

DRAMATIC ARTS (DRAM)

DRAM 5001. Voice and Diction I. (3 Credits)

Development of breath support, vocal expressiveness, and basic diction, articulation, and phonetics skills.

May be repeated for a total of 18 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205001>)

DRAM 5002. Voice and Diction II. (3 Credits)

Developing vocal range and intelligibility with text and emotional content. Continued work with consonant and vowel sounds.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205002>)

DRAM 5003. Voice and Diction III. (3 Credits)

Developing analytical and performance skills in heightened language and poetic text to be applied primarily to the works of Shakespeare and other classical playwrights.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205003>)

DRAM 5004. Voice and Diction IV. (3 Credits)

Applying diction and phonetics skills to specialized speech styles including accents and dialects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205004>)

DRAM 5005. Voice and Diction V. (3 Credits)

Applying voice and diction skills to additional classical and contemporary dramatic forms.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205005>)

DRAM 5006. Voice and Diction VI. (3 Credits)

Exploring additional vocal skills and resources required for professional acting.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205006>)

DRAM 5007. Singing for Actors. (1 Credit)

Developing singing skills required for performance in musical theatre productions.

May be repeated for a total of 3 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205007>)

DRAM 5110. Core Concepts in Arts Leadership and Cultural Management. (3 Credits)

An introduction to the history of the field, principles and practices of arts and cultural management, influence of other fields (sociology, political science, management, art practice) on the development and practices of arts and cultural management and theories of arts and cultural management. The students will learn and explore research methods, seminal literature, leadership models, defining events, the role of arts and cultural managers in society, professional organizations and their roles in defining the field, leading figures, and contemporary issues facing the field and its practitioners.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205110>)

DRAM 5111. Arts Leadership and Cultural Management Professional Internship. (12 Credits)

Completion of an internship, at a professional arts organization, fulfills the internship requirement of the M.F.A in Arts Leadership and Cultural Management. Faculty assists in arranging internships at professional organizations.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205111>)

DRAM 5112. Arts Leadership and Cultural Management Advanced Topic Research. (3 Credits)

Coursework consists of a single major research project, or series of smaller projects, in preparation for the student's M.F.A project. The Advanced Topic Research project, or projects, may or may not be directly related to the candidate's M.F.A Project, but must serve in some direct way to help prepare the students for the M.F.A Project.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205112>)

DRAM 5113. Arts Leadership and Cultural Management M.F.A Project. (6 Credits)

The M.F.A Project is required for all M.F.A students completing the non-thesis option within the Graduate School at UConn. It must include evidence of all aspects of both conceptual learning and skill development training contained in the M.F.A Arts Leadership and Cultural Management program and must be approved by the graduate advisory committee. The M.F.A Project will also form the basis for the Final Examination, conducted by the advisory committee, as required by the Graduate School. The Final Examination will occur in the same semester as the submission of the M.F.A Project.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205113>)

DRAM 5114. Arts Leadership and Cultural Management Studio I. (1 Credit)

Seminar-based course. Meets with Arts Leadership and Cultural Management Studio II, III, IV, and V. Case studies, and other forms of research, in arts administration.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205114>)

DRAM 5115. Arts Leadership and Cultural Management Studio II. (1 Credit)

Seminar-based course. Meets with Arts Leadership and Cultural Management Studio I, III, IV, and V. Case studies, and other forms of research, in arts administration.

Enrollment Requirements: DRAM 5114.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205115>)

DRAM 5116. Arts Leadership and Cultural Management Studio III. (1 Credit)

Seminar-based course. Meets with Arts Leadership and Cultural Management Studio I, II, IV, and V. Case studies, and other forms of research, in arts administration.

Enrollment Requirements: DRAM 5115.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205116>)

DRAM 5117. Arts Leadership and Cultural Management Studio IV. (3 Credits)

Seminar-based course. Meets with Arts Leadership and Cultural Management Studio I, II, III, and V. Case studies, and other forms of research, in arts administration. Leadership models and techniques. Research projects required.

Enrollment Requirements: DRAM 5116.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205117>)

DRAM 5118. Arts Leadership and Cultural Management Studio V. (3 Credits)

Final in series of seminar-based courses. Meets with Arts Administration Studio I, II, III, and IV. Case studies, and other forms of research, in arts administration. Leadership models and techniques. Research projects required.

Enrollment Requirements: DRAM 5117.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205118>)

DRAM 5120. Financial Management for the Arts. (3 Credits)

An introduction to key elements of nonprofit financial management in the arts, including basic accounting, financial statement analysis, and budgeting. Using current articles, reference texts, and business cases, students will develop an understanding of nonprofit accounting and will follow daily transactions through to the financial statements. The relationships between budgeting, financial reporting, and financial statements will be explored using readings and case studies.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205120>)

DRAM 5121. Governance and Leadership in the Arts. (3 Credits)

This course will provide instruction in basic concepts of governance and leadership of non-profit arts organizations by focusing on how arts organizations are structured, how they function, and a particular emphasis on how they are led.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205121>)

DRAM 5122. Fund Raising and Development for the Arts. (3 Credits)

This course addresses best practices for fund raising and development for arts organizations including practical exercises and case study analysis.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205122>)

DRAM 5123. Marketing the Arts. (3 Credits)

Build knowledge of marketing theories, approaches, and methodologies that are used across all industries and then highlight their application for the arts. Develop an understanding of the following areas: analysis of the competitive environment; developing audience insight and segmentation; positioning and targeting a unique value proposition; developing and delivering the unique value proposition; and evaluating the performance of techniques.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205123>)

DRAM 5124. The Arts in Civil Society. (3 Credits)

Students in this course will explore the role the arts play in the wide panoply of human experience with particular focus on social justice. Themes addressed include the role of artists, arts managers, and cultural workers in civil society as well as the intersection between policy and art, activism and art, power and art, positive and negative influences of institutions on artists and public, art in the popular domain, equality and diversity of opportunity and participation. Topics are explored with both historic and contemporary lenses and from a variety of cultural perspectives. Visits to area museums and cultural institutions are a required component of the course.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205124>)

DRAM 5125. Law and the Arts. (3 Credits)

This course provides knowledge of legal reasoning concepts in contemporary law to familiarize students with the history and impact of seminal cases and court decisions on art making, exhibition, performance, transfer of ownership, artists' rights, copyright, nonprofit law, and other pertinent legal issues. The course covers local, national, and international cases of importance with emphasis on applying knowledge to an arts leadership and cultural management context.

Enrollment Requirements: Open to graduate students only.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205125>)

DRAM 5130. Introduction to Graduate Studies in Stage Design. (1-3 Credits)

Projects in scenery, lighting and costume design for first-year graduate students in stage design and puppetry. Reading and discussion of various 20th century works on design theory for the theatre.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205130>)

DRAM 5131. Studies in Theatre History. (1-3 Credits)

A survey course focusing on selected dramatic writings from Classic Greek to the 21st century. The application of text analysis tools for the actor will be examined.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205131>)

DRAM 5132. Survey of 20th Century Theatrical Design. (3 Credits)

A survey of the basic aesthetics available to the modern theatre designer, seen through the lens of designers and design movements of the 20th century. The use of form, color, scale, materials, and their relative importance will be examined, as will the concepts of stylization, theatricality, and abstraction.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205132>)

DRAM 5159. Practicum in Theatre Studies. (1-3 Credits)

Special projects in Theatre Studies, usually related to a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205159>)

DRAM 5189. Field Studies Internship in Design/Technical Theatre. (1-6 Credits)

Supervised practical experience in professional/regional theatres or academic institutions.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205189>)

DRAM 5190. Internship in Dramatic Arts. (0 Credits)

Internships in acting, costuming, lighting, management, media, puppetry, pedagogy and technical theatre.

Enrollment Requirements: Open only to Dramatic Arts graduate students holding a dramatic arts graduate assistantship.

Grading Basis: Registered

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205190>)

DRAM 5192. Independent Study in Theatre Studies. (1-6 Credits)

Independent study under the direction of an appropriate faculty member. May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205192>)

DRAM 5197. Special Topics in Theatre Studies. (1-3 Credits)

A reading course under the direction of an appropriate staff member. May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205197>)

DRAM 5200. Studies in Technical Production. (1-3 Credits)

Study of any topics in Stagecraft, Technical Production, or Sound not included in DRAM 5201-5213.

May be repeated for a total of 15 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205200>)

DRAM 5201. Production Drafting. (3 Credits)

Emphasis on preparation of plans appropriate for scenic studio bidding procedures.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205201>)

DRAM 5202. Technical Direction. (3 Credits)

A study of the planning, management and execution of all technical aspects of production.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205202>)

DRAM 5204. Technical Analysis. (3 Credits)

Analysis of scenic structures and materials, including stress and vector analysis, static and dynamic loading of beams and battens, truss design, and time/cost studies.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205204>)

DRAM 5205. Audio Production. (3 Credits)

Audio recording and playback techniques used in the preparation of theatrical sound scores.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205205>)

DRAM 5207. Electricity and Electronics for the Theatre. (3 Credits)

Study of current electrical technology and applications, including AC theory and codes.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205207>)

DRAM 5208. Computer Applications. (3 Credits)

Survey of current software available for application to production management and technical design and production.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205208>)

DRAM 5209. Studies in Theatre Design. (3 Credits)

Investigates the physical problems and codes involved in integrating theatre technology into the architectural requirements of a performance facility.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205209>)

DRAM 5210. Properties Construction. (3 Credits)

Fabrication of unusual stage properties and study of the application of experimental materials.

Enrollment Requirements: Instructor consent.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205210>)

DRAM 5211. Advanced Rigging Techniques. (3 Credits)

Technology and materials used in conventional and specialized rigging systems.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205211>)

DRAM 5212. Shop Technology. (3 Credits)

Use of materials, equipment and processes required in special fabrication techniques.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205212>)

DRAM 5213. Stage Technology. (3 Credits)

Power sources and drive mechanisms for stage machinery including electro-mechanical, hydraulic and pneumatic systems.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205213>)

DRAM 5292. Independent Study in Technical Theatre. (1-3 Credits)

An independent project course under the direction of an appropriate faculty or staff member.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205292>)

DRAM 5296. MFA Project in Technical Theatre. (1-6 Credits)

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/ Connecticut Repertory Theatre.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205296>)

DRAM 5297. Special Topics in Technical Production. (1-3 Credits)

A reading course under the direction of an appropriate staff member.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205297>)

DRAM 5301. Scenic Design: Single Set Plays. (3 Credits)

Exploration of the various methods of solving the scenic design for plays requiring only one location.

May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205301>)

DRAM 5302. Scenic Design: Multi-Set Play. (3 Credits)

Investigating the range of methods of solving the scenic design for plays with several locations.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205302>)

DRAM 5312. Scenic Design: Perspective Drawing and the Pencil Sketch. (3 Credits)

A study of one point, two point, three point and measured perspective in order to create pencil sketches for the theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205312>)

DRAM 5316. Scenic Design: Computer Rendering for the Theatre. (3 Credits)

The use of mainstream computer programs to create digital renderings and media for the theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205316>)

DRAM 5319. Scenic Design: Styles of Ornamentation. (3 Credits)

An exploration of architecture and period style from the earliest times to the present.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205319>)

DRAM 5320. Scene Painting. (3 Credits)

Scene painting using a variety of media and techniques. The student also explores a number of faux finish techniques.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205320>)

DRAM 5329. Technical Research and Writing. (3 Credits)

Application of writing techniques and research methods used in preparation of technical reports and project documentation.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205329>)

DRAM 5392. Independent Study in Scenic Design. (1-3 Credits)

Independent study under the direction of an appropriate faculty or staff member.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205392>)

DRAM 5396. MFA Project in Scenic Design. (3-6 Credits)

The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/ Connecticut Repertory Theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205396>)

DRAM 5397. Special Topics - Scenic Design. (1-3 Credits)

A reading course under the direction of an appropriate staff member. May be repeated with change in topic.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205397>)

DRAM 5401. Costume Design: Poetic Realism. (3 Credits)

An examination of the relationship between poetic realism and costume design, explored through a series of design projects.

May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205401>)

DRAM 5402. Costume Design: Comic Exaggeration. (3 Credits)

An examination of the relationship between comedy and costume design, explored through a series of design projects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205402>)

DRAM 5403. Costume Design: Tragedy and Post Modernism. (3 Credits)

An examination of the relationship between tragedy and costume design and also between post modernism and costume design explored through a series of design projects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205403>)

DRAM 5404. Costume Design: Fantasy and Opera. (3 Credits)

An examination of the relationship between fantasy and costume design and also between opera and costume design explored through a series of design projects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205404>)

DRAM 5405. Costume Design: Dance and Musicals. (3 Credits)

An examination of the relationship between dance and costume design and also between musicals and costume design explored through a series of design projects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205405>)

DRAM 5407. Costume Design: Film. (3 Credits)

An examination of the relationship between film and costume design, explored through a series of design projects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205407>)

DRAM 5410. Studies in Applied Costume Craft. (1-3 Credits)

Study of any topic in applied costume craft not included in DRAM 5411-5421.

May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205410>)

DRAM 5411. Color Theory / Light and Fabric. (3 Credits)

The first part of this course focuses on the study of textile names and properties. The second part of the course explores the relativity of color, color properties, and the interaction of light and color.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205411>)

DRAM 5415. Advanced Make-up: Prosthetics and Wigs. (3 Credits)

Acquiring techniques for creating period effects in make-up and hairstyles. Learning proper wig ventilation and safe casting practices for gelatin and latex prosthetics.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205415>)

DRAM 5417. Costume Design: Flat Pattern Costume Drafting. (3 Credits)

Focusing on the art and mathematical formulas that create a basic sloper for patterning garments. Understanding shaping through dart manipulation, curved seams, and inserted panels or shapes.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205417>)

DRAM 5418. Costume Design: Draping Patterns. (3 Credits)

Developing techniques, for draping shapes and patterns over a dress-maker's mannequin, using the drape of various fabrics and the straight of the grain (versus the bias) to create specific effects.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205418>)

DRAM 5420. Wearable Electronics and Interactive Objects. (3 Credits)
 (Also offered as DMD 5420.) Provides a basic understanding of electronics, key components, function, construction, and project design. View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205420>)

DRAM 5492. Independent Study in Costume Design. (1-6 Credits)
 Independent study under the direction of an appropriate faculty or staff member.
 May be repeated for credit
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205492>)

DRAM 5494. Costume Design Seminar. (3 Credits)
 This course provides an avenue for discussion and learning activities related to realized design work and career development. Each week, students will present to the group the most recent development of their work on CRT assignments, D-Series, and professional jobs, allowing for a group discussion of best practices, next steps, and group problem-solving of challenges. This course will additionally be used for ongoing career development work such as regular resume, website, and portfolio critiques, as well as for discussion of career opportunities, contract negotiations, and professional expectations and processes.
 May be repeated for a total of 21 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205494>)

DRAM 5496. MFA Project in Costume Design. (3-6 Credits)
 The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/ Connecticut Repertory Theatre.
 May be repeated for a total of 6 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205496>)

DRAM 5497. Special Topics in Costume Design. (1-3 Credits)
 A reading course under the direction of an appropriate staff member.
 May be repeated for a total of 6 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205497>)

DRAM 5500. Studies in Lighting Design. (1-3 Credits)
 Study of any topics in lighting design not included in DRAM 5501-5514.
 Course may be repeated with change in topic.
 May be repeated for a total of 15 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205500>)

DRAM 5501. Lighting Design: The Single Set Play. (3 Credits)
 The development of lighting designs for single set dramas and musicals.
 May be repeated for a total of 30 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205501>)

DRAM 5503. Lighting Design: Dance. (3 Credits)
 The methods and process of creating a dance lighting design while learning how to document and communicate ideas, analyze movement, and understand the vocabulary of the dance world.
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205503>)

DRAM 5513. Lighting Computer Applications. (3 Credits)
 Developing skills in 2D and 3D digital animation using current media programs for theatrical, concert, corporate and architectural projection.
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205513>)

DRAM 5514. Production Lighting Design and Business Practices. (3 Credits)
 Advanced study of a lighting designer's role and the design process from interview through completed design. Additional focus on the marketing, financial, and personnel elements of the lighting-design business.
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205514>)

DRAM 5515. History of Lighting Design. (3 Credits)
 A historical survey of how practitioners of lighting and theater design have been able to develop lighting technology and the concept of lighting design from the time of the Renaissance to the present day. Particular attention will be given to the eras of transition in the technology of producing light: from candlelight to gaslight, and from gaslight to the early electric era. The affects of the new light on performance style and the changes that ensued will be discussed.
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205515>)

DRAM 5516. Lighting Design: Non-Traditional Performance. (3 Credits)
 Concentrates on the unique conceptual, stylistic, and technical problems of lighting performances that fall outside the category of traditional theatre, dance, and opera productions. Develops proficiency in recognizing and meeting the unique challenges these types of productions pose for designers.
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205516>)

DRAM 5592. Independent Study in Lighting Design. (1-3 Credits)
 Independent study under the direction of an appropriate faculty or staff member.
 May be repeated for credit
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205592>)

DRAM 5596. MFA Project in Lighting Design. (3-6 Credits)
 The composition and preparation of the MFA Project book/presentation for the student's MFA production in the Department of Dramatic Arts/ Connecticut Repertory Theatre.
 May be repeated for credit
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205596>)

DRAM 5597. Special Topics in Lighting Design. (1-3 Credits)
 A reading course under the direction of an appropriate staff member. May be repeated with change in topic.
 May be repeated for credit
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205597>)

DRAM 5600. Studies in Puppet Arts. (1-3 Credits)
 Study of any topics in puppet design, construction, or performance not covered in DRAM 5601-5618. May be repeated for credit with a change in topic.
 May be repeated for a total of 9 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205600>)

DRAM 5601. Advanced Mask. (3 Credits)
 Study of Mask design, construction and performance through practical work with face casting, neutral masks, exaggerated masks, and Commedia dell'Arte masks.
 May be repeated for a total of 30 credits
 View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205601>)

DRAM 5602. Advanced Paper Sculpture. (3 Credits)

Practice in design, sculpting, patterning, and finishing techniques using the "Roser Papier Methode" for Puppetry leading to full realization and performance of the sculptures as puppets.

May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205602>)

DRAM 5603. Puppet Theatre Production. (3 Credits)

Strategies for developing and executing the skills involved in mounting Puppet Productions, includes planning, scripting, designing, scheduling, budgeting, and identifying appropriate personnel.

May be repeated for a total of 30 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205603>)

DRAM 5604. Advanced Rod Puppet Theatre. (3 Credits)

Consideration of a world-wide range of design, construction, and manipulation techniques for several forms of Rod Puppets, with emphasis on Chinese performance skill development.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205604>)

DRAM 5605. Advanced Puppetry in Television. (3 Credits)

Research and practical exploration of techniques for presenting Puppet Arts on television, includes planning, design, construction and performance of a short program and development using current video editing software.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205605>)

DRAM 5607. Advanced Materials Techniques. (3 Credits)

Puppet Character design using a full range of fabrication techniques (including sculpting, molding, cast-ing, painting, and carving) to design and fully realize a puppet character.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205607>)

DRAM 5608. Marionette Performance. (3 Credits)

Exploration and skill development with the pendular attributes of a string puppet using several different performance figures.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205608>)

DRAM 5609. Marionette Construction. (3 Credits)

Design, construction and performance of a full figure string puppet.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205609>)

DRAM 5610. Advanced Hand Puppet Theatre. (3 Credits)

Consideration of a world-wide range of design, construction, and manipulation methods for Hand Puppetry, Glove Puppetry, and mouth-moving skills.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205610>)

DRAM 5611. Advanced Ultraviolet Light/Czech Black Theatre. (3 Credits)

Exploration of U.S. applications of UV (Black Light) and Czech Black Theatre (Curtain of Light) and its practical application to Puppet Theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205611>)

DRAM 5612. ISM's: Art Movements of the Early 20th Century. (3 Credits)

Examination of Puppet Arts' contributions to the Art Movements of the Early 20th Century, including the production of a Puppet Arts event within a selected "ism."

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205612>)

DRAM 5613. Advanced Shadow Theatre. (3 Credits)

Research and study of all design, story, construction, and performance elements within worldwide Shadow Theatre for both direct-screen and projected presentations.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205613>)

DRAM 5614. Puppet Production Seminar. (3 Credits)

Dramaturgical, directorial and design research and study related to current department productions using Puppetry.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205614>)

DRAM 5616. Trends in Contemporary American Puppet Theatre. (3 Credits)

An in-depth study of Puppetry as it has been practiced in North America from pre-colonial days to the present.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205616>)

DRAM 5617. World Puppet Theatre. (3 Credits)

A worldwide survey of the Puppet Arts as they are practiced in religious expression, societal commentary, cultural celebration, and public entertainment.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205617>)

DRAM 5618. Production Planning and Development. (1-3 Credits)

Students independently research, conceptualize, and prepare preliminary scripts or designs for future performance projects.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205618>)

DRAM 5619. Movement-Based Performance for the Puppet Theatre I. (3 Credits)

Designed to awaken and develop imaginative and skilled theatrical performers through the exploration of movement concepts, movement-based theatre techniques and devising work. Develop performance skills, imagination, creativity, and ability to devise original and inspired theatre work. Will include a component of a rigorous physicality using elements of creative movement, physical theatre, and yoga to allow freedom of mind and body.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205619>)

DRAM 5620. Directing for Puppet Theatre I. (3 Credits)

Designed to awaken, develop, and prepare innovative directors in the field of Puppet (but also Alternative) Theatre in the 21st century. Study of the historic and theoretical foundations of theatre directing. Develop understanding of narrative structure. Engagement in practical exercises designed to develop directorial skills.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205620>)

DRAM 5621. Plays and Dramaturgy for Puppet Theatre. (3 Credits)

An examination of the dramatic repertoire of plays written or devised for puppets, puppet dramaturgy, and adapting and writing plays for puppets. This course considers translation from page to stage, develops skills in textual analysis, and considers playtexts as models for composing new plays for puppets.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205621>)

DRAM 5692. Independent Study in Puppet Arts. (1-3 Credits)

Independent study under the direction of an appropriate faculty member. May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205692>)

DRAM 5696. M.F.A Project in Puppetry. (1-6 Credits)

Major artistic contribution(s), (writing, designing, building, directing) to a puppetry production or related theatre or film project in the Department of Dramatic Arts/Connecticut Repertory Theatre.

Enrollment Requirements: Instructor consent.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205696>)

DRAM 5697. Special Topics in the Puppet Arts. (1-3 Credits)

A reading course under the direction of an appropriate staff member.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205697>)

DRAM 5700. Studies in Professional Acting. (1-3 Credits)

Topics and skills not taught in DRAM 5701-5706. May include work with the techniques of specific master acting teachers such as (but not limited to) Sanford Meisner, Stella Adler, Tadashi Suzuki, and Utah Hagan. May be repeated with change of topic.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205700>)

DRAM 5701. Professional Acting I. (3 Credits)

Acquiring core tools and exploring skills required for professional acting. Applying basic skills to a full-length Shakespeare (or other heightened language) performance project.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205701>)

DRAM 5702. Professional Acting II. (3 Credits)

Exploring and applying the core techniques required for acting in realistic and naturalistic plays; including the principles of characterization.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205702>)

DRAM 5703. Professional Acting III. (3 Credits)

Developing and applying skills for acting through poetic language with particular attention paid to acting Shakespeare and the Folio's Guide for the Actor.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205703>)

DRAM 5704. Professional Acting IV. (3 Credits)

Working with techniques and styles for performing comedy; both in scripted plays and other performance modes.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205704>)

DRAM 5705. Professional Acting V. (3 Credits)

Additional work in analyzing and performing contemporary scripts written for both stage and screen.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205705>)

DRAM 5706. Professional Acting VI. (3 Credits)

Preparation for the world of professional theatre, including development of audition techniques, learning the workings of the industry, and establishing career connections.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205706>)

DRAM 5721. Performance Techniques. (1-3 Credits)

Performance study and practice in selected areas of dramatic arts.

May be repeated for a total of 18 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205721>)

DRAM 5759. Practicum in Performance. (1-3 Credits)

Special projects in performance, usually related to a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205759>)

DRAM 5792. Independent Study in Performance. (1-3 Credits)

Independent study under the direction of an appropriate faculty member.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205792>)

DRAM 5796. MFA Project in Performance. (3-6 Credits)

Research and preparation for an assigned MFA performance project, usually acting a major role in a production of the Department of Dramatic Arts/Connecticut Repertory Theatre.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205796>)

DRAM 5800. Studies in Movement for the Actor. (1-3 Credits)

Topics and skills not normally included in DRAM 5801-5807. Content may include (but is not limited to) stage violence, armed or unarmed combat, gymnastics, and T'ai Chi. May be repeated with changes in topic.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205800>)

DRAM 5801. Movement for the Actor I. (3 Credits)

Exploration of the actor's physical instrument.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205801>)

DRAM 5802. Movement for the Actor II. (3 Credits)

Physical conditioning and techniques of characterization.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205802>)

DRAM 5803. Movement for the Actor III. (3 Credits)

Exploration of theatrical styles in the dramatic space, including work in the Commedia form.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205803>)

DRAM 5804. Movement for the Actor IV. (3 Credits)

Physical expression for the actor through expressive mask work and physical storytelling.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205804>)

DRAM 5805. Movement for the Actor V. (3 Credits)

Developing styles of comedic physical movement, including the art of clowning.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205805>)

DRAM 5806. Movement for the Actor VI. (3 Credits)

Continued development of styles and techniques for expressive movement and their application to the world of Physical Theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%205806>)