

# DEPARTMENT OF VISUAL AND PERFORMING ARTS

The Department of Visual and Performing Arts is an interdisciplinary department that offers students the opportunity to study the history, theory and practice of art, design, theater, game design and music. The visual arts programs foster the development of creative processes for the creation of innovative works of art and design while situating the work in the broader contexts of history and culture. The performing arts programs include courses in the history of the disciplines and techniques of performance, which are enriched by an active theater production program and performing ensembles.

Programs in the Department of Visual and Performing Arts offer students a foundation in creative thinking that is recognized as critical to problem-solving and conceptualization, qualities increasingly valued by leaders and organizations in all areas of society.

The Department of Visual and Performing Arts at Quinnipiac University is committed to providing our students with the opportunity to develop creative thinking skills through experiential learning as a part of their general education and in pre-professional programs. Through study of the practice, theory and history of music, theater, visual art and game design, we provide an opportunity for students to explore their creative abilities in a hands-on environment.

- Bachelor of Arts in Game Design and Development (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/game-design-development-ba/>)
- Bachelor of Arts in Theater (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-ba/>)
- Dual-Degree BA in Theater/MBA or MS in Accounting (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-ba-mba-ma-accounting/>)
- Accelerated Dual-Degree BA in Theater/MS or MA in Communications (3+1) (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-31-ms-ma-communications/>)
- Minor in Fine Arts (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/fine-arts-minor/>)
- Minor in Game Design and Development (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/game-design-development-minor/>)
- Minor in Music (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/music-minor/>)
- Minor in Theater (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-minor/>)
- Performing Arts Workshop (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/performing-arts-workshop/>)

## Art (AR)

### AR 101. Introduction to Art. 3 Credits.

This course is a study of major art forms and a probe into the nature of the creative process and public response. The course combines art history with hands-on activities. It is intended for students who plan to take only one art course.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

### AR 102. Art History: Ancient Through Medieval. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from prehistory through the medieval period. Students explore the stylistic elements that make great works typical of their era.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

### AR 102H. Honors Art History I. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from prehistory through the medieval period. Students explore the stylistic elements that make great works typical of their era.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

### AR 103. Art History: Renaissance Through Contemporary. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from the Renaissance through the contemporary era. Students explore the stylistic elements that make great works typical of their era.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

### AR 104. Survey of Non-Western Art. 3 Credits.

Participants study the major themes and forms of non-Western arts from East Asia, South Asia, Africa, the Pre-Columbian Americas and Oceania, with emphasis on their cultural, philosophical and religious contexts. Students define works of art both formally and within the framework of their method of manufacture, audience and cultural value. They also explore aspects of various non-Western religions, cultural considerations and influences in relation to the works. Students with little experience of or no prior courses in art history learn the basic terminology and methodology of the field.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

### AR 105. American Art. 3 Credits.

This course serves as an introduction to the history of art in the United States from the pre-colonial period to the present. The curriculum includes a careful analysis of representative works reinforced by visits to area art galleries.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

### AR 115. Drawing for Anime, Games. 3 Credits.

**Prerequisites:** None

**Offered:** Every year, All

### AR 140. Basic Visual Design. 3 Credits.

This course exposes students to the basics of two-dimensional design. Topics include the elements of design, the principles of order and how these basics combine to create exceptional composition in various forms of art.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

**AR 158. Photography I.****3 Credits.**

This beginning course in still photography is designed to teach basic photographic techniques. Additional topics include lighting, advertising, fashion and portrait photography. Students must provide a fully adjustable digital camera or Digital Single Lens Reflex (DSLR) camera.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 165. Introduction to Digital Art.****3 Credits.**

In this course, students will learn the fundamentals of 2-dimensional image making using various digital applications. An emphasis will be placed on the formal, technical, and conceptual treatment of digital art, as well as each student's unique creative vision.

**Prerequisites:** None**Offered:** As needed**AR 175. Special Topics in Art History.****3 Credits.**

This group of courses introduces art history by way of particular themes. Each covers at least three eras or movements in art history, exploring imagery, sculpture, architecture and decorative arts. Topics include: The Art and Architecture of Health and Medicine; Art and Propaganda; The Art and Imagery of Weaponry and War; Art and Love; Art and Death; and The Image of the Divine.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 175H. Honors -Special Topics in Art History.****3 Credits.**

This group of courses introduces art history by way of particular themes. Each covers at least three eras or movements in art history, exploring imagery, sculpture, architecture and decorative arts. Topics include: The Art and Architecture of Health and Medicine; Art and Propaganda; The Art and Imagery of Weaponry and War; Art and Love; Art and Death; and The Image of the Divine.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 204. Introduction to 3D Modeling.****3 Credits.**

This class explores and develops essential skills for 3D design. It is designed for students interested in integrating new technologies into the practice of art, architecture, film, theater, animation, psychology, neuroscience, game design, sculpture, and more. This class is suited both for those wanting to expand their abilities with 3D software or discover how to use them for the first time

**Prerequisites:** None**Offered:** As needed, All**AR 210. The Creative Process.****3 Credits.**

This course introduces students to the creative process in the visual arts. Students learn to evaluate and critique their personal artwork as well as the work of others to develop a working process that enables them to go from initial thought to final product. Topics include: how to expand on initial ideas, the proper use of a sketchbook, looking at and evaluating famous works of art, and how to know when a work of art is finished.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 211. Site Specific Immersive Art.****3 Credits.**

This course aims to challenge conventional notions of the landscape genre by utilizing both traditional tools and new technologies. By taking three themes: Site-Specificity, Indexicality, and Immersion we will construct artworks that bridge the physical and digital realms.

**Prerequisites:** None**Offered:** As needed, All**AR 212. Abstract Art.****3 Credits.**

Abstract Art is an introductory course that follows the history of abstraction from Impressionism to Late Modern Art. It is a hands-on class that incorporates lectures on differing artistic abstract styles. Students will then try to make their own versions of the art works from each style.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**AR 240. Graphic Design.****3 Credits.**

Students gain practical experience in the creation of pictorial devices used to disseminate product information, including drawing, painting, illustration and typography.

**Prerequisites:** Take AR 140.**Offered:** As needed**UC:** Fine Arts**AR 241. Color Theory.****3 Credits.**

This course introduces students to the basics of color theory in design. Participants explore different topics through a series of short in-class projects and longer out of class assignments. Topics include the use of the grey scale, color mixing, color harmonies and discord, among others.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 242. Cartooning.****3 Credits.**

This course provides an overview of the history of the comic and cartoon arts, and explores a variety of cartooning techniques. While studying the techniques of the masters, students plan, and eventually execute their own original cartoons. This class is open to absolute beginners as well as students with previous drawing, painting and cartooning experience.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 250. Studio Art: Special Topic.****3 Credits.**

Students gain hands-on experience in creative art. The medium varies from year to year and from section to section.

**Prerequisites:** None**Offered:** As needed, All**UC:** Fine Arts**AR 251. Studio Art: Drawing.****3 Credits.**

This studio course serves as an introduction to basic drawing skills. Subjects may include still life, landscape and portraits. Work is done in pencil, ink and other media.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts

**AR 252. Studio Art: Painting.****3 Credits.**

This studio course serves as an introduction to basic painting skills. Coursework includes specialized painting techniques, color theory and assignments based on both traditional and contemporary styles. All work is completed in acrylic painting media with some mixed media components.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 253. Studio Art: Sculpture.****3 Credits.**

This studio course introduces students to sculpture and three-dimensional design using a variety of materials. Students gain an understanding and appreciation of basic techniques and processes involved in creating sculpture and learn how a three-dimensional object impacts its environment.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 254. Studio Art: Printmaking.****3 Credits.**

This studio course serves as an introduction to the many processes used in printmaking. Techniques studied include those used in woodcut and linoleum cut, etching and drypoint, monotype and monoprint, embossment and lithography.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 257. Ap Studio Art Introduction to Studio Methods.****3 Credits.**

This eight-week accelerated course introduces students to basic studio methods. Both traditional and contemporary techniques are explored through a series of short in-class projects and longer out-of-class assignments. Coursework includes techniques and materials for a variety of media, including drawing, painting, watercolor, sculpture and printmaking.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 258. Photography II.****3 Credits.**

This course is a continuation of Photography I (AR 158). From daguerreotypes to digital, photography's history and future are discussed through slide lectures and hands-on activities. Each student must provide an adjustable digital or film 35 mm. camera, and photo processing.

**Prerequisites:** Take AR 158.**Offered:** Every year, All**UC:** Fine Arts**AR 262. Studio Art: Watercolor.****3 Credits.**

This course introduces students to the basics of watercolor. Participants explore different topics through a series of short in-class projects and longer out-of-class assignments. Topics include specialized watercolor painting techniques, color theory and assignments based on both traditional and contemporary styles. All work is completed in watercolor with some mixed media components.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 263. Studio Art: Collage.****3 Credits.**

This hands-on studio course enables students to explore materials and techniques involved in the art of making a collage. This course looks at various ways to incorporate pre-made materials into more elaborate finished projects. Participants use a variety of materials including both manmade and natural objects as well as various painting, drawing and sculpture media.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 264. Pastel Drawing.****3 Credits.**

Pastel Drawing is a hands-on course highlighting the use of various forms of pastels. Students will make works of art that incorporate still-lives, landscapes, and other forms of art. Color theory, design and pastel techniques will be introduced.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**AR 265. Intermediate Digital Art.****3 Credits.**

Students will further develop skills in two-dimensional image making and apply those skills to their own individual artistic practice as well as applied projects in other areas. Students will contextualize their work in the historical context of art and consider how art making is rapidly changing based on changes in technology.

**Prerequisites:** None**Offered:** As needed, All**AR 268. Landscape.****3 Credits.**

Landscape Art is an introductory hands-on course that highlights the different forms of the landscape. Students will use various materials and styles to understand the complexities of various types of landscapes including intimate views, skyscapes, and waterscapes.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**AR 271. Artificial Intelligence and Art.****3 Credits.**

Artificial Intelligence text-to-image generators have recently exploded in popularity. In this course, you will learn about and use some of these new and powerful tools to create novel AI-assisted art. We will take a look under the hood at the AI that makes it all possible and discuss the implications of this technology concerning artistic originality, ethics, copyright and the emergence of deepfakes.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**AR 299. Independent Study.****3 Credits.****Prerequisites:** None**Offered:** As needed, All**AR 300. Special Topics in Art History.****3 Credits.**

Upper-level special topics courses in studio art or art history.

**Prerequisites:** vary by section.**Prerequisites:** Take AR 102 or AR 103 or AR 104 or AR 105.**Offered:** As needed, All**UC:** Fine Arts

**AR 303. Studio Art: Advanced Drawing.****3 Credits.**

This advanced drawing class expands on knowledge gained in an introductory level drawing course. Topics include both traditional and contemporary techniques and advanced composition. Work is completed in various drawing materials, including charcoal, pencil, conte and ink.

**Prerequisites:** Take AR 251.**Offered:** Every year, All**UC:** Fine Arts**AR 304. Studio Art: Advanced Painting.****3 Credits.**

This advanced painting class enhances knowledge gained in an introductory level painting course. Specialized painting techniques include expanded color theory as well as an introduction to contemporary techniques. All work is completed in acrylic paint with some mixed media components.

**Prerequisites:** Take AR 252.**Offered:** Every year, All**UC:** Fine Arts**AR 305. Special Topics in Studio Art.****3 Credits.****Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 317. Art of the Italian Renaissance.****3 Credits.**

This course covers the period from c.1350-1600 in Italy. Participants study the painters, sculptors and architects of the period, including their artistic techniques, styles and use of symbolism. Topics include the writings by artists of the time as well as an examination of those artists and artistic movements that served as precursors to this compelling period of art history. Students further study the political, religious, economic and scientific advances of the period, including opportunities for women and the influence of regional geography on the arts.

**Prerequisites:** Take AR 102, AR 103, AR 104 or AR 105.**Offered:** As needed**UC:** Fine Arts**AR 325. Women Artists.****3 Credits.**

This art history course focuses on the lives and artwork of women such as Hildegard von Bingen, Mary Cassatt, Frida Kahlo and Georgia O'Keefe.

**Prerequisites:** Take one of the following: AR 102, AR 103, AR 104 or AR 105.**Offered:** As needed**UC:** Fine Arts**AR 335. Digital Photography.****3 Credits.**

This course is designed to help students learn digital camera operation, as well as computer-based image correction and manipulation through the use of Adobe Photoshop. Participants explore relevant topics through class lectures, demonstrations, in-class exercises and out-of-class assignments. Topics include the methods and techniques used to create, edit and critically judge digital images.

**Prerequisites:** Take one of the following: AR 140, AR 158.**Offered:** As needed**UC:** Fine Arts**AR 360. Innovation in the Arts and Sciences.****3 Credits.**

This course reviews science and art practices to explore how innovations occur. Because discovery and invention go hand in hand, students consider the ethics of constructing according to needs, imagination and a sense of what the world should be. Particular attention is paid to the values of diversity, from disciplines to cultures. Junior or senior status is required.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 380. Interactive Art.****3 Credits.**

This course presents an interdisciplinary examination of the functions in art, literature and theater through readings and discussions of selected creative and critical works. Topics include self-organization, open systems, emergence, complexity, pragmatism and play. Students use the final project to demonstrate a practical understanding of interactive processes. Junior or senior status is required.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**AR 499. Independent Study.****3 Credits.**

Advanced independent studio work in painting, printmaking, graphic design, photography.

**Prerequisites:** None**Offered:** As needed, All

## Game Design and Development (GDD)

**GDD 101. Introduction to Game Design.****3 Credits.**

This course introduces students to the practice of game design (board, card, dice, physical games, videogames), theories of game design and play, the study of the social effects of games, the role of serious games for teaching and learning and production practices in the game industry. Students learn critical analysis of games and the process of design documentation.

**Prerequisites:** None**Offered:** Every year, All**GDD 110. Introduction to Visual Design for Games.****3 Credits.**

This foundation course prepares students for upper-level coursework by introducing critical, analytical and problem-solving strategies for researching and developing graphics for games. Topics include layout, color theory, font management, logo design, and user interface design. Practical hands-on methods include visual research, design journals, thumbnail sketches, concept art, pixel art, storyboarding and 2D development tools. Completed artwork is then integrated into game engines.

**Prerequisites:** None**Offered:** Every year, Fall**GDD 140. Creativity and Computation.****3 Credits.**

This course teaches software literacy within the visual arts and visual literacy within technology. Students develop basic coding expertise and the confidence necessary to create interactive artwork and games. The course teaches essential 21st-century skills including computational and systems thinking, along with quantitative reasoning coupled with creative problem solving and generative visual aesthetics. No previous experience with programming necessary.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts

**GDD 175. Special Topics in Game Design. 3 Credits.**

Courses of particular interest to game design students offered on an occasional basis. These courses have no prerequisite. See the Special Topics Bulletin on the Registrar's website for specific course descriptions.

**Prerequisites:** None

**Offered:** As needed

**GDD 200. Introduction to Game Development. 3 Credits.**

This course provides a practical, hands-on overview of game development. Students learn how to make games from scratch by using a game engine to code behaviors and manipulate assets. Individual game development concepts are introduced incrementally. Students are required to demonstrate their understanding of these concepts through creative project work. Some programming experience is required.

**Prerequisites:** Take GDD 140 or CSC 110 or equivalent college level programming course.

**Offered:** Every year, Spring

**GDD 201. Professionalism Practice for Game Design. 3 Credits.**

In this course, students practice the skills necessary for professional work in game development. They develop a portfolio that showcases their skills and work using HTML, CSS, and Javascript and create polished game design process documentation. Topics include: researching and applying game analysis and theory to creative practice, brainstorming, prototyping, and playtesting game pitches.

**Prerequisites:** None

**Offered:** Every year, Fall

**GDD 202. Game Art Pipeline 1. 3 Credits.**

This course introduces students to the basic skills and pipeline for creating 2D and 3D assets for games and animation. Topics include: lighting, modeling and textures. Artwork is integrated into 3D game engines and optimized for performance.

**Prerequisites:** Take GDD 110. or permission of the program director.

**Offered:** Every year, Fall

**GDD 204. Introduction to 3D Modeling. 3 Credits.**

This class explores and develops essential skills interested in integrating new technologies into the practice of art, architecture, film, theater, animation, psychology, neuroscience, game design, sculpture, and more. This class is suited both for those wanting to expand their abilities with 3D software or discover how to use them for the first time.

**Prerequisites:** None

**Offered:** As needed, All

**GDD 207. Digital Music Composition for Games. 3 Credits.**

This course covers the fundamentals of audio creation and implementation for games using a variety of software and digital tools. Readings on theory are integrated with group discussions and critique of student work. Classwork is project-based and students are encouraged to design audio for projects being developed in other classes.

**Prerequisites:** None

**Offered:** As needed

**GDD 210. Game Lab I: Team Projects. 3 Credits.**

This is the first of a two-course sequence focusing on game production, coding, prototyping and playtesting. In Game Lab I, students work individually and in teams to define and develop game concepts, research content, develop game mechanics, create game assets and build working prototypes. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 200.

**Offered:** Every year, Fall

**GDD 211. Game Lab II: Team Projects. 3 Credits.**

This course is a continuation of GDD 210. Students continue to work in teams to build working prototypes while learning about the game development process, project management, play testing and usability testing. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 210.

**Offered:** Every year, Spring

**GDD 215. eSports Management. 3 Credits.**

This course is designed to teach students how to recruit, retain, develop and manage eSports teams. Students also explore the eSports industry, its rise and growth, trends in the space and where the field is likely to go. Finally, students discuss the business of eSports and look at possible opportunities that may arise from the growth of this new competitive space, including impacts on student athletes and colleges, professional teams, the world of sports (including the Olympics), and sponsorships. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 101.

**Offered:** As needed

**GDD 220. Games for All. 3 Credits.**

There is a common misconception that making digital games requires complex software, large teams, and advanced technical skills. While that was once true, now, anyone can make a game. Many freely available online tools, supported by active communities, allow new creators to make short, impactful experiences, often celebrating creativity, diversity, and expression. These tools use constraints to simplify the development process, requiring creators to consider games from a specific perspective (e.g., storytelling, world-building, problem-solving). This class uses these tools as entry points for students to explore and discuss different perspectives on game creation, enabling a natural marriage of theory to practice.

**Prerequisites:** None

**Offered:** Every year, Fall

**GDD 250. Interactive Storytelling and Narrative. 3 Credits.**

This course draws from English and Game Development & Design to explore the craft and purpose of interactive storytelling. Course content will cover both the creation and analysis of various interactive texts. Students in this class will combine basic coding language with creative writing principles to produce a complex interactive narrative. The interactive narrative will serve as a semester-long project that emphasizes autonomous characters, a responsive setting, and meaningful story branches navigated by a user. Students will also develop a theoretical understanding of interactive media

**Prerequisites:** None

**Offered:** As needed

**GDD 290. Internship. 1-3 Credits.**

Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.

**Prerequisites:** None

**Offered:** Every year, All



**GDD 301. Game Design Tools and Processes.****3 Credits.**

Students examine games from different perspectives and investigate how those perspectives affect the design process. Project work encourages students to consider the physical, cognitive and narrative potential in games. Students use a number of game-making tools that support these perspectives.

**Prerequisites:** Take GDD 210 or CSC 110.

**Offered:** Every year, Spring

**GDD 302. Game Art Pipeline II.****3 Credits.**

Students continue working with software tools required for designing and building 2D and 3D assets such as characters, costumes, props, levels, environments and worlds.

**Prerequisites:** Take GDD 202.

**Offered:** Every year, Spring

**GDD 303. The Art of Audio Narrative.****3 Credits.**

This course is about storytelling. Students learn the basics of multi-track audio recording and mixing. They write and produce fiction and nonfiction audio narratives. Each project is shared in a stimulating and mutually supportive workshop environment. Students read and listen widely to gain a sense of the history and theory of radio art. Participants also spend time identifying target audiences and looking at ways to distribute student work to the larger world of public and independent radio. Prerequisite may be waived with permission of program director.

**Prerequisites:** Take GDD 101.

**Offered:** Every other year, Fall

**GDD 307. Peer Mentorship.****1-3 Credits.**

Peer Mentors will assist faculty members teaching technical classes by assisting students who are encountering problems during the class itself and by monitoring the class communication hubs. As they assist others, students gain a deeper understanding of the subject matter, as well as the use of pedagogical techniques that communicate their knowledge to others. Teaching becomes a catalyst for their ability to communicate and their intellectual growth and problem-solving skills.

**Prerequisites:** Take GDD 101 and GDD 110 and GDD 140 and have permission from the instructor.

**Offered:** As needed

**GDD 310. Game Lab Iii: Team Projects.****3 Credits.**

The topic of this Game Lab rotates to allow students to explore other game engines, modalities, and publishing formats for games. These include: Introduction to Unreal and Mobile Game Design, and Advanced AR/VR. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 200.

**Offered:** Every year, Fall

**GDD 311. Game Lab IV: Team Projects.****3 Credits.**

This Game Lab provides students with an experiential learning opportunity by building a game for a client or for publication. Students work in teams to build working prototypes and manage the life cycle of the game development process including troubleshooting, playtesting, usability testing and revisions. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 211 or permission of the instructor.

**Offered:** Every year, Spring

**GDD 314. VR/AR Development for Games.****3 Credits.**

This course is an exploration into the potentials of Augmented and Virtual Reality in play and games. Students learn the skills to design and develop Virtual Reality applications for dedicated headsets and Augmented Reality applications for smartphones in Unity. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 200.

**Offered:** Every year, Spring

**GDD 316. Advanced Topics in Game Development.****3 Credits.**

Modern games rely on a range of algorithms and mathematical techniques to generate compelling dynamic game mechanics. This course develops advanced topics through mediated examples, playtesting and collaborative projects. Students build working prototypes that leverage applied math to generate complex game mechanics.

The course will review basic mathematical tools for game physics, transforms, trajectory and mesh generation. More complex behaviors and movements are addressed through algorithms for procedural generation, agents, artificial intelligence, swarms and dynamic surfaces.

**Prerequisites:** Take GDD 200 or CSC 110

**Offered:** Every year, Spring

**GDD 320. Cross Collaboration.****1-2 Credits.**

This course enables students not enrolled in the course to collaborate with a game team in a GDD Game Lab. Students are responsible for defining course deliverables in consultation with their teammates and the faculty teaching the Game Lab. Permission of the program director needed.

**Prerequisites:** None

**Offered:** As needed

**GDD 333. 3D Sculpture: Creatures and Characters.****3 Credits.**

Have you ever seen an amazing character or creature in a video game, a show, or movie and wondered about creating your own? In this course, we'll dive into fictional worlds and take your own creatures and characters from imagination to reality, and learn the process behind the scenes. Explore advanced sculpting techniques and workflows from ZBrush to Substance Painter, following the pipeline used by industry professionals to bring extraordinary creatures and characters to life. This upper-level course is designed for students who have completed GDD 202, have prior 3D sculpting skills, or who have instructor permission.

**Prerequisites:** Take GDD 202.

**Offered:** As needed

**GDD 350. Board Game Design.****3 Credits.**

This course provides an introduction to the design of table-top and board games. Board games share many ideas with digital games but utilize different game mechanics. Designing for board games explores the practice of alternate approaches to game design, and the skills learned in this class can be applied to both. Topics include design, history, manufacturing and different genres such as classic board games, deck-building games and card-based strategy games.

**Prerequisites:** None

**Offered:** As needed

**GDD 370. Acting and Directing for Game Design. 3 Credits.**

This course provides an introduction to the craft of directing and acting for game production. Topics include story analysis and interpretation, director's concept, and the history and theories of directing. Students learn the basic principles of acting, including scene analysis, motivation, intention and character work. They perform exercises, monologues and scenes. Additional topics include methods of actor coaching, rehearsal techniques and working with the creative game design team.

**Prerequisites:** None

**Offered:** As needed

**GDD 380. The Business of Games. 3 Credits.**

This course helps students gain an understanding of how to develop and run a successful video game business. Students look at existing businesses and new businesses as models and cautionary tales. Topics include developing financials, how to market a business, building a strong company culture, how to crowdfund and how to incorporate.

**Prerequisites:** None

**Offered:** As needed

**GDD 390. Internship. 1-3 Credits.**

Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.

**Prerequisites:** None

**Offered:** Every year, All

**GDD 394. History of Video Games. 3 Credits.**

Video games are an interactive medium grounded in step-by-step innovation in console and computer systems combined with parallel development in software capabilities. This course examines the cultural, social and educational aspects of games and considers how they changed over time in response to market pressures, societal concerns about content and technological development. Students play and analyze historical games, learn how to write game reviews and research new phenomenon in game development.

**Prerequisites:** Take GDD 101 or permission of the program director.

**Offered:** Every year, Spring

**GDD 395. Critical Game Studies Seminar. 3 Credits.**

In this course, students address topics in game studies, ludology or play theory to develop critical, conceptual and cultural understandings of narrative, meaning and identity in games. The course also addresses the design and development of serious and meaningful games and the aesthetic, social and technological implications of new emerging forms. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 101 or PL 101.

**Offered:** Fall

**GDD 396. Games, Learning & Society. 3 Credits.**

This course addresses the design, use, and assessment of serious and meaningful games in education. The class has both theoretical and applied components. Students will conduct literature reviews to understand current practice in a specific area of applied games, i.e. outcomes assessment, data collection, games for physical therapy, games for diabetes management, games to train surgeons, etc. and then produce a research paper on their area of focus. Students will then design, prototype, and test an applied game that addresses an actual societal need. Partnership with outside individuals and institutions is encouraged and supported.

**Prerequisites:** None

**Offered:** As needed

**GDD 399. Independent Study. 1-6 Credits.**

Under the supervision of a faculty member, students pursue self-directed research and in-depth study in a subject that is not covered by the existing curriculum.

**Prerequisites:** None

**Offered:** As needed

**GDD 401. Animation and Cinematics. 3 Credits.**

This course explores advanced aesthetic, critical and technical topics in 3D computer graphics and animation. Students produce concept sketches, storyboards, animatics and low and high resolution renderings to complete a short 3D digital video animation that demonstrates both knowledge and understanding of the 3D computer graphics production process, a creative approach to storytelling and character development.

**Prerequisites:** Take GDD 202.

**Offered:** Every year, Fall

**GDD 402. Technical Art Production. 3 Credits.**

Students continue with more advanced work using software tools required for designing and building art assets. Topics include techniques of advanced 3D modeling, rigging, texturing, lighting, motion capture and animation, scene planning, virtual camera angles, rendering, editing and compositing.

**Prerequisites:** Take GDD 202.

**Offered:** Every year, Fall

**GDD 403. Professional Apprenticeship. 1-2 Credits.**

This course provides students with the opportunity to work one-on-one with a game industry professional to advance and refine their skills. Students are responsible for defining course deliverables in consultation with their professional mentor. Permission of the Program Director necessary.

**Prerequisites:** None

**Offered:** As needed

**GDD 405. Game Audio Design. 3 Credits.**

This course covers sound design for games while exploring techniques of digital sound synthesis, recording, sampling and editing. Prerequisite may be waived with permission of program director.

**Prerequisites:** Take GDD 200.

**Offered:** As needed

**GDD 410. Game Lab V: Team Projects. 3 Credits.**

Game Lab V and VI form a two-course sequence that builds upon the knowledge and skills of prior courses. With a focus on the process of iteration, this course extends the experience of game production, coding, prototyping and playtesting gained in previous Game Labs. Students learn the basics of agile development and how to put it into practice. For game design and development majors.

**Prerequisites:** Take GDD 211 and senior status or permission of the program director.

**Offered:** Every year, Fall

**GDD 411. Game Lab VI: Team Projects. 3 Credits.**

This course is a continuation of Game Lab V. At the end of the semester, teams present a working game and provide documentation of their design and development process. Prerequisite: For game design and development majors.

**Prerequisites:** Take GDD 410 and senior status or permission of the program director.

**Offered:** Every year, Spring

**GDD 490. Internship.****1-3 Credits.**

Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.

**Prerequisites:** None**Offered:** Every year, All**GDD 495. Senior Project and Seminar I.****3 Credits.**

This course is the senior capstone in the major. Students reflect on how their academic experience and extracurricular activities during their undergraduate years have shaped their personal goals and aspirations. Students refine and polish their portfolio, produce a resume and other professional materials and prepare for their careers after graduation. This course counts as the university's Integrative Capstone requirement for Game, Design, and Development majors.

**Prerequisites:** Requires senior status and a major or minor in game design and development.

**Offered:** Every year, Spring**GDD 499. Independent Study.****1-6 Credits.**

Under the supervision of a faculty member, students pursue self-directed research and in-depth study in a subject that is not covered by the existing curriculum. Prerequisite: Junior or senior standing.

**Prerequisites:** GDD tutorial courses required for graduation are offered as needed.

**Offered:** As needed**GDD 520. Games Learning & Society.****3 Credits.**

This course addresses the design, use, and assessment

**Prerequisites:** None**Offered:** Every year, Fall and Spring

## Music (MU)

**MU 110. Private Music Lessons.****1 Credit.**

Music lessons give Quinipiac students the opportunity to study the piano, guitar, voice, violin, viola or woodwind instruments with a highly skilled professional artist. In private music lessons, students develop an understanding of the fundamental elements of playing a musical instrument including: musical notation, proper technique, music theory and performance. No prior musical training is required as lessons are tailored by the instructor to be appropriate for any level of study. Students may choose to perform in program recitals that are held each semester, if they choose to do so.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**MU 130. Understanding Music.****3 Credits.**

Students study elements of musical form and style in an effort to discover how music works. This course investigates the most important figures from the history of Western music as well as some world music and contemporary composers.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**MU 150. American Popular Music: From the Blues to Hip Hop. 3 Credits.**

This course investigates the musical and cultural history of American popular music. The course looks at many different styles of music including Jazz, Blues, Rock n Roll, Country and Hip-Hop. The course studies the musical style and the social, cultural, political and historical contexts from which American popular music emerged.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**MU 150H. Honors: American Popular Music: From the Blues to Hip Hop. 3 Credits.**

This course investigates the musical and cultural history of American popular music. The course looks at many different styles of music including Jazz, Blues, Rock n Roll, Country and Hip-Hop. The course studies the musical style and the social, cultural, political and historical contexts from which American popular music emerged.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**MU 175. Special Topics in Music.****3 Credits.****Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**MU 190. Quinipiac University Singers.****1 Credit.**

This workshop in music is devoted to the study, singing and presentation of choral music from a variety of periods. The course focuses on specific vocal and ensemble techniques. Students of every experience and ability level are encouraged to attend.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**MU 191. Quinipiac Chamber Orchestra.****1 Credit.**

Students perform chamber music and orchestral compositions. A wide variety of styles including classical, film and popular music are performed. All instruments are used and students of every experience and ability level are encouraged to attend.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**MU 194. Jazz Ensemble.****1 Credit.**

Students explore and perform literature written for big band and smaller ensembles. A wide variety of styles, composers and arrangers are covered. Students of every experience and ability level are encouraged to attend.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**MU 200. Special Topics.****3 Credits.****Prerequisites:** None**Offered:** As needed, All**UC:** Fine Arts**MU 207. Digital Music Composition for Games.****3 Credits.**

This course covers the fundamentals of audio creation and implementation for games using a variety of software and digital tools. Readings on theory are integrated with group discussions and critique of student work. Classwork is project-based and students are encouraged to design audio for projects being developed in other classes.

**Prerequisites:** None**Offered:** As needed



**MU 211. History of Jazz. 3 Credits.**

This course investigates the origins and history of Jazz from its beginning in the early twentieth century through present avant-garde forms. Jazz literature is surveyed with an analysis of important soloists, small jazz groups and large ensembles.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

**MU 211H. Honors History of Jazz. 3 Credits.**

This course covers the origins and history of the jazz idiom from its beginning in the early twentieth century through present avant-garde forms. Jazz literature is surveyed with an analysis of important soloists, small jazz groups and large ensembles.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

**MU 213. Music of the 20th Century. 3 Credits.**

This course examines the transformations that took place in art music from the late romantic era to the end of the twentieth century. The course presents a diverse spectrum of musical styles and explores how popular forms of music, world music, and changes in society have impacted musical culture here and abroad.

**Prerequisites:** Take 3 credits from subject MU.

**Offered:** As needed

**UC:** Fine Arts

**MU 230. Music Theory I. 3 Credits.**

This course is designed to give students a solid and practical basis for appreciation or participation of musical experiences. Emphasis is placed on study of the basic elements of music theory including rhythm, melody, harmony, modes, scales, key signature, and intervals.

**Prerequisites:** None

**Offered:** Every year, Fall

**UC:** Fine Arts

**MU 250. Music and Human Identity. 3 Credits.**

This course explores how specific disabilities contributed to the formation of a composer or performer's musical identity. This course places special emphasis on how disabilities influence creative and performance standards within a culture. Students discuss musicians from many different genres, including classical, jazz and pop music.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

**MU 280. Music and Our Life's Work. 4 Credits.**

The objective of this course is to empower students with information to help them understand and appreciate various genres of music and their connection to our life's work. Utilizing a group cooperative learning approach, students engage in directed listening activities and investigation of select Western Art Music examples. They explore the societal and historical influences that have contributed to the development of music, as well as the effect of music on our daily lives. For their culminating project, "Music and Your Major," students articulate the relationship of music to the work that they do.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

**MU 299. Independent Study. 1-3 Credits.**

By special arrangement with instructor and with approval of department chair.

**Prerequisites:** None

**Offered:** Every year, All

**MU 300. Music Directed Study. 1-3 Credits.**

**Prerequisites:** None

**Offered:** As needed

**MU 330. Music Theory II. 3 Credits.**

This course studies the range, timbre, transposition and uses of various instruments in consort. Fundamental techniques of arranging, vocal and instrumental are considered.

**Prerequisites:** Take MU 230.

**Offered:** Every year, Spring

**UC:** Fine Arts

**MU 399. Independent Study. 3 Credits.**

By special arrangement with instructor and with approval of department chair.

**Prerequisites:** None

**Offered:** Every year, All

## Theater (DR)

**DR 101. Understanding Theater. 3 Credits.**

This course presents an introduction to the practices and purposes of theater through attending plays, readings in theater history, dramatic theory and stage production work.

**Prerequisites:** None

**Offered:** Every year, All

**UC:** Fine Arts

**DR 140. Stagecraft. 3 Credits.**

Stagecraft is a practical, semester-long workshop on the process of transforming a design concept into a workable end. This course provides an introduction to the theory, techniques, materials and equipment of theater technology with an emphasis on the ways in which practical considerations inform the process and product of theater making. Areas of study include set and costume construction, scene painting, lighting, projection and sound. The course incorporates extensive practical work both in and outside of class; and students are required to complete 28 hours of technical production work for the mainstage production season.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

**DR 150. Performance Fundamentals Fundamentals. 3 Credits.**

This course provides an introduction to the basic vocal, physical and improvisational skills necessary for successful performance in a variety of areas. Skills to be emphasized include vocal support and projection, physical relaxation and focus, diction, articulation and improvisational techniques. Students interested in broadcast journalism, newscasting, public relations and advocacy, as well as more theatrical areas of public performance, learn to work effectively in front of an audience while maintaining focus and energy.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

**DR 160. Acting I.****3 Credits.**

Students are introduced to the basic principles of acting, including scene analysis, motivation, intention and character work. Students perform exercises, monologues and scenes.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**DR 161. Acting II.****3 Credits.**

In this studio course, student actors use exercises in acting technique to deepen and refine their ability to create reality on stage. Students explore the skills necessary to create a sense of truth on stage, beginning with scene analysis and enhanced by weekly in-class scene showings. Discussions on reading written by industry leaders focus on how to apply performance techniques to students' individual scenes and daily lives.

**Prerequisites:** Take DR 160.**Offered:** As needed**UC:** Fine Arts**DR 170. Introduction to Playwriting: The Ten-Minute Play.****3 Credits.**

This course centers on the 10-minute play. Students develop their own unique styles and strategies for writing short plays. In addition to writing their own plays, students complete a series of writing exercises designed to develop specific skills. The semester culminates with a public reading of each student's best work.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts**DR 171. Playwriting: The Full-Length Play.****3 Credits.**

This course centers on the full-length play. Students develop their own unique styles and strategies for writing plays while exploring the diverse techniques employed by the playwrights who have already established a foundation for the craft. The semester culminates with a public reading of each student's best work.

**Prerequisites:** None**Offered:** Every year, Spring**DR 181. Improvisational Acting.****3 Credits.**

This course introduces students to long-form improvisational theater. In this form, actors build scenes from scratch with only a one-word suggestion from the audience. This course is an introductory course and is suitable for students with or without prior performance experience. The semester culminates with a class performance for an invited audience.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**DR 191. Theater Practice I.****1 Credit.**

Students complete a minimum 40 hours of production work or related professional experience. Students must obtain approval from the theater program director before beginning their work. Approval is not automatic. Students are expected to articulate how the proposed experiential learning aligns with their post-graduation goals.

**Prerequisites:** None**Offered:** As needed**DR 199. Independent Study.****1-3 Credits.**

A student may, in collaboration with an instructor, create course which focuses on specific area of dramatic study. Internships and work on university theater program productions are possible areas of focus.

**Prerequisites:** None**Offered:** As needed**DR 200. Special Topics.****3 Credits.**

This course focuses on a specialized area of theater study. Past topics have included unique performance approaches, scenic and lighting design and special topics in theater history and dramatic literature. Course may be repeated for credit.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**DR 205. Theater for Young Audiences.****3 Credits.**

This seminar course allows students to explore various aspects of creating theater for young audiences. Performance skills in improvisation and creative dramatics, adaptation of fairy tales, folklore and other children's literature for plays, and the integration of drama into classroom curriculum are emphasized. Students conduct enrichment workshops at participating area schools and/or perform for young audiences in staged readings, workshops and/or fully mounted productions. Community outreach and service learning are emphasized. Requires permission of instructor. This course may be repeated for credit.

**Prerequisites:** None**Offered:** Every year, Spring**UC:** Fine Arts**DR 207. Drafting and Rendering for Theater.****3 Credits.**

This studio course explores hand drafting and color rendering for the theater. Students learn to generate hand drafting of ground plans and detail drawings and then interpret these plans into sketches and watercolor renderings. Students use pencils, acrylic paints, watercolor paints and an array of hand drafting tools to communicate their theatrical designs.

**Prerequisites:** None**Offered:** Every other year, Spring**UC:** Fine Arts**DR 220. Voice and Movement.****3 Credits.**

This course covers practical laboratory work in vocal production and movement, utilizing developmental techniques of Kristen Linklater, Alexander Feldenkrais, Jerzy Grotowski, Michael Chekhov, with special emphasis on individual coaching and problem solving. Studio work also may include techniques of characterization, including neutral and character mask exploration, work with classical texts, and acquisition of dialect skills.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts**DR 221. Voice and Diction.****3 Credits.**

Speaking clearly is a valuable skill that serves the individual in any facet of her/his post-university life. A dynamic speaking voice can convey emotion, captivate an audience and propel a career forward regardless of whether your goal is to become an actor, an on-air personality, a businessperson, a doctor, a social worker, a teacher or a lawyer. Perfecting the skills offered by Voice & Diction helps the student excel in all areas of life in and beyond university. No prior performance experience is necessary. Students who would like to improve their public speaking and communication skills find great benefits from this course.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts

**DR 230. Directing I.****3 Credits.**

This course serves as an introduction to the craft of the theatrical director. Topics include play analysis and interpretation, director's concept, visual composition and the history and theories of directing. Also included: methods of actor coaching, rehearsal techniques and working with the creative team of designers, dramaturges and production staff. As a final project, each student directs a scene that is presented in a student workshop performance at the end of the semester.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**DR 235. Musical Theater Performance.****3 Credits.**

In this studio course, students gain expertise in the special skills and techniques necessary to perform in the musical theater style. Each student performs solo, duet and trio musical theater selections with CD accompaniment. (Music is provided; however, students may choose a different solo piece, provided they have the accompaniment track or access to a pianist.) As a culminating exercise, students select pieces drawn from the semester's performance exercises, and these pieces are performed with appropriate costumes, props and choreography in a public cabaret setting.

**Prerequisites:** None**Offered:** Every year, Spring**UC:** Fine Arts**DR 240. Scenic Design.****3 Credits.**

This class provides an introduction to the world of scenic design. Through discussion, reading, lecture and demonstration, participants explore the theory and practice of designing for the stage. Using this as a base, students research, sketch, paint and model designs for two plays. By investigating the design process in both an academic and hands-on manner, students gain knowledge in the area of scenic design as well as generally improving their problem-solving skills. Students are expected to purchase materials for sketching and model making.

**Prerequisites:** Take 1 DR course.**Offered:** Every other year, Fall**UC:** Fine Arts**DR 241. Lighting Design for the Theater.****3 Credits.**

This course provides hands-on experience with the technical and design elements of stage lighting. Students use equipment and techniques directly relating to the theatrical productions scheduled in a given semester, using an artistic and collaborative approach and working with lighting systems in a theater.

**Prerequisites:** Take DR 140 or DR 257.**Offered:** Every other year, Spring**UC:** Fine Arts**DR 242. Costume Design.****3 Credits.**

This course provides an introduction to the theory, techniques, materials and equipment of costuming. Participants focus on costume construction, fabric, fasteners, sewing machine use, dyeing techniques and costume design. Extensive practical work is completed on an individual student basis. Students participate in costume construction for two productions during the semester.

**Prerequisites:** None**Offered:** Every other year, Fall**UC:** Fine Arts**DR 245. Dance for the Musical Theater.****3 Credits.**

Students learn musical theater dance styles and choreography through studio performance. As a culminating exercise, students select dance pieces to perform with appropriate costumes, props and choreography in a cabaret setting open to the public.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts**DR 250. Stage Management.****3 Credits.**

This course introduces current stage management theory and practices. Students will learn about the role of the stage manager; read first and second-hand accounts of current practicing stage managers; discover how a stage manager is responsible for the atmosphere of a production; apply theory to assignments and projects; engage in hands on activities to learn the technical aspects of the position, and reflect and evaluate on their personal process. These topics will be presented through readings, lectures, activities, demonstrations, and discussions, and applied through assignments and projects. Classwork will be evaluated through discussion participation, assignments, and projects

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts**DR 257. Design for the Theater.****3 Credits.**

This course provides an introduction to theatrical design history, process and implementation. Students explore the concept of design and what it is in the theater. They read first- and second-hand accounts of historic designers and movements in theatrical design. They examine the design process and apply it to class projects. They also reflect and evaluate on their personal process. These topics are presented through readings, lectures and discussions, and applied through group and individual assignments. Although the main focus is scenic, lighting and costume design, all aspects of theater are explored. This course is suitable for students with or without prior theater experience.

**Prerequisites:** None**Offered:** Every year, All**UC:** Fine Arts**DR 260. Acting for Film/Tv.****3 Credits.**

This is an intermediate studio course in which students gain experience in the specialized performance skills demanded by the film and television mediums. Students work on monologues and scenes that emphasize truth and emotional reality and receive training in the techniques of Stanislavski, Lee Strasberg and Sanford Meisner. When scheduling permits, students collaborate with a mass communications video production class in filming/taping acting scenes.

**Prerequisites:** None**Offered:** Every year, Fall and Spring**UC:** Fine Arts**DR 261. Auditioning for the Actor.****3 Credits.**

In this course, students learn how to excel at all aspects of the audition process. From how to select and perform audition appropriate monologues, to mock interviews and self-presentation tips, students learn how to succeed. All students are required to complete the course with a headshot and resume as well as two audition-ready monologues. This course is open to all students regardless of major. No prior acting experience is necessary. Students who would like to improve their public speaking, interview and interpersonal skills find great benefits from this course.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts

**DR 270. World Theater History and Dramatic Literature I. 3 Credits.**

In this course, students integrate a multicultural history of world theater with the study of performance traditions and dramatic literature.

Participants study the ritual foundations of theater through the theater of the early Renaissance period, emphasizing the importance of historical and literary research in devising actual production concepts for period plays. Students apply their knowledge in active and creative projects. Does not have to be taken in sequence with DR 275.

**Prerequisites:** None

**Offered:** Every year, Fall

**UC:** Fine Arts

**DR 271. Theater Administration. 3 Credits.**

Students explore the economic, legal and managerial aspects of professional theater. The course examines the roles of producers, managers, agents, house managers and box office managers as well as the responsibilities of marketing, programming, touring, public relations, strategic planning and fundraising.

**Prerequisites:** None

**Offered:** Every other year, Fall

**UC:** Fine Arts

**DR 275. World Theater History and Dramatic Literature II. 3 Credits.**

This course traces the development of European theater from the Renaissance through the late 19th century and the beginning of modern drama. It also examines non-Western performance traditions in India, China, Japan and Africa. Students learn the importance of locating dramatic literature within its cultural, political and historical contexts. The historical development of theater architecture, stage craft, acting theory, and the changing status of the theater artist also is explored. Students apply their knowledge in scholarly and creative projects. Does not have to be taken in sequence with DR 270.

**Prerequisites:** None

**Offered:** Every year, Spring

**UC:** Fine Arts

**DR 276. History and Dramatic Literature of the Contemporary Theater. 3 Credits.**

This advanced seminar class encompasses a socio-historical study of dramatic literature and theory from the beginnings of the modern era to the present with an emphasis on relevance to contemporary performance techniques. The course examines such movements as realism, naturalism, futurism, symbolism, expressionism, surrealism, constructivism and absurdism, studying the texts, artists and critics of the modernist and post-modernist movements in an attempt to locate contemporary theater within its social, historical and political contexts.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

**DR 282. Landscapes and Lenses. 3 Credits.**

This course will teach critical engagement with the field of theatre through application of social justice theory. Topics will include critical race and gender theory and its application to the American theatre of yesterday and today. This course is ideal for anybody interested in making theatre a more egalitarian and restorative industry. No prerequisites are required.

**Prerequisites:** None

**Offered:** Every year, Spring

**UC:** Fine Arts

**DR 286. Script Analysis. 3 Credits.**

Students learn methods of script analysis that can be used to successfully interpret dramatic texts for performance & production. This skill is essential for all theater practitioners and can be useful to any student who wishes to sharpen his or her analytical and interpretive skills.

**Prerequisites:** None

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

**DR 288. From Script to Stage. 3 Credits.**

In this course, students study four scripts of plays being produced in nearby professional theatres, such as Long Wharf Theatre, Yale Repertory Theatre, TheaterWorks, and Hartford Stage. Through writing and discussion, students develop their own ideas about how these scripts might be presented onstage most effectively. Then the students and their instructor travel by bus to see each production. Upon returning, students discuss how each production compared with their own visions. Finally, students write reviews of each production they have seen, thereby learning not only how to analyze a theater production, but also how to write a strongly persuasive essay.

**Prerequisites:** None

**Offered:** Every year, Spring

**UC:** Fine Arts

**DR 290. Acting for Classical Stage. 3 Credits.**

This intermediate studio course emphasizes the performance skills necessary to execute a classical role. Students work on monologues and scenes drawn from the plays of the Greek tragedians, Shakespeare, Moliere and the writers of the English Restoration. Students acquire the techniques necessary to speak verse and to physically embody a classical character.

**Prerequisites:** None

**Offered:** As needed

**UC:** Fine Arts

**DR 291. Theater Practice II. 3 Credits.**

Students complete a minimum 120 hours of production work or related professional experience. Students must obtain approval from the theater program director before beginning their work. Approval is not automatic. Students are expected to articulate how the proposed experiential learning aligns with their post-graduation goals.

**Prerequisites:** None

**Offered:** As needed

**DR 299. Independent Study. 1-6 Credits.**

This intermediate level tutorial course stresses independent investigation of a topic in theater/drama selected in consultation with the instructor. One conference weekly; oral and written reports. Course may be repeated for credit.

**Prerequisites:** None

**Offered:** As needed

**DR 305. Theater for Young Audiences.****3 Credits.**

This seminar course allows students to explore various aspects of creating theater for young audiences. Performance skills in improvisation and creative dramatics, adaptation of fairy tales, folklore and other children's literature for plays, and the integration of drama into classroom curriculum are emphasized. Students conduct enrichment workshops at participating area schools and/or perform for young audiences in staged readings, workshops and/or fully mounted productions. Community outreach and service learning are emphasized. Requires permission of instructor. This course may be repeated for credit.

**Prerequisites:** None**Offered:** Every year, Spring**UC:** Fine Arts**DR 307. Drafting and Rendering for Theater.****3 Credits.**

This studio course explores hand drafting and color rendering for the theater. Students learn to generate hand drafting of ground plans and detail drawings and then interpret these plans into sketches and watercolor renderings. Students use pencils, acrylic paints, watercolor paints and an array of hand drafting tools to communicate their theatrical designs.

**Prerequisites:** None**Offered:** Every other year, Spring**UC:** Fine Arts**DR 335. Musical Theater Performance.****3 Credits.**

In this studio course, students gain expertise in the special skills and techniques necessary to perform in the musical theater style. Each student performs solo, duet and trio musical theater selections with CD accompaniment. (Music is provided; however, students may choose a different solo piece, provided they have the accompaniment track or access to a pianist.) As a culminating exercise, students select pieces drawn from the semester's performance exercises, and these pieces are performed with appropriate costumes, props and choreography in a public cabaret setting.

**Prerequisites:** None**Offered:** Every year, Spring**UC:** Fine Arts**DR 340. Scenic Design.****3 Credits.**

This class provides an introduction to the world of scenic design. Through discussion, reading, lecture and demonstration, participants explore the theory and practice of designing for the stage. Using this as a base, students research, sketch, paint and model designs for two plays. By investigating the design process in both an academic and hands-on manner, students gain knowledge in the area of scenic design as well as generally improving their problem-solving skills. Students are expected to purchase materials for sketching and model making.

**Prerequisites:** Take 1 DR course.**Offered:** Every other year, Fall**UC:** Fine Arts**DR 341. Lighting Design for the Theater.****3 Credits.**

This course provides hands-on experience with the technical and design elements of stage lighting. Students use equipment and techniques directly relating to the theatrical productions scheduled in a given semester, using an artistic and collaborative approach and working with lighting systems in a theater.

**Prerequisites:** Take DR 140 or DR 257.**Offered:** Every other year, Spring**UC:** Fine Arts**DR 342. Costume Design.****3 Credits.**

This course provides an introduction to the theory, techniques, materials and equipment of costuming. Participants focus on costume construction, fabric, fasteners, sewing machine use, dyeing techniques and costume design. Extensive practical work is completed on an individual student basis. Students participate in costume construction for two productions during the semester.

**Prerequisites:** None**Offered:** Every other year, Fall**UC:** Fine Arts**DR 345. Dance for the Musical Theater.****3 Credits.**

Students learn musical theater dance styles and choreography through studio performance. As a culminating exercise, students select dance pieces to perform with appropriate costumes, props and choreography in a cabaret setting open to the public.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts**DR 350. Playwriting: The Ten-Minute Play.****3 Credits.**

This course centers on the 10-minute play. Students develop their own unique styles and strategies for writing short plays. In addition to writing their own plays, students complete a series of writing exercises designed to develop specific skills. The semester culminates with a public reading of each student's best work.

**Prerequisites:** None**Offered:** Every year, Fall**UC:** Fine Arts**DR 360. Acting II.****3 Credits.**

In this studio course, student actors use exercises in acting technique to deepen and refine their ability to create reality on stage. Students explore the skills necessary to create a sense of truth on stage, beginning with scene analysis and enhanced by weekly in-class scene showings. Discussions on reading written by industry leaders focus on how to apply performance techniques to students' individual scenes and daily lives.

**Prerequisites:** Take DR 160.**Offered:** As needed**UC:** Fine Arts**DR 370. Internship, Conservatory or Professional Experience.****3 Credits.**

Senior theater majors are required to complete a minimum of 120 hours at an internship, conservatory or professional experience in theater or a related field. Students must obtain approval from the theater program director before beginning their work. Approval is not automatic. Students are expected to articulate how the proposed experiential learning aligns with their post-graduation goals.

**Prerequisites:** Senior status required.**Offered:** Every year, Fall**DR 375. History and Dramatic Literature of the Contemporary Theater.****3 Credits.**

This advanced seminar class encompasses a socio-historical study of dramatic literature and theory from the beginnings of the modern era to the present with an emphasis on relevance to contemporary performance techniques. The course examines such movements as realism, naturalism, futurism, symbolism, expressionism, surrealism, constructivism and absurdism, studying the texts, artists and critics of the modernist and post-modernist movements in an attempt to locate contemporary theater within its social, historical and political contexts.

**Prerequisites:** None**Offered:** As needed**UC:** Fine Arts



**DR 380. Theater Administration. 3 Credits.**

Students explore the economic, legal and managerial aspects of professional theater. The course examines the roles of producers, managers, agents, house managers and box office managers as well as the responsibilities of marketing, programming, touring, public relations, strategic planning and fundraising.

**Prerequisites:** None

**Offered:** Every other year, Fall

**UC:** Fine Arts

**DR 391. Playwriting: The Full-Length Play. 3 Credits.**

This course centers on the full-length play. Students develop their own unique styles and strategies for writing plays while exploring the diverse techniques employed by the playwrights who have already established a foundation for the craft. The semester culminates with a public reading of each student's best work.

**Prerequisites:** None

**Offered:** Every year, Spring

**DR 410. Senior Seminar. 3 Credits.**

This seminar is required for all senior theater majors. Students engage in a culminating project. During their junior year, students work with an adviser to prepare and submit a detailed proposal outlining their project. Approval is not automatic. Projects are reviewed by a faculty committee and students may be asked to submit revisions or alternative proposals.

**Prerequisites:** None

**Offered:** Every year, Spring