

North Hennepin Community College

TFT 1532: Stage Combat II

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: *.*

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites:

This course requires the following prerequisite
TFT 1531 - Stage Combat I

Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

Stage Combat II is the follow-up course to Stage Combat I in the Stage Combat Program. The primary focus of this course will be on performance. The skills learned in Stage Combat I will be reviewed and refined, then applied to the performance of choreographed staged fights within the context of a scene. Students will assign emotional value to the physical circumstances of the scene and act out the intentions of the character. This program conforms to the guidelines put forth by the Society of American Fight Directors (SAFD), which contains 90 hours of required instruction. Students in the performing arts will gain self-confidence in their ability to fulfill the needs of any script calling for stage or screen violence. Students not in the performing arts will gain a firsthand appreciation of the skills necessary to make stage and screen violence look real.

B. COURSE EFFECTIVE DATES: 05/09/2011 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. Students will review and refine the skills learned in Stage Combat I and then apply those skills to the performance of choreographed staged fights within the context of a scene. The focus of this course is on performance. As the second of two courses in this program, students can elect to take the Skills Proficiency Test after successfully completing Stage Combat II. Upon passing this exam, they will be recognized as Actor Combatants by the SAFD.

D. LEARNING OUTCOMES (General)

1. Safely and believably perform scenes of both armed and unarmed simulated staged violence. (NHCC ELO/Program Goal 1a, 3a; MnTC Goal 6a)
2. Understand the role of stage combat as a performing art that advances the storyline when words fail. (NHCC ELO/Program Goal 1a, 2b; MnTC Goal 6b, 6d)
3. Make intelligent character choices by incorporating various techniques built on a foundation of safety, repeatability and realism. (NHCC ELO/Program Goal 2b, 3a; MnTC Goal 6a, 6b, 6c, 6d)
4. Connect physical performance, intellectual understanding, and emotional impact of staged violence in a theatrical setting. (NHCC ELO/Program Goal 2b, 4b; MnTC Goal 6a, 6b, 6c, 6d)

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

Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

1. Knowledge of Human Cultures and the Physical and Natural World --Through study in the sciences, mathematics, social sciences, humanities, histories, languages, the arts, technology and professions. Students will study and analyze plays for a wide historical and cultural perspective and gain an understanding of how violence and weapons development shaped civilizations. Course Learner Outcomes 1, 2
2. Intellectual and Practical Skills - Including: Inquiry and analysis; Critical and creative thinking; Written and oral communication; Quantitative literacy; Information literacy ; Teamwork and problem solving. Through analysis of text, students will discover inherent physical motivations of characters which inform the choice of violence as a means of expression and/or resolution of a conflict, while the creative use of learned skills bring those choices to life. Course Learner Outcomes 2, 3, 4
3. Personal and Social Responsibility and Engagement Including: Civic knowledge and involvement - campus, local and global; Intercultural knowledge and competence; Ethical reasoning and action; Foundations and skills for lifelong learning. Through specific historic period research, students gain an in-depth understanding of the diversity of fighting styles and weaponry, coupled with an analysis of human behavior and its motivations: which leads to the practical knowledge of how violence has come to be used throughout history as a means to an end. Course Learner Outcomes 1, 3
4. Integrative and Applied Learning - Including: Synthesis and advanced accomplishment across general education, liberal studies, specialized studies and activities in the broader campus community. Students will apply their knowledge of history, psychology, human behavior, sociology, the arts, and specific skills learned in this course, and assimilate this into an informed approach to how violence can be communicated safely and effectively to tell stories that have lasting impact. Course Learner Outcomes 4