

# DRAMATIC ARTS (DRAM)

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## **DRAM 1101. Introduction to the Theatre. (3 Credits)**

Analysis of the functions of the theatre artists and their contributions to the modern theatre. CA 1.

**Content Areas:** CA1: Arts & Humanities

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201101>)

## **DRAM 1110. Introduction to Film. (3 Credits)**

A basic study of film as both a means of communication and as an art form. CA 1.

May not be taken out of sequence after passing DRAM 4151 or 4152.

**Content Areas:** CA1: Arts & Humanities

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201110>)

## **DRAM 1201. Drafting for the Theatre. (3 Credits)**

The basics of hand drafting techniques and the drafting conventions for scenic designers, lighting designers and technical directors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201201>)

## **DRAM 1202. Computer Drafting for the Theatre. (3 Credits)**

Computer Aided Drafting techniques for theatrical applications. Use of design software for creating various 2-D plans, including light plots, set designs and technical shop drawings. Assumes a good working knowledge of theatrical drafting conventions and techniques.

Requires one or more of the Adobe Creative Cloud software programs; students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their personal computer.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201202>)

## **DRAM 1206. Theatre Production I. (3 Credits)**

Information and skills in costuming, stage make-up, and basic lighting with application through crew work on departmental or CRT (Connecticut Repertory Theatre) productions.

May not be taken out of sequence after passing DRAM 1208.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201206>)

## **DRAM 1207. Design Fundamentals. (3 Credits)**

An introduction to the basic principles of design, its major components, and the application of design principles in performance as it relates to scenic, costume, lighting, sound, projection design, and puppetry.

Open to Design and Technical Theatre B.F.A and Puppetry B.F.A majors; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201207>)

## **DRAM 1208. Theatre Production II. (3 Credits)**

An introduction to costume, lighting, management and stagecraft with application to departmental productions.

DRAM 1206.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201208>)

## **DRAM 1209. Drawing and Painting Techniques for the Theatre. (3 Credits)**

An introduction to theatrical sketching and rendering emphasizing color composition in various media.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201209>)

## **DRAM 1210. Computer Rendering for the Theatre. (3 Credits)**

Computer rendering for theatre design in 2-D and 3-D format.

Requires one or more of the Adobe Creative Cloud software programs; students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their personal computer.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201210>)

## **DRAM 1215. Theatre Production: Makeup And Wardrobe For The Actor. (3 Credits)**

An introduction to the technology, tools, and materials used in makeup and wardrobe for actors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201215>)

## **DRAM 1216. Theatre Production: Lighting And Sound. (3 Credits)**

An introduction to the technology, tools, and materials used in lighting and sound for the theatre.

Requires one or more of the Adobe Creative Cloud software programs; students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their personal computer.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201216>)

## **DRAM 1217. Theatre Production: Costumes And Makeup. (3 Credits)**

Introduction to the technology, tools, and materials used in costumes and makeup for the theatre.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201217>)

## **DRAM 1218. Theatre Production: Stagecraft. (3 Credits)**

Introduction to the technology, tools, and materials used in constructing and rigging theatrical scenery.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201218>)

## **DRAM 1282. Practicum in Dramatic Arts. (1-6 Credits)**

Practical work in all areas of dramatic arts, with emphasis on running crew assignments. May be repeated for credit with a change in course content to a maximum of 6 credits. Students taking this course will be assigned a final grade of S (satisfactory) or U (unsatisfactory).

Open only to Dramatic Arts majors.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201282>)

## **DRAM 1501. Introduction to World Puppetry. (3 Credits)**

Introduction to the global culture of puppetry, from Punch and Judy and Javanese shadow theater to robots, sports mascots, and Burning Man. Puppet performances in terms of their combination of visual art, performance, text, and music; social, political, and religious contexts of puppet performances. CA 1.CA 4-INT.

**Content Areas:** CA1: Arts & Humanities, CA4INT: Div & Multi Intl

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201501>)

## **DRAM 1701. Acting I. (2 Credits)**

Basic acting techniques.

Open to BFA Acting majors only. May not be taken out of sequence after passing DRAM 1702.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201701>)

**DRAM 1702. Acting II. (3 Credits)**

Additional basic acting techniques with emphasis on the presentation of scenes from contemporary plays.

DRAM 1701. May not be taken out of sequence after passing DRAM 2701.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201702>)

**DRAM 1710. Exploration of Acting. (3 Credits)**

The basic elements of the acting process and related skills for those not intending to pursue professional acting careers. May be repeated for credit to a total of six credits with change of instructor, or with instructor consent.

Not open to Acting majors or students who have passed DRAM 1701.

May not be taken out of sequence after passing DRAM 3710.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201710>)

**DRAM 1801. Stage Movement I. (2 Credits)**

Conditioning the body to increase strength, flexibility, and sensitivity.

Exploration of movement concepts in space, time and energy values, and mind body and environment relationships.

Open to BFA Acting majors only. May not be taken out of sequence after passing DRAM 1802.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201801>)

**DRAM 1802. Stage Movement II. (3 Credits)**

Developing physical awareness and continuing body conditioning for the stage. Analyzing the natural world and how it moves. Work may include beginning mask, mime and tumbling skills.

DRAM 1801. May not be taken out of sequence after passing DRAM 2810.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201802>)

**DRAM 1811. Dance Appreciation. (3 Credits)**

Overview of dance history, technique, and choreography based on lecture, discussion, films and practicum. No previous dance experience required. CA 1.

**Content Areas:** CA1: Arts & Humanities

**Topics of Inquiry:** TO11: Creativity: Des, Expr, Inn, TO12: Cultural Dimen Human Exp

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201811>)

**DRAM 1901. Voice and Speech I. (2 Credits)**

Study of the skills required to develop an expressive, injury-free voice and improved speech on and off the stage.

Open to BFA Acting majors only. May not be taken out of sequence after passing DRAM 1902.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201901>)

**DRAM 1902. Voice and Speech II. (3 Credits)**

Additional vocal and articulation/phonetics skills applied to the performance of both realistic and elevated language in dramatic literature.

DRAM 1901.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%201902>)

**DRAM 2120. Entrepreneurship in the Arts. (3 Credits)**

Unique entrepreneurial skills needed to navigate careers in the performing arts. Students will learn how to take on a leadership role, schedule, budget, fundraise, and market themselves and their projects. Open to sophomores, juniors and seniors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202120>)

**DRAM 2130. Histories of Drama and Performance I. (3 Credits)**

Dramatic literature and performance histories from various cultural traditions from the 5th century BCE through the 17th century.

Open to Dramatic Arts majors only. May not be taken out of sequence after passing DRAM 4711W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202130>)

**DRAM 2131. Histories of Drama and Performance II. (3 Credits)**

Dramatic literature and performance histories from various cultural traditions from the 17th century to contemporary examples.

Open to Dramatic Arts majors only. Recommended preparation: DRAM 2130. May not be taken out of sequence after passing DRAM 4711W.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202131>)

**DRAM 2134. Honors Core: Sports as Performance. (3 Credits)**

Rigorous critical investigation of parallels between sports and performance. Includes writing, critical readings, experiential activities, viewing sporting events/performances, multimodal research. Critical and theoretical perspectives on athletics, spectacle, performance, national identity, community, race, gender, sexuality, and more. CA 1.

Open to students in the Honors Program; others by consent of instructor.

**Grading Basis:** Honors Credit

**Content Areas:** CA1: Arts & Humanities

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202134>)

**DRAM 2135. History of Popular Theatre and Live Entertainment. (3 Credits)**

Global survey of popular forms such as circus, stage magic, melodrama, vaudeville, musicals, and clowning in relation to themes such as expressing identity, speaking back to power, questioning gender norms, and making money. CA1. CA4 INT.

**Content Areas:** CA1: Arts & Humanities, CA4INT: Div & Multi Intl

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202135>)

**DRAM 2136. Asian Theatre and Performance. (3 Credits)**

(Also offered as AAAS 2136.) Asian theatre, opera, dance, and other performance forms and their elaboration, reworking, and dissolution in modern and contemporary times, examined in relation to changes in society, politics, religion, and culture. CA 1. CA 4-INT.

**Content Areas:** CA1: Arts & Humanities, CA4INT: Div & Multi Intl

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202136>)

**DRAM 2136W. Asian Theatre and Performance. (3 Credits)**

(Also offered as AAAS 2136W.) Asian theatre, opera, dance, and other performance forms and their elaboration, reworking, and dissolution in modern and contemporary times, examined in relation to changes in society, politics, religion, and culture. CA 1. CA 4-INT. ENGL 1007 or 1010 or 1011 or 2011.

**Skill Codes:** COMP. Writing Competency

**Content Areas:** CA1: Arts & Humanities, CA4INT: Div & Multi Intl

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202136W>)

**DRAM 2141. Script Analysis. (3 Credits)**

Introducing the basic script-analysis skills necessary for theatre practitioners; exploring texts from a production, rather than a literary, viewpoint. Through reading, discussion, exercises, and group projects students examine the ways that playwrights convey information.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202141>)

**DRAM 2150. Devising Theatre for Social Justice I. (3 Credits)**

(Also offered as HRTS 2150.) Making theatre without a pre written script to address a social justice topic of interest, moving from initial stimulus to concluding performance. Students will center a contemporary issue of social justice while developing theatre making skills, emphasizing collaborative co creation, small group work, and the development and presentation of a range of performance forms. CA 1.

**Content Areas:** CA1: Arts & Humanities

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202150>)

**DRAM 2203. The Holocaust in Print, Theater, and Film. (3 Credits)**

(Also offered as HEJS 2203.) Representations of the Holocaust, including first-hand accounts and documentaries; artistic choices in genre, structure, imagery, point of view, and the limits of representation. CA 1. CA 4-INT.

**Content Areas:** CA1: Arts & Humanities, CA4INT: Div & Multi Intl

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202203>)

**DRAM 2701. Acting III. (3 Credits)**

The study and practice of techniques for realism and naturalism typically used in performing works by the modern realists.

DRAM 1702.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202701>)

**DRAM 2702. Acting IV. (3 Credits)**

A continuation of the study and practice of techniques utilized in the performance of modern realists.

DRAM 2701.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202702>)

**DRAM 2711. Introduction to Directing. (3 Credits)**

Emphasis on theory and play analysis from the director's point of view.

DRAM 1701. May not be taken out of sequence after passing

DRAM 2712.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202711>)

**DRAM 2712. Introduction to Directing. (3 Credits)**

Emphasis on practical staging experience, including casting techniques and rehearsal and performance methods.

DRAM 2711.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202712>)

**DRAM 2800. Exploration of Movement. (3 Credits)**

Use of the human body as a tool for creativity, problem solving, communication, collaboration, and storytelling.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202800>)

**DRAM 2810. Stage Movement III. (3 Credits)**

Beginning the process of applying the actor's movement skills to the unique requirements of different theatrical forms and structures. Applied skills may include tumbling, gymnastics, clowning, mask work, ethnic arts, hand-to-hand combat, armed combat and many theatrical forms and styles of dance.

DRAM 1802. May not be taken out of sequence after passing

DRAM 2812.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202810>)

**DRAM 2812. Stage Movement IV. (3 Credits)**

Developing and applying additional movement skills to different types and styles of dramatic expression.

DRAM 2810.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202812>)

**DRAM 2901. Voice and Speech III. (3 Credits)**

In-depth study of applied voice and speech skills, particularly flexibility of the voice and application of vocal variety to understanding and expressing the structure and meaning of language and text.

DRAM 1902. May not be taken out of sequence after passing

DRAM 4911.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202901>)

**DRAM 2902. Vocal Performance Techniques. (3 Credits)**

Basic skills in voice production, vocal variety, articulation, and voice characterization for those in the dramatic arts pursuing careers other than stage acting.

Not open to Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%202902>)

**DRAM 3103. Stage Management for the Theatre. (3 Credits)**

Studies of the vocation and profession of stage management as defined by modern theatre practice. Also examines inter-relationships between the stage manager and the other members of the theatrical production staff.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203103>)

**DRAM 3121. Advertising, Publicity, and Promotion in the Dramatic Arts. (3 Credits)**

An introduction to the basic techniques of advertising copy, news releases, and feature stories.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203121>)

**DRAM 3130. Women in Theatre: Gender Identity and Expression on the Stage. (3 Credits)**

A critical study of women's participation in the art of theatre, with particular attention to theatre as a tool for exploring gender identity and expression. Focus on plays and performances, primarily from the 20th- and 21st-century United States, analyzing how evolving feminist concerns are reflected in women's theatrical work and how changing concepts of gender and other intersectional identities are embodied on the stage. CA 4.

Open to sophomores or higher.

**Content Areas:** CA4: Diversity & Multicultural

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203130>)

**DRAM 3131. African-American Theatre. (3 Credits)**

(Also offered as AFRA 3131.) The significant developments in African American theatre and its antecedents and an examination of selected play scripts that exemplify those developments. CA 4.

**Content Areas:** CA4: Diversity & Multicultural

**Topics of Inquiry:** TO11: Creativity: Des,Expr,Inn, TO12: Cultural Dimen Human Exp

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203131>)

**DRAM 3132. African-American Women Playwrights, 1900 to the present. (3 Credits)**

(Also offered as AFRA 3132.) African American women's playwriting in relationship to social, historical, and political contexts. CA 1. CA 4. Recommended preparation: AFRA/DRAM 3131.

**Content Areas:** CA1: Arts & Humanities, CA4: Diversity & Multicultural

**Topics of Inquiry:** TO11: Creativity: Des,Expr,Inn, TO12: Cultural Dimen Human Exp

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203132>)

**DRAM 3133. Latina/o Theatre. (3 Credits)**

A study of Latina/o theatre and performance in the U.S. CA 4.

**Content Areas:** CA4: Diversity & Multicultural

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203133>)

**DRAM 3137. Documentary Theatre. (3 Credits)**

Provides a critical overview of the history and techniques of documentary theatre. Students will read and analyze documentary plays as well as compose their own works of documentary drama.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203137>)

**DRAM 3138. Trends in Contemporary Theatre. (3 Credits)**

A study of the major trends in drama and theatrical production of the western world today.

Open to Dramatic Arts Majors Only.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203138>)

**DRAM 3139. Theatre and Human Rights. (3 Credits)**

(Also offered as HRTS 3139.) Provides a critical study of theatre production as political discourse in global areas of conflict and how that discourse defines, or is defined by, human rights issues.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203139>)

**DRAM 3141. Playwriting. (3 Credits)**

(Also offered as ENGL 3705.) The writing, workshopping, revision, and structuring of plays. Key themes include character development, world-building, action, the voice of the playwright, incorporating dramaturgical feedback, revision, and cultivating consistent writing habits.

Open to juniors or higher, others with instructor consent. Recommended preparation: ENGL 1007 or 1010 or 1011 or 2011.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203141>)

**DRAM 3141W. Playwriting. (3 Credits)**

(Also offered as ENGL 3705W.) The writing, workshopping, revision, and structuring of plays. Key themes include character development, world-building, action, the voice of the playwright, incorporating dramaturgical feedback, revision, and cultivating consistent writing habits.

ENGL 1007 or 1010 or 1011 or 2011; open to juniors or higher, others with instructor consent.

May be repeated for a total of 9 credits

**Skill Codes:** COMP: Writing Competency

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203141W>)

**DRAM 3142. Dramaturgy I. (3 Credits)**

Offers students a broad overview of the historical, critical and theoretical background of dramaturgy and introduces them to dramatic criticism, literary office dramaturgy, and the fundamentals of production dramaturgy.

Recommended preparation: DRAM 2130, 2131, and 2141.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203142>)

**DRAM 3145. Film Writing. (3 Credits)**

(Also offered as ENGL 3707.) Theoretical and practical work in the content and form of the fiction scenario.

Open to juniors or higher, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203145>)

**DRAM 3182. Practicum in Dramatic Arts. (1-6 Credits)**

Practical work in all areas of dramatic arts. Students taking this course will be assigned a final grade of S (satisfactory) or U (unsatisfactory).

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203182>)

**DRAM 3194. Dramaturgy Seminar. (1-3 Credits)**

Practical work in dramaturgy. Students enrolled in the course have been assigned as dramaturgs for Connecticut Repertory Theatre productions or are undertaking alternative dramaturgical assignments such as performance curation or audience outreach projects.

Instructor consent required. Recommended preparation: DRAM 2141 and 3142.

May be repeated for a total of 15 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203194>)

**DRAM 3199. Independent Study. (1-6 Credits)**

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

Open to sophomores or higher; open only with consent of instructor.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203199>)

**DRAM 3201. Scene Construction. (3 Credits)**

Basic techniques of constructing two dimensional and three dimensional scenery.

DRAM 1218 or equivalent preparation through independent studies and other shop time; open to sophomores or higher; open only to Dramatic Arts Majors, instructor consent required.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203201>)

**DRAM 3202. Rigging. (3 Credits)**

Rigging systems and the basic techniques for flying scenery, with an emphasis on rigging safety.

DRAM 1218 or equivalent preparation through independent studies and other shop time; open to sophomores or higher; open only to Dramatic Arts Majors, instructor consent required.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203202>)

**DRAM 3219. Sound Technology and Production Audio. (3 Credits)**

Introduction to the characteristics and properties of sound, as well as the design, assembly, and operation of audio systems for the theatre and live entertainment.

DRAM 1216; open to soph or higher; open only to Dramatic Arts majors, others with instructor consent. Students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their PC.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203219>)

**DRAM 3220. Sound for the Theatre. (3 Credits)**

Art of sound design for the theatre and live performance. Using collaborative techniques and creative methods to develop original sound compositions.

DRAM 1216; open to sophomores or higher; open only to Dramatic Arts majors, others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203220>)

**DRAM 3301. Scene Design. (3 Credits)**

Introduction to scene design fundamentals, analysis, and techniques.

DRAM 1216 and 1218; open to junior or higher Dramatic Arts majors; instructor consent required. Adobe Creative Cloud for education apps is required. May not be taken out of sequence after passing DRAM 3302.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203301>)

**DRAM 3302. Scene Design. (3 Credits)**

Introduction to scene design fundamentals, analysis, and techniques.

DRAM 3301; open to juniors or higher in a Dramatic Arts major. students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their personal computer.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203302>)

**DRAM 3320. Scenic Painting Techniques. (3 Credits)**

Students will learn drawing and painting techniques used by scenic artists in the theatre. Students will be required to purchase scenic brushes and other basic tools needed for class.

DRAM 1209. Open to sophomores and above.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203320>)

**DRAM 3401. Costume History. (3 Credits)**

A slide survey class covering the origins and development of dress to the present day. Specifically African, Middle Eastern, and Euro-Centric dress, along with the societies and manners which created fashion.

Open only to juniors or higher in a Dramatic Arts major.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203401>)

**DRAM 3402. Costume Design. (3 Credits)**

An introductory class centering on the designer's approach to the text, the creation of the designed look for the characters in the play, and the process of how to realize the costumes.

Open to sophomores or higher; open only to Dramatic Arts Majors, others with instructor consent. Recommended preparation: DRAM 1209 or an equivalent introductory art course.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203402>)

**DRAM 3420. Wearable Electronics and Interactive Objects. (3 Credits)**

(Also offered as DMD 3420.) Provides a basic understanding of electronics, key components, function, construction, and project design for wearable electronics and interactive objects. Concepts learned will form the core for students to continue to proactively explore and experiment with wearable electronics and interactive objects beyond the classroom.

DMD 1060; others with instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203420>)

**DRAM 3501. Lighting for the Theatre. (3 Credits)**

Introduction to lighting design fundamentals, analysis, and techniques. DRAM 1216 and 1218; open only to Dramatic Arts majors. Students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their PC. May not be taken out of sequence after passing DRAM 3502.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203501>)

**DRAM 3502. Lighting for the Theatre. (3 Credits)**

Introduction to lighting design fundamentals, analysis, and techniques. Requires one or more of the Adobe Creative Cloud software programs; students are responsible for purchasing the latest version of Adobe's Creative Cloud for education apps and installing it on their personal computer.

DRAM 3501; open to dramatic arts majors only.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203502>)

**DRAM 3601. Mask Theatre. (3 Credits)**

Masking as a theatrical and sculptural practice is studied through the design, fabrication and performance of historical and contemporary forms.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203601>)

**DRAM 3602. Paper Sculpture. (3 Credits)**

Sculpture and design techniques are practiced using the Roser Papier Methode for puppet fabrication. Full realization and performance of the sculptures as puppets completes the design exploration.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203602>)

**DRAM 3603. Rod Puppetry. (3 Credits)**

A practical exploration of Rod Puppet Theatre through the design, fabrication and performance of several forms of Rod Puppet.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203603>)

**DRAM 3604. Puppetry in Television. (3 Credits)**

Analysis and practical experience with television techniques for the Puppet Arts. Projects include design, fabrication and performance of Moving-mouth Puppets and other forms suited for the televisual medium. Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203604>)

**DRAM 3605. Shadow Theatre. (3 Credits)**

The worldwide phenomena of Shadow Theatre are explored through cultural studies; figure design, fabrication and performance; storyboarding; and production development for both direct screen and projected presentations.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203605>)

**DRAM 3607. Materials Techniques. (3 Credits)**

Techniques such as character design, clay sculpture, mold making, casting, painting, foam carving, over-casting and wood carving are explored through practice as foundations for puppet fabrication.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203607>)

**DRAM 3608. Hand Puppetry. (3 Credits)**

Hand puppet animation techniques are developed via forms such as Hand Pantomime, Glove Puppet and Moving-mouth Puppet performance. Design and fabrication methods complement the performance study.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203608>)

**DRAM 3609. UV/Czech Black Theatre. (3 Credits)**

Practical exploration of UV ("Black Light") and Czech Black Theatre ("Curtain of Light") techniques as applied in the Puppet Theatre.

Instructor consent, open to sophomores or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203609>)

**DRAM 3610. Movement-Based Performance for the Puppet Theatre I. (3 Credits)**

Awaken and develop imaginative and skilled theatrical performers through devising work and exploration of movement-based theatre techniques.

May be repeated for a total of 6 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203610>)

**DRAM 3611. Trends in the Contemporary Puppet Theatre. (3 Credits)**

A study of the major trends in drama, design styles and production of the puppet theatre in the western world today. Additional project required for graduate credit.

Open to juniors or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203611>)

**DRAM 3612. Plays for Puppet Theatre. (3 Credits)**

Surveying the dramatic repertoire of plays written or devised for puppets, this course considers translation from page to stage, develops skills in textual analysis and dramaturgy, and mines these playtexts as models for composing new plays for puppets.

Instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203612>)

**DRAM 3615. Object Theatre. (3 Credits)**

A practical exploration of object theatre, also known as thing theatre or found object performance, a modern form of stage animation in which ordinary household objects and materials take on the appearance of life. Emphasis is placed on creating original performances in established and emerging styles of performance.

Instructor consent.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203615>)

**DRAM 3710. Advanced Explorations of Acting. (3 Credits)**

A continuation of DRAM 1710, with a focus on the psychological, physical, vocal, intellectual and emotional processes of the actor.

DRAM 1710; not open to BFA Acting majors; instructor consent required

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203710>)

**DRAM 3721. Performance Techniques. (1-6 Credits)**

Performance study and practice in selected areas of dramatic arts.

Open to juniors or higher.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203721>)

**DRAM 3995. Special Topics in Dramatic Arts. (3 Credits)**

Course content may vary each semester based on instructor expertise.

Open to Dramatic Arts majors and minors.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203995>)

**DRAM 3998. Variable Topics in Dramatic Arts. (3 Credits)**

Open to Dramatic Arts majors and minors.

May be repeated for a total of 9 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%203998>)

**DRAM 4122. Theatre Management. (3 Credits)**

An exploration of the critical questions and challenges facing theatre managers today. Students will broaden their knowledge of leadership, fundraising, board relations, community development, equity, diversity, and inclusion, among other competencies necessary to run a theatre. The course culminates in the creation of a comprehensive business plan.

DRAM 2120; open to juniors or higher.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204122>)

**DRAM 4135. Advanced Topics in Theatre and Performance. (3 Credits)**

An in-depth exploration of theatre and performance studies. Topics will vary by semester, and may include performance trends or styles, periods in theatre history, or theoretical approaches to analyzing theatre and performance.

DRAM 2130 and 2131; open to juniors or higher.

May be repeated for a total of 12 credits

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204135>)

**DRAM 4135W. Advanced Topics in Theatre and Performance. (3 Credits)**

An in-depth exploration of theatre and performance studies. Topics will vary by semester, and may include performance trends or styles, periods in theatre history, or theoretical approaches to analyzing theatre and performance.

DRAM 2130 and 2131; ENGL 1007 or 1010 or 1011 or 2011; open to juniors or higher.

May be repeated for a total of 12 credits

**Skill Codes:** COMP Writing Competency

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204135W>)

**DRAM 4151. The American Film. (3 Credits)**

A critical analysis of the American fiction film.

DRAM 1110; open to juniors or higher.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204151>)

**DRAM 4152. World Film. (3 Credits)**

A critical analysis of representative world films.

DRAM 1110; open to juniors or higher.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204152>)

**DRAM 4193. Foreign Study. (1-6 Credits)**

Coursework undertaken within approved Study Abroad programs, with a focus on the theatre history, dramatic literature and production in a particular country or region. May count towards the major with consent of the advisor. Consent of Department head required, normally to be granted prior to the student's departure.

Open to juniors or higher.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204193>)

**DRAM 4194. Seminar. (1-6 Credits)**

Studies in selected areas of dramatic arts. Topics to be alternated.

Open to juniors or higher.

May be repeated for credit

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204194>)

**DRAM 4701. Acting V. (3 Credits)**

The study and practice of techniques associated with acting classical/poetic theatrical works, including, but not limited to Greek and Elizabethan comedies and dramas.

DRAM 2702; open only to Dramatic Arts/Acting majors; cannot be taken for credit after passing DRAM 4702.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204701>)

**DRAM 4702. Acting VI. (3 Credits)**

Additional study and practice of acting techniques required for classical and/or poetic theatre.

DRAM 4701; open only to Dramatic Arts/Acting majors. May not be taken out of sequence after passing DRAM 4703 or 4705.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204702>)

**DRAM 4703. Acting VII. (3 Credits)**

The study and practice of acting techniques used in a range of styles including, but not limited to, comic, absurdist and epic theatre.

DRAM 4702; open to Dramatic Arts/Acting majors only.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204703>)

**DRAM 4704. Acting VIII. (3 Credits)**

Continued work in acting techniques required for realistic, classical, comic, absurdist and/or epic theatre.

DRAM 4703; open only to Dramatic Arts/Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204704>)

**DRAM 4705. Acting for the Camera. (1-6 Credits)**

Study and practice in the principles and techniques required for acting in television and/or film productions.

DRAM 4702; open to Dramatic Arts/Acting majors only.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204705>)

**DRAM 4711W. The Director in the Theatre. (3 Credits)**

An analysis of the role and function of the director in the theatre from historical, aesthetic, and practical points of view.

DRAM 2130 and 2131; ENGL 1007 or 1010 or 1011 or 2011; open to juniors or higher.

**Skill Codes:** COMP Writing Competency

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204711W>)

**DRAM 4811. Stage Movement V. (3 Credits)**

Special applications of applied movement and/or dance skills.

DRAM 2812; open only to Dramatic Arts/Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204811>)

**DRAM 4812. Stage Movement VI. (3 Credits)**

Advanced application of special movement skills to additional forms of dramatic expression.

DRAM 4811; open only to Dramatic Arts/Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204812>)

**DRAM 4901. Senior Project. (1-3 Credits)**

A capstone project designed to integrate skills and knowledge learned throughout the completion of the degree.

Open only to senior Bachelor of Arts Theatre Studies majors, instructor consent required.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204901>)

**DRAM 4911. Voice and Speech IV. (3 Credits)**

Study and practice to continue development of breathing, phonation and resonance skills, with added attention being paid to the analysis, expression and pronunciation of elevated and/or poetic drama.

DRAM 2901; open only to Dramatic Arts/Acting majors. May not be taken out of sequence after passing DRAM 4912 or 4931.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204911>)

**DRAM 4912. Voice and Speech V. (3 Credits)**

Continued exploration of voice production and elevated diction skills required for comic, absurdist and/or epic theatre productions.

DRAM 4911; open only to Dramatic Arts/Acting majors. May not be taken out of sequence after passing DRAM 4913.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204912>)

**DRAM 4913. Voice and Speech VI. (3 Credits)**

Exploration and application of advanced voice and diction skills, including but not limited to accents and dialects, to various dramatic forms.

DRAM 4912; open only to Dramatic Arts/Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204913>)

**DRAM 4931. Stage Dialects. (3 Credits)**

The study and practice of those dialects and accents most frequently required by American actors. Contents include, but are not limited to, Standard British and a range of New York City and American Southern patterns.

DRAM 4911; open only to Dramatic Arts/Acting majors.

View Classes (<https://catalog.uconn.edu/course-search/?details&code=DRAM%204931>)