2 or above or registration in the MUTH Plan. Corequisite MUTH 271.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and assess medieval dramatic texts to identify practical cues for physical or vocal action.
2. Apply intensive training in present-day performance techniques and practices in order to create historically-engaged productions of pre-modern texts.
3. Develop facility with strategies of dramaturgical and directorial practice to generate understandings of "how plays mean."
4. Immerse themselves in scholarly reconstructions of the cultural and social practices of early England, while at the same time engaging in informed critiques of those reconstructions, to deepen and complicate their understanding of the status and function of performance in medieval society.
5. In the process of those productions, historicize, reframe, and think critically about the conventions of present-day theatrical performance, particularly those that would otherwise seem fundamental or traditional.

**DRAM 290 Structures of Music Theatre Units: 3.00**

An introduction to the building blocks of music theatre, including music, book/libretto, staging, choreography, and voice. Drawing on examples from opera, operetta, musical theatre, cabaret, avant-garde, and vaudeville, and engaging in multi-media and live documents, students will delve deeply into questions about how music theatre works.

NOTE Transportation/Live Performance: estimated cost \$100.

NOTE This course is also listed/offered as MUSC 290/3.0.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite None. Exclusion MUSC 290/3.0. Equivalency MUTH 250/3.0*.

Course Equivalencies: DRAM290, MUSC290, MUTH250/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Explain the process of musicalization in music theatre.
2. Analyze several prominent collaborative teams in music theatre creation history in North America, and describe their collaborative models.
3. Distinguish how these processes differ in musical theatre, opera, and avant-garde genres.
4. Deconstruct pieces of music theatre to explain how the combination of libretto, music, choreography, staging, design, renders a story.
5. Analyze and assess production choices in live and recorded productions.
6. Evaluate and compare examples of music theatre using disciplinary theoretical, analysis, and criticism skills.

DRAM 294 Dance for Music Theatre Units: 3.00

A continuation of dance, movement and performance techniques developed in previous instruction. This course will include the study of the creation of choreography for ensemble members. Students will learn to choreograph a musical theatre piece with a proper historical context, technique, and relationship to appropriate text.

NOTE Students with previous intermediate private dance experience, including through Queen's clubs, are encouraged to request permission to enrol.

NOTE This course is also listed/offered as MUSC 294/3.0.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Registration in the MUTH Plan) or permission of the School. Exclusion MUSC 294/3.0. Equivalency MUTH 211/3.0*.

Course Equivalencies: DRAM294, MUSC294, MUTH211/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate knowledge of the fundamentals of choreographic techniques through solo and ensemble performance of a selection from the Broadway or London musical theatre canon.
2. Discuss readings, recordings and lecture material to compare and contrast the various techniques and styles of dancers and choreographers in musicals from different eras.
3. Analyze and discuss physically sound techniques, in an accepting and open environment, through critical analysis of live and recorded performances.
4. Demonstrate an understanding of the physiology and an appreciation for the health and care of the body, including the physiological differences in various dance styles.
5. Learn helpful strategies of how to deal with performance anxiety.
6. Review principles of acting such as subtext, character development, conflict, process, and apply them to various pieces of repertoire in a workshop or master class setting.

DRAM 296 Sex and Violence in Performance Units: 3.00

This course is structured around a series of case studies of particular moments in the history of the representation of sex and violence in dramatic and musical performances.

NOTE Only offered online; Consult Arts and Science Online.

NOTE This course is also listed/offered as MUSC 296/3.0.

Learning Hours: 120 (60 Online Activity, 60 Private Study)

Requirements: Prerequisite (Level 2 or above) or (registration in the MUTH Plan). Exclusion MUSC 296/3.0. Equivalency MUTH 201/3.0*.

Course Equivalencies: DRAM296, MUSC296, MUTH201/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify the central recurring social issues engaged through the representation of sex and violence in performance.
2. Differentiate a range of aesthetic strategies for representing controversial aspects of human experience.
3. Explain the use of performance to moderate the tensions between psychological impulses and cultural imperatives.
4. Demonstrate how controversial works engage philosophical and practical issues of censorship.
5. Demonstrate how appeals to both pleasure and disgust play a role in formulating an intellectual response to a performance.
6. Critique how the interplay between emotion and artistic form works to affect the judgement of an audience.

DRAM 300 Theatre History and Literature II Units: 6.00

A study of production and performance methods, and dramatic literature of the 20th and 21st centuries.

NOTE Transportation/Live Performance: estimated cost \$55.

Learning Hours: 252 (24 Lecture, 24 Seminar, 24 Group Learning, 60 Online Activity, 120 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop an approach to drama, theatre and performance of the twentieth century that appreciates the contribution of individual artists, theatre companies, and the scholarship of the period.
2. Develop skills of close reading of a play for a complex understanding of a context of the culture of composition and performance.
3. Develop a facility in the use of a critical continuum as an analytic tool to bring aspects of the study into relation as practice.
4. Engage in designing studio investigation as practical research into theatre history.
5. Develop individual writing skills to communicate one's own findings as written thought with clarity and appreciation for a reader.
6. Develop a facility to work with archival recordings, critical documents and performance analysis.
7. Practice collaborative research protocols and conduct lab experiments using the internet platforms.

**DRAM 301 Theories of the Theatre I Units: 3.00**

An exploration of theoretical questions underlying drama and performance throughout their histories. Selected readings, lectures, student presentations, class discussions and contemplation of theatre issues.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Advance professional presentation skills.
2. Apply a variety of analytical skills, including theoretical analysis, critical analysis, and performance-as-theory approaches.
3. Appreciate and understand of the role of risk and play in theory.
4. Articulate a general knowledge of the modern dramatic theoretical canon, including a general overview of major western philosophers.
5. Articulate and apply an understanding of key dramatic theorists in the 20th Century, including major questions, themes and trends.
6. Articulate ideas, passions, and excitements through a theoretical lens.
7. Articulate the different ways that performance both responds to and impacts the political and material forces of its historical moment.
8. Communicate creatively and effectively in a performance context that responds to theatre theory in innovative ways.
9. Deepen their investment in particular performance practices.
10. Demonstrate a curiosity toward exploding binaries including (but not limited to) theory/practice.
11. Develop intellectual stamina and curiosity as artist-citizens and early researchers by engaging in weekly readings, lecture discussions, as well as in-class, group-based think tanks and tasks.
12. Develop performance as a method of theoretical inquiry and analysis.
13. Employ university-level research, reading, and writing skills to craft competitive submissions and applications for community and industry partners.
14. Enhance skills in performance, presentation and professionalism through engagements, calls to action, and activities.
15. Explore and articulate the nuance of different dramatic theories and theorists.
16. Further the understanding of their own learning style and needs and begin to articulate their role in both their

DRAM 303 Indigenous Playwrights Units: 3.00

A survey of the work of First Nations, Inuit, and Métis playwrights, exploring the stories, concerns and aesthetics of these contemporary theatrical practitioners. Course work involves reading, discussion, and writing descriptively, critically or creatively about selected pieces in artistic, social and/or political contexts.

NOTE Also offered online. Consult Arts and Science Online. Learning Hours may vary.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Combine and synthesize existing ideas and images in original ways that are marked by a high degree of innovation, divergent thinking and risk taking in their work as playwrights and scholar-critics.
2. Develop and effectively express ideas in writing using a variety of genres and styles.
3. Gain familiarity with the dramaturgical strategies and the political effects of those strategies in contemporary plays by Indigenous playwrights.
4. Identify, locate, evaluate and effectively and responsibly use and share information in support of their work as playwrights and thinkers to understand the contextual foundation of selected plays.
5. Understand the historical and contemporary social/political/economic circumstances that inform the creative work of Indigenous playwrights in 21st century Canada.

DRAM 306 Drama and its Performance in Canada Units: 3.00

Our study will trace how theatre artists understand dynamic engagements with "being here" - the cultural contexts and the making of public events. Studying work initiated by writers, performers, and designers, we will investigate how responsibility engages us locally and from coast to coast to coast in Canada in the making of theatre.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Begin to work on processes of reconciliation drawing on the work of Indigenous playwrights, performers and theorists.
2. Contextualize theatre activity as literary, performance and technological activity.
3. Develop a complex inquiry for research about dramatic or performance activity on these territories.
4. Draw attention to the diversity of artists to be included in the discussion of theatre on these territories.
5. Engage in critical discussion in written and oral forms.

DRAM 311 Theatre for Young Audiences Units: 3.00

The theory and practice of theatre conceived for audiences of young people. The course will begin with an examination of examples of the genre and will culminate in a public performance.

Learning Hours: 120 (24 Lecture, 12 Practicum, 84 Private Study)

Requirements: Prerequisite (A minimum grade of a B- in DRAM 211) or permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and assess how creative choices impact theatre production and audience reception, specifically for young audiences.
2. Communicate effectively in writing, performance, presentations and other media forms, using appropriate structure and style to convey content clearly to a variety of different audiences, from children to school administrators.
3. Reflect upon their own subjective experiences of the course content by making connections between personal theatre-going experiences and diverse examples of theatre for young audiences.
4. Use that knowledge to collaboratively create theatre and performance designed for young audiences.

DRAM 319 Special Studies II Units: 3.00

A seminar or workshop in selected areas of the curriculum. Not offered every year, consult the DAN School for more information.

NOTE This course is repeatable for credit under different topic titles.

NOTE Subscription to various websites and streaming services: estimated cost \$95 (some topic titles do not require this additional fee).

Requirements: Prerequisite Level 3 or above. Note Prerequisites vary depending on specific course content; consult the Department for more information.

Offering Faculty: Faculty of Arts and Science



DRAM 321 Histories and Theories of Directing Units: 3.00

A study of approaches to directing, with examples drawn from both historical and contemporary performance practices. A multiplicity of methodologies, histories, and theoretical approaches to directing will be explored.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan) or permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and assess how directorial choices impact theatre productions using examples drawn from both modern-day and historical practice.
2. Communicate effectively in writing, using appropriate structure and style to convey content clearly.
3. Identify and comprehend major theories of directing, with an emphasis on contributions to contemporary performance techniques.
4. Reflect upon one's own subjective experiences of the course content by making connections between personal theatre-going experiences and theories and histories of directing.
5. Trace genealogies of practice to compare and contrast a variety of directing methodologies.

DRAM 323 Practical Concerns in Directing Units: 3.00

Exploration of practical preproduction needs. Topics may include casting, staging, theatre configuration, textual alteration, rehearsal technique, period research, design approaches.

NOTE Local Live Performance: estimated cost \$30.

Learning Hours: 120 (36 Practicum, 18 Group Learning, 66 Private Study)

Requirements: Prerequisite Registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan and a minimum grade of B in DRAM 321/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze a script for its dramaturgical structure, including its rhythms, meanings, and imagery.
2. Create a production schedule and rehearsal plan that makes smart use of rehearsal time and artist labour.
3. Develop a plan for staging scenes from a particular script, and execute that plan thoughtfully, efficiently, and professionally.
4. Develop and offer productive, constructive, and analytically sound feedback on the creative work of others, and respond thoughtfully to that feedback, when offered.
5. Formulate a directorial approach that both addresses the practicalities of staging a particular script and proposes a unique interpretive & creative perspective for the project.
6. Work independently and collaboratively, with discipline, self-sufficiency, and a sense of professionalism both in the preparation process and in the rehearsal room.

DRAM 330 Intermediate Acting Units: 6.00

An examination of the actor's work using movement, voice, intellect, feeling, text, and cultural context. These tools are engaged by studying and presenting texts from different periods and styles.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite Level 3 or above and DRAM 238/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop an understanding of the various skills that make up the art of acting including sensitivity, vocal and physical characterization, and text analysis.
2. Understand the interdependence of the actor's internal life, thinking and feeling and its physical manifestation.
3. Enhance communication and collaboration skills by sharing personal observations with others in the class and by actively participating in group exercises and presentations.
4. Foster a critical perspective about the world in which we live and in which we create by sensitively observing and responding to class experiences through the writing of personal reflections.
5. Analyze and apply different acting methodologies and techniques, including in reference to your own process.

DRAM 331 Playing Shakespeare Units: 3.00

The key considerations and skills involved in playing Shakespeare including text analysis, performing in verse, approaches to physicality, engaging in complex psychological choices, and playing a range of emotions.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan and a minimum grade of B- in DRAM 238/3.0) or (Level 2 or above and registration in the MUTH Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Use a vocal warm-up to prepare them for the rigours of speaking verse.
2. Demonstrate an ability to analyze and speak verse.
3. Develop listening skills.
4. Develop movement skills to connect mind and body through speech.
5. Use the text to define character, emotional state, objectives, and situation.
6. Choose, examine, explore, and learn one monologue for presentation.
7. Examine, explore, and present one assigned scene study.
8. Learn effective self-reflection skills that will lead to professional development.

**DRAM 332 Performing with Masks Units: 3.00**

An extension of core acting skills and an opportunity to develop an appreciation for performance through the medium of mask.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan and a minimum grade of B- in DRAM 238/3.0) or (Level 2 or above and registration in the MUTH Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop an appreciation for the art of theatre performance through the use of masks.
2. Develop an understanding of the various skills that make up the art of mask performance including mime by developing these skills through participation in class exercises and assignments.
3. Develop an understanding of the interdependence of the performer's internal life (thinking and feeling) and its physical manifestation.
4. Develop communication and collaboration skills by sharing personal observations with others in the class and by actively participating in group exercises and presentations.
5. Further develop a critical perspective about the world in which we live and in which we create by sensitively observing and responding to class experiences through written reflections.
6. You will also be encouraged to further develop as a life-long-learner by integrating the knowledge, skills and values that are addressed in this class into your daily practice.

DRAM 335 Acting for the Screen Units: 3.00

An introduction to basic on-screen performance techniques. Each student participates behind and in front of the camera although the emphasis is on performance. Acting technique in this course will be centred around the Practical Aesthetics approach to acting.

NOTE Local Live Performance: estimated cost \$25.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan and a minimum grade of B- in DRAM 238/3.0) or (Level 2 or above and registration in the MUTH Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply acting techniques and character to the performance of a role in television and film at a professional standard.
2. Identify and use specific acting approaches and techniques for on-screen acting.
3. Prepare and present audition material at a professional standard.
4. Work independently with discipline, self-sufficiency, and a sense of professionalism.

DRAM 339 Special Topics in Practice and Performance II Units: 3.00

Practical work in selected areas of performance. Not offered every year, consult the DAN School for more information.

NOTE Materials/Supplies: estimated cost \$45 (not every topic title requires this additional fee).

NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan) or (Level 2 or above and registration in the MUTH Plan).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate new skills in a practical or performance area.
2. Work collaboratively with other students to produce new materials, performances, production elements, etc.

DRAM 342 Elements of Design Practice Units: 3.00

An examination of specific topics in contemporary design practice with special attention to the areas of lighting, costume, and sound design: includes theoretical and practical design projects.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite A minimum grade of a B- in DRAM 241.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Clearly present design ideas using the correct terminology.
2. Demonstrate an understanding of how to work as a member of a creative team.
3. Demonstrate the ability to clearly communicate design ideas in sketches and writing.
4. Show familiarity with a range of materials and methods used in the area of design.
5. Show familiarity with a specific area of theatre design and its relation to performance.
6. Understand how that area of theatre design contributes to character and to the audience's understanding of the story.

DRAM 344 Scenography Units: 3.00

A study of the integration of the elements of design which together contribute to a three-dimensional environment for performance.

Learning Hours: 120 (18 Lecture, 18 Laboratory, 84 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop critical assessment skills of various scenographic forms.
2. Create a living definition of Scenography culturally specific to the cohort.
3. Construct compelling artistic statements that reflect personal identity in collaboration with encompassing design theory.
4. Practice space cognition and research methodologies.
5. Create a preliminary seed concept for exhibition.

DRAM 345 Applied Technical Production Units: 3.00

Advanced technical production studies involving sound, lighting, stage management, wardrobe, and carpentry. Students will participate in major departmental technical projects. Workshops in various technical departments will occur concurrent to Major Production practical placement offering a wide range of applicable creative industry skills. NOTE The normal classroom time of 36 hours is spread over two terms.

Learning Hours: 120 (36 Seminar, 84 Practicum)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan and [a minimum grade of B in DRAM 242/3.0] and DRAM 246/1.5) or permission of the School.

Course Equivalencies: DRAM345; DRAM345B

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop critical leadership skills fostering equitable communication standards and hiring ethos.
2. Thoroughly practice applied technical theatre skills in at least one, specific, head technical production field.
3. Practice applied technical theatre workshops or interviews in a minimum of three, adjacent, technical production fields.
4. Establish an ethical working community founded on sharing, training, and inter- dependent leadership models.
5. Identify and problem solve technical theatre case studies for a wide range of performance types.
6. Generate paperwork, records, and archives of a scholastic major theatrical production.
7. Contribute to post-mortem and legacy planning for a theatre company.
8. How to be a contributory part of an intergenerational procedure of theatre creation.

**DRAM 346 Introduction to Props Design Units: 3.00**

An introduction to techniques and materials used in designing and building theatrical properties. Students will research, design, and build props. They will work with a range of materials and learn a variety of fabrication techniques.

NOTE Materials/Supplies: estimated cost \$45.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite DRAM 240/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate a comprehensive understanding of the fundamental elements and principles of prop design, including aesthetics, functionality, and storytelling.
2. Recognize the role of props in representing diverse characters and cultures in theatre.
3. Consider the authenticity of props when working with plays that involve diverse cultural backgrounds, ensuring respect for traditions and cultures.
4. Understand the role of a Props Master and a Prop Builder in theatre.
5. Use script analysis to identify and interpret prop requirements within a play.
6. Use a wide range of prop design and building techniques.
7. Apply prop research and design techniques for plays set in historical periods and contemporary settings.
8. Select and use a variety of tools and materials, considering safety and cost.
9. Understand sustainable and environmentally friendly practices in prop design and demonstrate a consideration of the ecological impact of materials and techniques they use.

DRAM 347 Puppetry Units: 3.00

This course offers an introduction to the basics of puppetry, including design, construction, and performance. This is a hands-on course: we will build a variety of puppet styles and explore how to animate puppets through design, breath, and movement. For the final project, students will devise a puppetry piece that will be performed at the end of the term. NOTE Materials/Supplies: estimated cost \$50.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite DRAM 240/3.0. Exclusion DRAM 319/3.0 (Topic Title: Puppetry - Fall 2019); DRAM 339/3.0 (Topic title: Puppetry Design - Fall 2020, Fall 2021).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Be familiar with historical and contemporary puppetry design and performance.
2. Have an understanding of puppetry and how it contributes to character and performance.
3. Have basic puppet design and construction skills in a variety of techniques.
4. Have an understanding of the relationship between puppet design, construction, and performance.
5. Have an understanding of the basic skills for puppetry performance.
6. Have the skills to create a puppetry performance that applies the principles of design, building, and performance.

DRAM 348 Mask Making Units: 3.00

This course offers an introduction to mask design and construction. Through demonstrations, assignments, discussions, and hands-on building, students will learn the principles of mask-making and design. Discussions will explore the different uses of masks, looking at current events, contemporary and historical masks, masks from different parts of the world, ceremonial masks, and most of all, theatrical masks. We will also discuss research methods, design considerations, and materials. Students will develop sculpting, mold-making, casting, carving, and painting skills and will work with a variety of materials, including plaster, paper mâché, fabric, neoprene, wood, and recycled materials.

NOTE Materials/Supplies: estimated cost \$50.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite DRAM 240/3.0. Exclusion DRAM 339/3.0 (Topic title: Introduction to Mask Making - Fall 2022).

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Be familiar with historical and contemporary mask design and performance.
2. Have an understanding of mask and how it contributes to character and performance.
3. Have basic mask design and construction skills in a variety of techniques.
4. Be familiar with working with a variety of materials.
5. Have an understanding of the relationship between mask design and performance.

DRAM 350 Playwriting III Units: 6.00

Continuation of DRAM 251/3.0. An intermediate study of playwriting and dramaturgy, including exercises in dramatic techniques and composition of original works.

Learning Hours: 240 (72 Seminar, 168 Private Study)

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan, and a minimum grade of B- in DRAM 251/3.0). Exclusion DRAM 351/3.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Expand upon skills and concepts learned in previous playwriting courses, such as building a plot, creating characters, and writing believable and interesting dialogue.
2. Understand the concepts of action and motivation.
3. Exploit the limitations of live theatre and use them expressively.
4. Develop playwriting skills in the context of a full-length play.
5. Explore the craft of rewriting and expanding upon first drafts.

DRAM 351 Playwriting and Dramaturgy III Units: 3.00

Continuation of DRAM 251/3.0. An intermediate study of playwriting and dramaturgy, including exercises in dramatic techniques and composition of original works.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan. Exclusion DRAM 350/6.0.

Offering Faculty: Faculty of Arts and Science



DRAM 371 Modern Drama at the Shaw Festival Units: 3.00

Intensive study in the mandate and practice of the Shaw Festival in Niagara-on-the-Lake, Ontario. Students attend several productions at the Shaw Festival, discussing these in seminars and with guest speakers drawn from the Shaw company where available.

NOTE Student fees for the costs of transportation, accommodations, and Shaw Festival theatre tickets: estimated cost \$1,370.

Learning Hours: 120 (36 Seminar, 24 Off-Campus Activity, 60 Private Study)

Requirements: Prerequisite Level 3 or above.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Accurately use basic concepts acquired from this and other courses in theatre studies (including ideas about audiences, reception, dramaturgy, scenography, performance, and theatre history) to investigate and analyse relevant examples from the productions at the Festival towards realizing new insights and knowledge.
2. Discuss George Bernard Shaw, some of his modern contemporaries, and what they were trying to do with the theatre of their time.
3. Discuss how a period play interfaces with a contemporary audience and how the theatre artists (designers, directors, actors, etc.) help negotiate that interface.
4. Discuss the mandate and identity of the Shaw Festival, debate its function in a contemporary context, and analyze its programming.
5. Explain why modern is not a synonym for contemporary when we are referring to "modern drama."
6. Read a play to identify its production challenges, to discern its potential relevance for a contemporary audience, and to formulate possible production solutions for bringing it to the stage.
7. Realize the essential value of paying careful attention to detail across all disciplines (direction, scenography, performance, dramaturgy) when transferring a play from page to stage.
8. Truly comprehend how smart scenographic and performance choices affect the interface between an audience and a text, and realize how pivotal they are to the process of theatre creation.
9. Understand how and why everything that is put onstage should arrive there as the result of a deliberate choice, and realize why that is crucial for the creation of great theatre.

DRAM 373 Scene Study at the Shaw Festival Units: 3.00

Intermediate acting course in which a variety of techniques and exercises will be used to explore selected dramatic texts drawn from the mandate of the Shaw Festival - mainly plays written during the lifetime of George Bernard Shaw (1856 to 1950).

NOTE Taught in Niagara-on-the-Lake during Summer Term. There is a lab fee for this course which includes theatre tickets. Information regarding fee and accommodation is available on the Departmental website.

Requirements: Prerequisite (Level 3 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan and [3.0 units from DRAM 331/3.0; DRAM 332/3.0; DRAM 339/3.0]). Corequisite DRAM 371/3.0.

Offering Faculty: Faculty of Arts and Science

DRAM 382 Research Methods in Performing Arts Units: 3.00

Further development of research skills from foundational courses, investigating bibliographic, archival, ethnographic, and embodied research methodologies. Other topics include critical theories, ethical considerations, and issues of representation.

NOTE This course is also listed/offered as MUSC 382/3.0.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite Level 3 or above. Exclusion MUSC 382/3.0. Equivalency MUTH 380/3.0*.

Course Equivalencies: DRAM382, MUSC382, MUTH380/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Name, identify, and assess and critique various disciplines and methodologies in performing arts research order to choose appropriate strategies for enquiry.
2. Evaluate information sources and extrapolate data in order to assess their appropriate use in research.
3. Evaluate and compare research methodologies and critical theories in order to effectively design a research project.
4. Develop and refine communication methods in order to disseminate new knowledge.

DRAM 383 Theatre and Music of Africa and the Diaspora Units: 3.00

An exploration of traditional African cultural forms including music, storytelling, mask work, and dance and how those roots are the foundation of contemporary music and theatre from Africa and the African Diaspora.

NOTE This course is also listed/offered as MUSC 383/3.0.

Learning Hours: 120 (36 Lecture, 84 Private Study)

Requirements: Prerequisite Level 3 or above. Exclusion MUSC 383/3.0; MUTH 329/3.0 (Topic Title: Theatre and Music of Africa and the African Diaspora - Fall 2020). Equivalency MUTH 375/3.0*.

Course Equivalencies: DRAM383, MUSC383, MUTH375/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify the diversity of African musical forms through an introduction of several oral histories and dance styles.
2. Connect these traditions across the continent of Africa, and also differentiate them from each other.
3. Reflect upon what happened to these traditions because of the Atlantic Slave Trade, and identify what has emerged in the Americas (and elsewhere) since then.
4. Examine contemporary drama and music as well as the generations-old musical, dance, and oral storytelling forms at their root.
5. Synthesize their knowledge to demonstrate the interconnectedness of the past and the present, but also for the importance of music, dance, and drama to Afro-descendant people on the continent and in the diaspora.

DRAM 384 Dancer-Singer in Music Theatre Units: 3.00

An applied course integrating advanced-level singing, dancing and movement techniques, choreography, devising, and other creative applications in music theatre scenes. Through written assignments and performance, students prepare and perform scenes that integrate the work of the composer, lyricist, and book writer.

NOTE Students with previous singing and advanced private dance class experience, including through Queen's clubs, are encouraged to request permission to enrol.

NOTE This course is also listed/offered as MUSC 384/3.0.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Registration in a MUTH plan) or ([3.0 units from MUSC 118/3.0; MUSC 119/3.0; MUSC 120/6.0; MUSC 121/6.0; MUSC 122/3.0; MUSC 123/3.0; MUSC 124/6.0; MUSC 280/3.0; MUTH 210/3.0] and [DRAM 294/3.0 or MUSC 294/3.0 or MUTH 211/3.0*]) or permission of the School. Exclusion MUSC 384/3.0. Equivalency MUTH 310/3.0*.

Course Equivalencies: DRAM384, MUSC384, MUTH310/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate knowledge of the fundamentals of lyrical and kinaesthetic techniques through small and large ensemble performances of selections from the musical theatre canon.
2. Discuss readings, recordings and seminar material to compare and contrast the various techniques and styles of singer-dancers in musicals from different eras.
3. Analyze and discuss physically and vocally sound/ appropriate techniques, in an accepting and open environment, through critical analysis of live and recorded performances.
4. Demonstrate an understanding of the physiology and an appreciation for the health and care of the voice and body, including the physiological differences in various compositional and choreographic styles.
5. Examine principles of acting, such as diction, subtext, character development, conflict, process, and apply them to various pieces of repertoire in a workshop or master-class setting.
6. Develop a knowledge and critical understanding of the key concepts, methodologies, current advances, and theoretical approaches to musical theatre from an interdisciplinary perspective.

**DRAM 386 Arts Professionalism Units: 3.00**

An introduction to the principles and skills necessary for a successful career in the arts centered around business aspects as well as important facets of professionalism required in today's arts fields. Topics may include business practices, concert planning, grant writing, promotion and publicity, and the role of supporting professionals.

NOTE This course is also listed/offered as MUSC 386/3.0.

Learning Hours: 120 (36 Lecture, 24 Online Activity, 60 Private Study)

Requirements: Prerequisite Level 3 or above and registration in a ARTV, ARTH, DRAM, FILM, MAPP, MUSC, or MUTH Plan. Exclusion MUSC 386/3.0. Equivalency MUTH 340/3.0*.

Course Equivalencies: DRAM386, MUSC386, MUTH340/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate acquired knowledge about the business aspects of the arts including financial planning.
2. Articulate critical thinking about the development of the professional arts in Canada.
3. Demonstrate acquired skills in various approaches to writing for the arts through weekly critical responses, the creation of a professional 'pitch' letter as well as the creation of a major document – the Personal Business Plan.
4. Articulate your ideas in class forums during the term.
5. Further develop as a life-long-learner by integrating the knowledge, skills and values that are addressed in this class.

DRAM 389 Music Theatre Creation Lab Units: 3.00

An exploration of the varied components of Music Theatre creation through the practical application of writing, designing and publicly performing short, original music theatre scenes. Students will work in small groups to create all aspects of the original scenes including script, lyrics, music, staging, sets, costumes and promotion.

NOTE This course is also listed/offered as MUSC 389/3.0.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (Level 3 and registration in a DRAM, MUSC, or MUTH Plan) or permission of the School. Exclusion MUSC 389/3.0. Equivalency MUTH 333/3.0*.

Course Equivalencies: DRAM389, MUSC389, MUTH333/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop performance composition and writing skills.
2. Apply performance, composition and writing skills to create a new music theatre production.
3. Apply knowledge of performance, composition and writing through critiques of other works.
4. Apply knowledge of performance, composition and writing to develop a rehearsal timeline and plans.
5. Develop knowledge and skills related to the music theatre production process (staging, direction, design, marketing).

DRAM 395 Internship Units: 3.00

Students can apply to undertake a practical internship in theatre production or administration.

NOTE Students will be given a grade of Pass/Fail for work done.

Learning Hours: 120 (96 Off-Campus Activity, 24 Private Study)

Requirements: Prerequisite Level 3 or above and registration in a DRAM Major or Joint Honours Plan and a minimum GPA of 2.90 or higher in DRAM and permission of the School. Exclusion FILM 395/3.0; MAPP 395/3.0; MUSC 395/3.0; MUTH 395/3.0; MUTH 396/6.0.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Apply skills or knowledge acquired in previous courses to a professional workplace situation.
2. Demonstrate professional level interpersonal and self-regulatory skills (including meeting workplace standards of behaviour, arriving on time, completing assigned tasks effectively and in a timely manner, and asking for assistance when required.)
3. Synthesize new learning or insights from practical experience with existing theoretical knowledge.

DRAM 419 Special Studies III Units: 3.00

A seminar or workshop in selected areas of the curriculum. Not offered every year, see Department webpage for details. NOTE This course is repeatable for credit under different topic titles.

Requirements: Prerequisite Level 4 or above. Note Prerequisite varies depending on specific course content; consult the Department for more information.

Offering Faculty: Faculty of Arts and Science

DRAM 422 Directing Practicum I Units: 3.00

Students' directing of short scenes will be the basis of practical exploration of directorial methods.

Requirements: Prerequisite A minimum grade of a B- in DRAM 323 or permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Analyze and assess how directorial choices impact theatre productions using examples drawn from modern-day practice.
2. Communicate effectively in a variety of modes, including written work, oral presentations, and creative expression, using appropriate structure and style to convey content clearly.
3. Compare and contrast a variety of diverse directing methodologies and theories, locating those methods within larger societal contexts.
4. Reflect upon their own positionality by making connections between personal experiences and broader theories of directing.

DRAM 431 Advanced Acting Units: 3.00

Research, rehearsal, and presentation of a role for performance. Topic changes with instructor expertise.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite (DRAM 330/6.0 or DRAM 331/3.0 or DRAM 332/3.0 or DRAM 373/3.0) or permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate that they understand verse and use of metre.
2. Develop advanced listening skills.
3. Develop advanced movement skills to connect mind and body through speech.
4. Use text to define character, emotional state, objectives, and situation.
5. Prepare an Independent Study of a character, role, or performance.
6. Examine, explore, and present an assigned scene study.
7. Effectively self-reflect in order to develop professionally.



**DRAM 439 Special Topics in Practice and Performance
III Units: 3.00**

Practical work in selected areas of performance. Not offered every year, consult the DAN School for more information. NOTE This course is repeatable for credit under different topic titles.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite ([Level 4 or above and registration in a COCA, DRAM, MAPP, or MUSC Plan] or [Level 3 or above and registration in the MUTH Plan]) or permission of the School. Note Prerequisite may vary depending on specific course content; consult the School for more information.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate new skills in an area of practice or performance.
2. Work collaboratively with other students in the creation process.

DRAM 448 Arts Administration Units: 3.00

This course examines a range of administrative and collaborative skills necessary for producing performance. Among the areas that will be defined and discussed are marketing, budgeting, fundraising, staffing, and production management, as applied to a variety of types of organizational contexts (commercial, non-profit, university, and community).

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite (Level 4 or above and registration in a COCA, DRAM, MAPP, MUSC, or MUTH Plan) or permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Identify different organizational structures, governance models, strategic frameworks, funding models, and legal frameworks, with specific focus on the non-profit and Canadian live performing arts industry.
2. Outline the major milestones of a theatre production timeline, recognizing the matrix and relations of interdependent tasks, roles, and departments.
3. Discuss the best practices in arts industry, understanding that these methods are contextual, based on colonial and capitalist ways of knowing, and subject to change.
4. Embrace the complexity of managing a production and strive to balance the multiple operations of arts administrations without sacrificing the unpredictability of the collaborative and creative process.
5. Explore how administrative choices impact Canadian performance industry, production, and contemporary culture.
6. Identify what role arts administration plays in your current learning and future career development in diversifying your applicable and transferable skills within the industry.
7. Collaborate with your peers to create a strategic co-created communication plan for an arts organization.
8. Develop the critical thinking skills needed to think laterally, encourage creative problem solving, and both embrace and criticize the adage, "the show must go on".
9. Develop industry confidence, with a particular focus on advocating for yourself, your education, and your career.
10. Create the administrative deliverables and assets used in the industry, including: production/grant budgets, marketing materials, grant application and reports, contracts, and workback plans.
11. Apply knowledge learned across the semester to the administrative deliverables of a 3-city Canadian tour.

DRAM 476 Theatre as Witness Units: 3.00

A study of the relationship between the evolving cultural and political milieu and the theatre. Topics may include performance as an act of witness, theatre as a relational and ethical practice, theatre and human rights, theatre and its relationship to stories of violence, activist theatre, and inter- and intra-cultural theatre.

Requirements: Prerequisite (Level 4 or above and registration in a DRAM Major, Joint Honours, MAPP, MUTH, or CODR Plan and a minimum grade of B- in DRAM 300/6.0 and a minimum GPA of 2.60 in DRAM) or permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Communicate both orally and in written work with clarity and purpose.
2. Compare various aesthetic approaches to performing testimony.
3. Discuss the relationship between fact, fiction, imagination and documentary.
4. Discuss the role of the artist in society.
5. Identify challenges in witnessing risky stories and ways to address this through performance or pedagogy.
6. Participate fully as a class, negotiating differences in values, aesthetic preferences and beliefs about the world.
7. Participate in a respectful and engaged learning community with people who are different and who think differently, and whose differences challenge us.
8. Propose multiple solutions to a given problem or set of conditions.

DRAM 482 Performance in Times of Crisis Units: 3.00

An exploration of 20th- and 21st-century interventions in art music, popular music, music theatre, applied and social theatre, and/or documentary theatre. Via reading, performance analysis, and creative interventions, students employ theories of performance to understand the components, motivations, and impact of performance in times of crisis.

NOTE Transportation/Live Performance: estimated cost \$100.

NOTE This course is also listed/offered as MUSC 482/3.0.

Learning Hours: 120 (36 Seminar, 84 Private Study)

Requirements: Prerequisite Level 3 or above. Exclusion MUSC 482/3.0; MUTH 429/3.0 (Topic Title: Performance in Times of Crisis - Fall 2020). Equivalency MUTH 472/3.0*.

Course Equivalencies: DRAM482, MUSC482, MUTH472/3.0*

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Connect theory to both textual analysis and performance analysis.
2. Advocate for the value of performance in times of crisis, as well as its challenges, in both verbal and written forms.
3. Build broader community connections by drawing on consultations with industry professionals.
4. Theorize, conceptualize, and create a mini performance intervention that responds to the COVID crisis, thus applying and adapting learning from case studies.

**DRAM 500 Senior Project Units: 6.00**

An independent advanced project or thesis in any area of the basic curriculum in drama, supervised and evaluated by faculty.

NOTE In addition to the prerequisites indicated, the School may require a grade of A- in any DRAM course relevant to the subject of study.

Requirements: Prerequisite Level 4 or above and registration in a DRAM Major or Joint Honours Plan and a minimum GPA of 3.50 or higher in DRAM and permission of the Department.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Synthesize existing ideas in original ways, characterized by a high level of innovation, divergent thinking, and risk taking.
2. Effectively define the scope of a research question and access relevant information using effective, well-designed search strategies and appropriate information sources.
3. Demonstrate effective communication skills in both oral and written forms, using appropriate, relevant and compelling language to convey an understanding of the material.
4. Display habits of mind characterized by the exploration of issues, ideas, artifacts, and events before accepting or formulating an opinion or conclusion.

DRAM 501 Directed Special Study Units: 3.00

An independent advanced project or thesis in any area of the basic curriculum in drama, supervised and evaluated by faculty.

NOTE In addition to the prerequisites indicated, the School may require a grade of A- in any DRAM course relevant to the subject of study.

Requirements: Prerequisite Level 4 or above and registration in a DRAM Major or Joint Honours Plan and a minimum GPA of 3.50 or higher in DRAM and permission of the Department.

Course Equivalencies: DRAM501;DRAM501B

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Demonstrate effective communication skills in both oral and written forms, using appropriate, relevant and compelling language to convey an understanding of the material.
2. Display habits of mind characterized by the exploration of issues, ideas, artifacts, and events before accepting or formulating an opinion or conclusion.
3. Effectively define the scope of a research question and access relevant information using effective, well-designed search strategies and appropriate information sources.
4. Synthesize existing ideas in original ways, characterized by a high level of innovation, divergent thinking, and risk taking.

DRAM 541 Directed Studies Design Units: 3.00

An independent advanced project in the area of design, supervised and evaluated by faculty.

NOTE The normal classroom time of 36 hours is spread over two terms.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite A minimum grade of B in DRAM 241/3.0 and permission of the School. Note Consult faculty advisors or supervisor for detailed information.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Understand the elements and principles of design and be able to apply them to their theatre design work.
2. Be able to undertake comprehensive research to develop and support their design ideas.
3. Understand how the various aspects of theatre design work together and support each other.
4. Work within a design budget.
5. Manage a design project (meet deadlines, set realistic timelines, allocate resources, etc.).
6. Know how to communicate their design ideas clearly and effectively.
7. Understand how cultural diversity impacts design choices.
8. Demonstrate a commitment to promoting diversity and inclusion in their design work.
9. Be able to evaluate their own design work and the work of others.

DRAM 545 Advanced Technical Production Units: 3.00

Advanced examination of various roles in technical direction, production management, and stage management, over the full year. Practical management projects are a component of the course.

NOTE The normal classroom time of 36 hours is spread over two terms.

Learning Hours: 120 (36 Laboratory, 84 Private Study)

Requirements: Prerequisite A minimum grade of A- in DRAM 345/3.0 and permission of the School.

Offering Faculty: Faculty of Arts and Science

Course Learning Outcomes:

1. Develop advanced critical leadership skills fostering and producing equitable communication standards and hiring ethos.
2. Generate paperwork, records, and archival of a scholastic major theatrical production with an aim of facilitating transition.
3. Thoroughly practice applied technical theatre skills across departments.
4. Establish an ethical working community founded on sharing, training, and inter-dependence with particular attention paid to management, leadership, and interpersonal relations.
5. Identify and problem solve technical theatre case studies for a wide range of performance types.
6. Contribute to post-mortem and legacy planning for a theatre company, with an aim of facilitating leadership transition.

DRAM 594 Independent Study Units: 3.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

**DRAM 595 Independent Study Units: 6.00**

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

DRAM 596 Independent Study Units: 12.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science

DRAM 597 Independent Study Units: 18.00

Exceptionally qualified students entering their third- or fourth-year may take a program of independent study provided it has been approved by the Department or Departments principally involved. The Department may approve an independent study program without permitting it to be counted toward a concentration in that Department. It is, consequently, the responsibility of students taking such programs to ensure that the concentration requirements for their degree will be met.

NOTE Requests for such a program must be received one month before the start of the first term in which the student intends to undertake the program.

Requirements: Prerequisite Permission of the Department or Departments principally involved.

Offering Faculty: Faculty of Arts and Science