DEREE COLLEGE SYLLABUS FOR: DR 3227 THE SCENOGRAPHIC SPACE OF PERFORMANCE
(Previously DR 2127 STAGE DESIGN II)   **2/2/3**
LEVEL 5
UK CREDITS 15

(Revised Fall 2015)

PREREQUISITES:	DR 2111 The Space of Performance WP1010 Academic Writing
CATALOGUE DESCRIPTION:	The course examines the history, practice and key developments of 20th and 21st century scenography, charts its links with theatre architecture and dramatic space and identifies key scenographic theories and approaches. Students complete a design process in order to gain experience in the skills required of the scenographer, including 3D modelling and portfolio.
. **RATIONALE:**	The course develops from the introduction to theatre space in DR2011 and looks specifically at scenographic design as a particular practice and as a key compositional element within theatre. The course focuses on 20th-21st century key scenographic practitioners in order to understand how developments in technology and materials have expanded the definition of 'theatre' shifting from the literary approaches of the 19th century to a theatre defined by 'spatial practices' Students will gain experience in following a complete design process from analysis of text, to storyboard and model box production which will give them the option of continuing into post graduate studies in design or further professional training.

LEARNING OUTCOMES:

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

1. Identify practitioners and the main aesthetic motifs and scenographic designs associated to them in order to discuss and analyse scenographic history and theory.
2. Analyze the dramatic, mimetic and diegetic spaces of important play texts of the 20th century in order to realize design possibilities of a play text and other sources for performance.
3. Experiment with a variety of methods to approach model making and other visual representations in order to develop studio craft skills.
4. Improve their skills in Communication through models, visual material, essays and oral presentations.
5. Develop their ability to contextualize their creative practice and relate their work to historical and contemporary theories and aesthetics.

METHOD OF TEACHING AND LEARNING:

In congruence with the teaching and learning strategy of the college, the following tools are used:

- Class lectures, interactive learning (class discussions, group work), and video presentations.

- Workshops

- 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 a Blackboard site where lecture notes, assignment instructions, announcements, and other materials related to the module are posted.

ASSESSSMENT: Summative:

Course work assignment and participation	20%
Portfolio of critical writings (3,500-4,000)	30%
Final project: storyboard, model box and portfolio	50%

The formative assessments prepares students for all summative assesments
The 'coursework and participation' tests Learning Outcomes 1,4, 5
The portfolio of critical writings tests Learning Outcomes 2,5
The Final project tests Learning Outcomes 2,3,4,5

Formative:

Preparation of Portfolio	0
Exercises in constructing a scaled 3D model box	0

INDICATIVE READING:

REQUIRED READING:

Baugh, C. (2013) (2nd edition) *Theatre, performance and technology : the development and transformation of scenography*, Palgrave Macmillan

Bleeker, M. (2008) *Visuality in the Theatre: The locus of looking*, Basingstoke: Palgrave

Collins, J. and Nisbett, A. (2010) *Theatre and performance design : a reader in scenography*, London: Routledge

RECOMMENDED READING:

Beacham, R.C (1993*) Adolphe Appia* : texts on theatre, London & New York Routledge

Mackintosh, I. (1993) Architecture, actor and audience, London & New York, Routledge

McAuley, G. (1999) *Space in performance : making meaning in the theatre,* University of Michigan Press

McKinney, J. and Butterworth P. (2009) *The Cambridge introduction to scenography*, Cambridge: Cambridge University Press

Oddey, A & White, C (eds) (2006) *The potentials of spaces : the theory and practice of scenography and performance*, Intellect, Bristol

INDICATIVE MATERIAL:
(e.g. audiovisual, digital material, etc.)

REQUIRED MATERIAL:
Via Blackboard

RECOMMENDED MATERIAL:
Via Blackboard

WWW RESOURCES: www.artslynx.org

SOFTWARE REQUIREMENTS: Word

COMMUNICATION REQUIREMENTS: Use of proper English for all written and oral assignments.

INDICATIVE CONTENT:

1. The beginning of modern scenography: architectural volumetric space and lighting:
2. Pictorial modernism and the historical avant-gardes.
3. Bare stages and empty spaces.
4. Semiotic space.
5. Scenography as performance: Kinetic scenography, lighting design, image projections and scene mechanics.
6. The theatre of the images.
7. Intercultural theatre and Asian influences.
8. Immersive theatres, spatial orchestration and experiential modes of engagement.
9. Virtual scenography. Interactive technologies, virtual spaces and digital environments.