Minnesota State University Moorhead

THTR 431: Design and Technology Styles

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites:
This course requires the following prerequisite
   THTR 234 - Theatrical Design Principles

Corequisites: None

MnTC Goals: None

Principles and problems in design and technology styles (for example, tailoring, scenic painting, rendering techniques). May be repeated for credit when the style focus is substantially different.

B. COURSE EFFECTIVE DATES: 02/01/2015 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

D. LEARNING OUTCOMES (General)

1. Confidently process and define style as a designer or technician.
2. Create or design in the style being studied.
3. Demonstrate knowledge of different design and technology styles in terms of the theatrical requirements.
4. Demonstrate knowledge of different design and technology styles in the performing arts and entertainment industry.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted