

(Revised Spring 2016)

PREREQUISITES: None

CATALOG DESCRIPTION: Techniques and practices of creative drama. Exploration of how theatre games, play and improvisation can be applied to non-performance purposes including self-expression, social engagement, community bonding and conflict resolution.

RATIONALE: Games and play are concepts central to theatre practice which over the last decade become an important aspect of innovative thinking informing notions of 'creativity' in both professional and social contexts. Through theatre games and situational improvisations focusing on personal expression, group dynamics, task and problem solving students learn to apply theatre skills to non-performance situations in daily and professional life. Theatre games and creative exercises are explored as a way to experiment with personal and community identity, values, status and conflict resolution

LEARNING OUTCOMES: As a result of taking this course, the student should be able to:

1. Utilize a wide range of stimulus to generate theatre games and improvisations to explore personal and group dynamics..
2. Demonstrate an understanding of the value of theatre-based play and creative exploration in the workplace and everyday life.
3. Develop dynamic interpersonal and communication skills applicable to various contexts.
4. Create short plays with attention to stages of development from original stimulus to final draft in order to explore the shaping and communication of ideas.
5. Develop through engagement with theatre methods the ability to lead and follow.
6. Develop a short presentation (verbal and physical) with clarity and confidence. Communication and the ability to lead and follow.

METHOD OF TEACHING AND LEARNING: In congruence with the teaching and learning strategy of the college, the following tools are used:

- Lectures, directed discussions and presentations. Learning activities include videos of productions and visits to the theater.
- Office hours: students are encouraged to make full use of instructor's office hours for questions, to see their exams/papers, and/or go over lecture material.
- Use of Blackboard

ASSESSMENT:

Summative:

Short script for performance (800-1000 words)	40%
Final group presentation (7-10 minutes)	60%

Formative:

In class preparation and participation in theater games upon subjects given by the instructor	0
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Formative assessments prepare students for summative assessments. The 'Short script for performance' test Learning Outcomes 1, 4, 6
The 'Final Group' presentation tests Learning Outcomes 2, 3, 5

The final grade for this module will be determined by averaging all summative assessment grades, based on the predetermined weights for each assessment. Students are not required to resit failed assessments in this module. Failure to pass the module results in module repeat.

INDICATIVE READING:

REQUIRED READING:

Way, B. (1998). *Development through Drama*. New York: Humanities Press.

RECOMMENDED READING:

Scher, A. & Verrall, C. (1987). *.100 + Ideas for Drama*. U.K: Heinemann.

INDICATIVE MATERIAL:

(e.g. audiovisual, digital material, etc.)

REQUIRED MATERIAL: n/a

RECOMMENDED MATERIAL: n/a

COMMUNICATION REQUIREMENTS:

Use of appropriate English in all written and oral assignments.

SOFTWARE REQUIREMENTS:

Word processing skills.

WWW RESOURCES:

www.creativedrama.com/theater.htm
www.learnimprov.com
www.kmrscripts.com/cguide.htm
www.byu.edu/tma/arts-ed/home/games.htm

INDICATIVE CONTENT:

1. Theatre Games: Exercises to warm up, observation tasks, concentration, trust games.
2. Creative 'playing' to promote exploration and imagination.
3. Theatre and risk: managing taking 'chances', exploring the 'unknown'
4. Theatre skills and personal presentation: discovering the space, using the five senses, verbal skills, sound games.
5. Narration and storytelling as a form of interpersonal communication.
6. Non-verbal communication and performance in everyday life
7. Improvisation
8. Developing team work through theatre methods.
9. Narratives of problem solving and conflict situations
10. Non-western forms of theatre games and play to build 'communities'.

