

# Minnesota State University Moorhead

## THTR 234: Theatrical Design Principles

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: \*.\*

OJT Hours/Week: \*.\*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Theatrical Design Principles focuses on basic principles and elements of design within the theatre. Students will develop skills needed to communicate their ideas through design.

**B. COURSE EFFECTIVE DATES:** 08/20/2012 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

### D. LEARNING OUTCOMES (General)

1. Understand the basic principles and elements of visual design through lecture, discussion and practical application.
2. Work in the four areas of theatrical design.
3. Analyze play scripts from a designer's standpoint.
4. Develop and cultivate basic drawing skills.
5. Learn and put into practice the tools used for visual communication in the theatre.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted