

EFFECTIVE: SEPTEMBER 2009 CURRICULUM GUIDELINES

A.	Division:	EDUCATION	Ef	fective Date:		SEPTEMBER 2	009	
В.	Department / Program Area:	LANGUAGE, LITERATURE AND PERFORMING ARTS/ STAGECRAFT	Re	evision		New Course	X	
			Re Da	Revision, Section(s) evised: ate of Previous Revision ate of Current Revision				
C:	STGE 2210	D: Design Expl			E: 1			
	Subject & Cou	rse No.	Descri	ptive Title		Semester Cred	its	
F:	Calendar Descri	iption:						
	Using theatre as	This is an intensive course focusing on two and three dimensional design elements and the creative process. Using theatre as a context, students will develop a foundation for further exploration in set, properties, costume and lighting design.						
G:	Allocation of Co	ontact Hours to Type of Instruction	Н:	Course Prerequisites:	:			
	Primary Method	Primary Methods of Instructional Delivery and/or Learning Settings:		STGE 1100 and ST	GE 120	02 and STGE 1207	7	
	Lecture and de		I:	Course Corequisites:				
	Number of Confor each descrip	tact Hours: (per week / semester otor)		None				
	4 hrs per week		J: Course for which this Course is a Prerequisite:					
	Number of Weeks per Semester:			None				
	5 weeks		K:	Maximum Class Size				
			IX.		·•			
				25				
L:	PLEASE INDICATE:							
	Non-Cred	it						
	College C	redit Non-Transfer						
	X College C	redit Transfer:	R	equested X	Grante	d		
	SEE BC TRAN	SEE BC TRANSFER GUIDE FOR TRANSFER DETAILS (www.bctransferguide.ca)						

IVI:	Course Objectives / Learning Outcomes:						
	At the end of the course, the successful student should be able to:						
	 demonstrate an understanding of 2 & 3D design fundamentals describe some of the factors that determine successful design articulate design concepts and ideas in an innovative and creative way present design resolutions using a range of materials, tools and techniques identify possible employment and advanced training options 						
N:	Course Content:						
	 Application of elements and principles of 2 & 3D design elements through drawing and model-making Explorations of the design areas in the performing arts Research of periods of design and prominent designers Discussions on the collaborative nature of theatre design and the production hierarchy Discussions of further training and possible employment areas 						
0:	Methods of Instruction:						
	Students will receive 4 hours of lecture/demonstration per week that includes independent and group work.						
P:	Textbooks and Materials to be Purchased by Students:						
	A list of recommended textbooks and materials is provided on the Instructor's Course Outline, which is available to students at the beginning of each semester. Some materials will be provided.						
Q:	Means of Assessment:						
	Students are expected to be self-motivated and to demonstrate professionalism, which includes active participation, good attendance, punctuality, effective collaboration, and the ability to meet deadlines.						
	Professionalism: 5 indicators X 10% Projects: X 2 50% 100%						
R:	Prior Learning Assessment and Recognition: specify whether course is open for PLAR						
	Yes.						
Cour	e Designer(s): Ross Nichol, Drew Young	Education Council / Curriculum Committee Representative					
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Dean / Director: Dr. David G. Duke		Registrar					