Theatre Practicum for Majors Lighting and Sound:
THEA 2110, 3110, 4110, 4111, 4112, & 4113

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Course Objective:
• The purpose of this course is to give each student the opportunity to learn skills needed for the technical and support areas of play production.
• To give students an understanding of the work necessary to put a production together.

Learning Outcomes:
• Students will learn and then apply basic technical skill in the shop they are working, whether it be in the area of scenery, costumes, lights or front of house.
• Students will begin to understand the collaboration that happens with the production team.
• Students will develop the time management skills which will help them in their growth within the program.
• Students will evaluate their work ethics and commitment to the craft they are studying.

Required Materials:
• Tennis shoes (that you don’t mind getting dirty)
• Pants (jeans that you can get paint on)
• A hair tie if your hair is longer than your shoulders
• You are required to purchase one 8” adjustable (Crescent) wrench for this section.

Requirements:
Each student is required to do a total of 50 points. These points may be a combination of lab hours, crew hours, show hours, or papers.

Lab hours: 1 hour = 1 point (up to 40 points allowed)
Show attendance/Papers: 10 points per show paper
Final Paper: 10 points (required for an A)

Grading:
A= 50- 45 points
B= 44 - 40 points
C= 39 - 35 points
D= 34 - 30 points
F= 29 - 0 points

Lab Hours:
You will be asked to provide a schedule of times (attached) that you are available for work in the shop. Work must be done in minimum two-hour blocks. Once you have set your schedule there will be no rescheduling. If you cannot make your scheduled time on a given day, please notify your supervisor ahead of time to reschedule a time later that week. Please arrive to your lab hours wearing closed-toed shoes and clothes that you do not mind getting dirty. If you are wearing unsuitable clothes you will be asked to change or be sent home.
**Polices:**

- It is the student’s responsibility to record their hours. Unrecorded hours will not count towards your total hours.
- It is each student’s responsibility to dress properly for the workplace, follow instructions, ask questions if something is not understood, comply with rules and regulations of the area, and participate in daily clean up.
- It is the responsibility of the student to fulfill all the requirements to the best of her/his abilities. If a student is unclear about anything on the syllabus, s/he should seek clarification from the instructor.
- Work must be done in minimum two-hour blocks.
- Once you have set your schedule there will be no rescheduling.
- If you cannot make your scheduled time on a given day please notify your supervisor ahead of time to reschedule a time later that week.
- Consistent attendance is mandatory for crew assignments. Absences will not be tolerated for running crew. No partial crew work is acceptable. Failure to meet these requirements will result in a failing grade.
- You will be asked to provide a schedule of times (attached) that you are available for work in the shop.
- Students must behave in accordance with all rules put forth by the Handbook of Operating Procedures of the University of Texas at El Paso
- Any student who, because of a disabling condition, requires special arrangements to meet course requirements should contact the instructor in person as soon as possible. If you have a disability and need classroom accommodations, please contact The Center for Accommodations and Support Services (CASS) at 747-5148, or by email to cass@utep.edu, or visit their office located in UTEP Union East, Room 106. For additional information, please visit the CASS website at www.sa.utep.edu/cass. Any request for special accommodations must be presented by the second week of class.

**Academic Dishonesty:**

Academic dishonesty is prohibited and is considered a violation of the UTEP Handbook of Operating Procedures. It includes, but is not limited to, cheating, plagiarism, and collusion. Cheating may involve copying from or providing information to another student, possessing unauthorized materials during a test, or falsifying research data on laboratory reports. Plagiarism occurs when someone intentionally or knowingly represents the words or ideas of another person's as ones' own. Collusion involves collaborating with another person to commit any academically dishonest act. Any act of academic dishonesty attempted by a UTEP student is unacceptable and will not be tolerated. Violations will be taken seriously and will be referred to the Dean of Students Office for possible disciplinary action. Students may be suspended or expelled from UTEP for such actions.

**Lighting and Sound Lab hours:**

12:30-5:00pm
MONDAY-FRIDAY

There are possible weekend calls. You are required to purchase one 8” adjustable (Crescent) wrench for this section. You must bring the wrench to attend the work call (class). You are also required to wear closed toe shoes and no shorts are allowed in the theatre for safety reasons. If your clothes are not to our standard, we will send you home to change. Your hours will not start until you come to the theater with appropriate clothes, have your crescent wrench and you have signed in.
Show Papers:

Option #1: Live Theatre
Students are encouraged to see the shows that they have helped produce over the course of the semester. As such, each student has the opportunity to see these productions and write a reflection paper on them for credit. Only (1) show is allowed to be used for credit. These papers should be 2-3 pages on the lighting and sound elements of each show, answering the following questions:

1. What items that you or other students from your class worked on were in the show? How were these items used and what was their effect in the audience? If you are watching a show that you did not work on, comment on items that were like those you worked on for another production.
2. Did the lighting define the time period and/or location of the production? If so, how and do you think this helped the audience understand the play?
3. What colors/color range was used for the lights in the play? How did these compare to the colors used in the set and costume?
4. Were different colors used for different scenes? How did this affect your perception of those looks and environment?
5. Where there any special effects for lighting and/or sound? What were they and how do you think they might have been executed? Did those effects help the production or pull your focus away from a show?

The paper is due at the week after the show closes. You may turn in your paper to the instructor for the shop in which you are doing hours, either in-person, or by email. Students are strongly encouraged to sign up on the sign-in sheet in the lobby. You will also be required to save your ticket stub/play bill and staple it to the first page of your paper. Students who work as crew on a show for the Theatre & Dance Department are allowed to write a paper on their back-stage experience and should give me the name of their faculty supervisor as a contact point rather than attaching a ticket stub. Students performed in a show for the Theatre & Dance Department are allowed to write a paper on their experience and should give me the name of the director as a contact point rather than attaching a ticket stub.

While students are encouraged to see shows produced by the Theatre & Dance Department to see their work on stage, I understand that there may be barriers to this. As such, students are permitted to see any live theatrical production during the course of the semester, so long as the student retains the original ticket stub/play bill and staples it to their paper.

Option #2: Filmed Theatre
This semester students are allowed to use filmed theatre to write a show paper instead of attending a live event. These papers should be 2-3 pages on the lighting and sound elements of a show and answer the following questions:

1. How were the elements of lighting and sound design? What do you feel the most difficult cue sequence was and why?
2. Do the lighting and sound elements define the time period and/or the location of the production? If so, how and do you think this helped the audience understand the plot?
3. Were different colors used for different scenes? How did this affect your perception of those looks and environment?
4. Where there any special effects for lighting and/or sound? What were they and how do you think they might have been executed? Did those effects help the production or pull your focus away from a show?
Self-Reflection Final Paper:
Students are asked to write a final paper to demonstrate that they have successfully reached the Course Objectives as stated in the syllabus, which are:

- Learn skills needed for the technical and support areas of play production.
- Understand the work necessary to put a production together.

In order to do this a student has the opportunity to write a 2-3 page paper answering the following questions:

1. What new skills did you learn while completing your shop hours?
2. What skills did you improve while completing your shop hours?
3. How did the work that you performed during your shop hours affect this semester’s productions?
4. How would these productions be different if you had not contributed?
5. How might some of the tasks affect future productions?

The final paper must be 2-3 typed pages double spaced with 1” margins. The paper is due no later than 5pm on the last day of class (Thursday before finals week). You may email the paper to me. No late work will be accepted!!!!

Special Capstone Requirements:
THEA 4110 when taken as a Capstone

If you are taking Practicum III as a capstone your requirements are the same as the other sections with the following exceptions:

- You are expected to either design, serve as a key production member for 1 or more shows, or serve your hours in the studio working on a special project.
- You must meet with me the first week of the semester to discuss the requirements of your design, production, or construction project or special project.
- Your grade will be assessed through a rubric provided by your studio supervisor and agreed upon after the initial meeting.
- You MUST complete the final paper to pass the class.

Your final paper must address the following questions:

1. What new skills did you learn while completing your degree at UTEP?
2. How did the hours spent in the costume studio and/or designing shows help you learn and develop those skills?
3. How will your experiences at UTEP help you in your chosen career path?