

DRAM-DRAMA

- DRAM 1114 Costume Construction 4 Credit Hours**
The theory and practice of the construction, finishing and handling of stage costumes. Includes practical production applications. Laboratory (F, Sp, Su)
- DRAM 1124 Stagecraft 4 Credit Hours**
Stagecraft. The Theory And Practice Of The Construction, Painting And Handling Of Scenery And Props. Includes Practical Production Applications. Laboratory (F, Sp, Su)
- DRAM 1133 Drawing and Rendering 3 Credit Hours**
Exploring methods of using freehand drawing to communicate design ideas. Skill building course: form, shape, color, texture, light. Includes some mechanical drawing. (F, Sp)
- DRAM 1134 Stage Lighting 4 Credit Hours**
Acquaints the student with the technical procedures, instrumentation, equipment, organization and basic design of effective lighting. Includes practical production applications. Laboratory (F, Sp, Su)
- DRAM 1141 Stage Management Seminar I 1 Credit Hour**
A weekly forum for sharing insights and solving problems on current production assignments, as well as examining the bigger picture of stage management and theatre in America today. (F, Sp)
- DRAM 1411 Makeup 1 Credit Hour**
To direct and provide experience in the effective application of makeup materials in creating an impression of character. (F, Sp)
- DRAM 1503 Acting for Non-Majors 3 Credit Hours**
To develop a beginning understanding and appreciation of the art and skill of acting through the study of acting principles, dramatic scenes, and basic stage techniques. (F, Sp, Su)
- DRAM 1513 Introduction to Acting 3 Credit Hours**
To acquaint the beginning student with the fundamentals of acting and to explore the basic elements of the actor's art. Explores the physical, vocal, emotional and technical aspects of acting in a format that encourages freedom of imagination and personal growth. (F)
- DRAM 1523 Character Study for the Actor 3 Credit Hours**
Prerequisite: 1513. To develop and exercise basic acting skills through practical application of the fundamental elements of the actor's art. The student will become familiar with the actor's tools and learn how to utilize them on a rudimentary level. Emphasis will be placed upon characterization and beginning script analysis required for character study. (Irreg.)
- DRAM 1603 Voice And Diction for Non-Majors 3 Credit Hours**
Improves the student's voice, articulation, pronunciation and expressive intonation for effective communication. (Irreg.)
- DRAM 1612 Introduction to Voice and Movement 2 Credit Hours**
Prerequisite: School of Drama freshmen performance majors. Skill-based course introduces the student to the foundations of voice and movement for the actor. (F)
- DRAM 1643 Voice and Speech I 3 Credit Hours**
Prerequisite: 1523. Improves the student's voice, articulation, pronunciation and expressive intonation for effective communication, and performing for the stage. (F)
- DRAM 1713 Understanding the Theatre 3 Credit Hours**
A service course for nonmajors that covers the history and evaluation of various forms of dramatic production offered on stage. (F, Sp, Su) [IV-AF] .
- DRAM 1731 Dramaturgy Studio 1 1 Credit Hour**
Prerequisite: Majors only or permission of instructor. A weekly forum to discuss and explore the role of the dramaturg in production in the Helmerich School of Drama as well as industry practices in the United States. (F, Sp)
- DRAM 1811 Music Notation and Score Reading for Stage Managers and Designers 1 Credit Hour**
Introduces music notation and score reading to stage management and design students who may work on musical theatre, ballet and/or opera in their academic and professional careers. (F)
- DRAM 1911 Rehearsal and Production 1 Credit Hour**
(Crosslisted with MTHR 1911) Prerequisite: open to drama majors only. May be repeated; maximum credit four hours. Study, practice and participation in every phase of dramatic production work and management; attendance and critical discussion of plays. Kinds of service are given unit evaluations in terms of relative difficulty and time consumption. Laboratory (F, Sp, Su)
- DRAM 2013 Introduction to Theatrical Design and Production 3 Credit Hours**
Prerequisite: Majors only. Explores the processes of theatrical design in the forms of scenery, lighting, sound and costume design as well as stage management and technical direction. Also focuses on the creation of a holistic design approach uniting script analysis, research, visual imagery and storytelling into one single artistic form of communication. (F, Sp)
- DRAM 2053 Computer Aided Design I for the Theatre 3 Credit Hours**
Prerequisite: DRAM 2153 or DRAM 3353. The course will teach students to develop basic design and rendering skills using computer-aided design software currently used in the entertainment industry. (Sp)
- DRAM 2141 Stage Management Seminar II 1 Credit Hour**
Prerequisite: 1141 or permission of instructor. A weekly forum for sharing insights and solving problems on current production assignment, as well as examining the bigger picture of stage management and theatre in America today. (F, Sp)
- DRAM 2153 Scene Design 3 Credit Hours**
Prerequisite: 1124 and 1133. Acquaints the student with the practical and aesthetic principles involved, and provides experience in designing scenery. (F)
- DRAM 2223 Lighting Design 3 Credit Hours**
Prerequisite: DRAM 2214, permission. Acquaints the student with advanced design, presentation, visual awareness and "styles" in lighting design. Includes practical production applications. (Sp)
- DRAM 2233 Introduction to Technical Production 3 Credit Hours**
Prerequisite: 1114, 1124, and major in drama. Survey of technical production skills in scene technology and costume technology including communications. Shop management and safety. (F)
- DRAM 2243 Draping And Pattern Drafting I 3 Credit Hours**
Prerequisite: permission of instructor, and sophomore standing. Topics and experiences related to draping skills and pattern drafting for the theatre. Demonstrations and hands-on experience using techniques discussed. Laboratory (F)
- DRAM 2253 Draping and Pattern Drafting II 3 Credit Hours**
Prerequisite: 2243. Continuation of 2243. Topics and experiences related to draping skills and pattern drafting for the theatre. Demonstrations and hands-on experience using techniques discussed. Laboratory (Sp)

- DRAM 2323 Stage Movement 3 Credit Hours**
Prerequisite: 1523. To give the drama student an understanding of the use of the body as an expressive instrument through development of flexibility, strength and coordination. (F)
- DRAM 2333 Advanced Stage Movement 3 Credit Hours**
Prerequisite: 2323 and sophomore standing. Focuses on physicality as a fundamental element of the actor's craft through manipulation of movement to explore emotional truth, create a character or convey the reality of a particular theatrical world to an audience. (Sp)
- DRAM 2343 History of Costume 3 Credit Hours**
Prerequisite: permission. Acquaints the student with the costumes worn by people of dramatically significant periods and countries. (Sp)
- DRAM 2413 Sound techniques 3 Credit Hours**
A course in the fundamentals of theatrical sound and sound technology. (F)
- DRAM 2423 Drafting for the Theatre 3 Credit Hours**
Prerequisite: DRAM 1133; majors only. Increases the student's skill in the technical craft of drafting as a major communication device of scenery and lighting designers. Course will use international drafting conventions and U.S.I.T.T. standards. (Irreg.)
- DRAM 2503 On-Camera Acting for Non-Majors 3 Credit Hours**
Instructs the student on requirements, discipline and basic techniques of performing on camera, with an appreciation of the full process of creating a film or television production. Non-majors course. (F)
- DRAM 2513 Scene Study for the Actor 3 Credit Hours**
Prerequisite: DRAM 1523; Corequisite: DRAM 1643; majors only. Designed to develop the actor's skill through the intensive study and performance of scenes from modern realistic world theatre. Emphasis will be placed upon building a character, milieu study, and scene structure. (F)
- DRAM 2523 Performing Shakespeare 3 Credit Hours**
Prerequisite: 2513 and permission. Designed to develop the actor's skill through the intensive study and performance of scenes and monologues from Shakespeare and other verse drama. Emphasis will be placed upon handling language with believable and appropriate characterization. (Sp)
- DRAM 2643 Voice and Speech II 3 Credit Hours**
Prerequisite: 1643; corequisite: 2523. Develops the actor's vocal instrument as an integrated and organic function of self and character. Focus on the expressive voice with verse texts. (Sp)
- DRAM 2713 Introduction to Fine Arts 3 Credit Hours**
Lectures, illustrated with slides, motion pictures, recordings and readings, surveying the development of the fine arts (architecture, drama, the visual arts and music) from prehistoric times to the present. Background material will include the religious, political and economic conditions and changes affecting the arts. (F) [IV-AF].
- DRAM 2731 Dramaturgy Studio 2 1 Credit Hour**
Prerequisite: DRAM 1731, Majors only or permission of instructor. A weekly forum to discuss and explore the role of the dramaturg in production in the Helmerich School of Drama as well as industry practices in the United States. (F, Sp)
- DRAM 2733 Introduction to Dramaturgy 3 Credit Hours**
Prerequisite: DRAM 1523, ENGL 1113, and ENGL 1213; majors only. Introduces students to basic techniques of dramaturgy: research, text analysis, and collaboration for theatrical production. (F)
- DRAM 2813 Stage Management 3 Credit Hours**
Prerequisite: sophomore standing. Designed to give theatre students the background and skills to function as a stage manager for theatre, dance, or musical productions. An introductory course covering the basics of the stage manager's process from pre-production through closing as well as discussing professional topics such as theatrical unions, production management, and job opportunities. (F)
- DRAM 2970 Special Topics 1-3 Credit Hours**
Special Topics. 1 to 3 hours. May be repeated; Maximum credit nine hours. Special topics course for content not currently offered in regularly scheduled courses. May include library and/or laboratory research, and field projects. (Irreg.)
- DRAM 3052 Illustration I: Dry Media 2 Credit Hours**
Prerequisite: 1133 and sophomore standing. Studio class intended to facilitate illustration depicting theatre scenery and costume design through the use of colored pencil and pastel media. Focus on the human form clothed for theatre performance and on scenic rendering and/or vignettes. Exercises will stress the effect of light on the objects and the creation of fullness/plasticity. (F)
- DRAM 3053 Computer Aided Design II for the Theatre 3 Credit Hours**
Prerequisite: DRAM 2053. Covers the creation and manipulation of 3D objects, and developing those objects as design tools for presentation and visualization of a theatre design. Students will develop skills utilizing 3D visualization software currently used in the entertainment industry. (F)
- DRAM 3062 Illustration II: Wet Media 2 Credit Hours**
Prerequisite: 1133 and junior standing. Studio class to build illustrative skill in communicating scenic and costume ideas for the theatre through the use of watercolor, gouache, and colored inks, as well as learning to think in terms of lighted objects. (Sp)
- DRAM 3141 Stage Management Seminar III 1 Credit Hour**
Prerequisite: 1141, 2141 or permission of instructor. A weekly forum for sharing insights and solving problems on current production assignments, as well as examining the bigger picture of stage management and theatre in America. (F,Sp)
- DRAM 3223 Costume Construction Techniques 3 Credit Hours**
Prerequisite: DRAM 2243, junior standing, majors only. Advanced work in the mechanics and technology of costume builder's draft including practical work in the costume shop. (F)
- DRAM 3323 Stage Movement: Clowning 3 Credit Hours**
Prerequisite: 2323 and junior standing. Develops students skills in body awareness, balance, flexibility, focus, improvisation and ensemble through the character of the clown. (Irreg.)
- DRAM 3353 Costume Design 3 Credit Hours**
Prerequisite: 1114. Acquaints students with elementary costume design and construction, historical styles, character evaluation and design sources. (F)
- DRAM 3413 Sound Design 3 Credit Hours**
Prerequisite: junior standing and permission of instructor. Provides theatre students with the basic skills and concepts for designing sound as support for a theatrical production. This is a design course providing the necessary skills in script analysis, research, style, sound resources, and sound scoring. (Irreg.)
- DRAM 3433 Advanced Materials for Stage Scenery and Properties 3 Credit Hours**
Prerequisite: 2233 junior standing and permission of instructor. Application of metals, plastics and non-traditional materials in scenic and properties construction. Emphasis on safety and efficacy. (Sp)

- DRAM 3440 Mentored Research Experience 3 Credit Hours**
0 to 3 hours. Prerequisites: ENGL 1113 or equivalent, and permission of instructor. May be repeated; maximum credit 12 hours. For the inquisitive student to apply the scholarly processes of the discipline to a research or creative project under the mentorship of a faculty member. Student and instructor should complete an Undergraduate Research & Creative Projects (URCP) Mentoring Agreement and file it with the URCP office. Not for honors credit. (F, Sp, Su)
- DRAM 3513 Performing Departures from Realism 3 Credit Hours**
Prerequisite: 2523 and juried audition. Acquaints students with performance theory and practice for non-realistic plays and forms, exploring the material through exercises, improvisations and performances of scripted scenes. (F)
- DRAM 3523 Performing New Plays 3 Credit Hours**
Prerequisite: 2523 and juried audition. Provides practical experiences for the actor in working with playwrights on new, unpublished plays through performances in scenes, staged readings and through text readings in American acting traditions. (Irreg.)
- DRAM 3533 Advanced Shakespeare Performance 3 Credit Hours**
Prerequisites: majors only; junior status; DRAM 2523 and DRAM 2643. Students must have passed their sophomore jury prior to enrolling in this course. Designed to help the student further their skills in rehearsing and performing Shakespeare and other classical texts. Provides advanced training in verse scansion and form, and increases students' knowledge of lesser-known Shakespearean and other Elizabethan texts. (Sp)
- DRAM 3613 Directing I 3 Credit Hours**
Prerequisite: DRAM 2733; majors only. Consists of lectures, demonstrations and exercises performed by members of the class. Includes, but is not limited to: stage management, dramatic and theatrical values of a play, play analysis and various techniques of directing. Laboratory (F)
- DRAM 3623 Directing II 3 Credit Hours**
Prerequisite: 3613. An intensive study for majors only of the craft and techniques involved in the directing of plays. Special emphasis is placed on script analysis; communication with actors; and practical laboratory work in employing these methods. Scenes from major dramatic works are rehearsed and prepared in class with extensive critique and "in-shop training." Laboratory (Irreg.)
- DRAM 3643 Voice And Speech III 3 Credit Hours**
Prerequisite: 2643, junior standing. Develops the actor's vocal instrument as an integrated function of self and character. Work on dialects. (F)
- DRAM 3713 History of the Theatre I 3 Credit Hours**
Prerequisite: junior standing and permission. Acquaints the student with the development of drama, theatre and production procedures through the ages from 500 B.C. to 1780. (F) [IV-WC].
- DRAM 3723 History of the Theatre II 3 Credit Hours**
Prerequisite: junior standing and permission. Continuation of 3713. Acquaints the student with the development of drama, theatre and production procedures through the ages from 1700 to the present. (Sp) [IV-WC].
- DRAM 3731 Dramaturgy Studio 3 1 Credit Hour**
Prerequisite: DRAM 2731, DRAM 2733 or permission of instructor. A weekly forum to discuss and explore the role of the dramaturg in the Helmerich School of Drama as well as industry practices in the United States. (F, Sp)
- DRAM 3781 Topics in Dramatic Literature 1 Credit Hour**
Prerequisite: DRAM 2733 and ENGL 1213 or EXPO 1213; Majors only. May be repeated; maximum credit 4 hours. Specialized study in selected topics in dramatic literature. (Irreg.)
- DRAM 3820 Management Studio I 1-6 Credit Hours**
Prerequisite: junior standing in drama. May be repeated with change of content; maximum credit six hours. Base for various units of study pertaining to the fields of theatre management and stage management. (F, Sp)
- DRAM 3822 Stage Management Studio I 2 Credit Hours**
Prerequisite: 2813 and junior standing. May be repeated; maximum credit four hours. Practical experience in stage management on university theatre productions. Laboratory (F, Sp)
- DRAM 3833 Advanced Stage Management 3 Credit Hours**
Prerequisite: 2813 and major in Drama. Advanced studies of stage management. Topics covered include leadership, team-building, organization, communication, interpersonal relations, problem solving and creating a positive work environment. (Sp)
- DRAM 3853 Theatre Management 3 Credit Hours**
Prerequisite: permission of instructor. A study of the history of theatre management and a current look at trends in the industry. (F)
- DRAM 3910 Advanced Rehearsal and Production 1-2 Credit Hours**
1 to 2 hours. Prerequisite: DRAM 1114, DRAM 1124, and DRAM 1134; majors only. May be repeated; maximum credit four hours. Study and practice in an administrative or supervisory capacity of every phase of dramatic production work and management; attendance and critical discussion of plays. Kinds of service are given unit evaluation in terms of relative difficulty and time consumption. Laboratory (Irreg.)
- DRAM 3960 Honors Reading 1-3 Credit Hours**
1 To 3 Hours. Prerequisite: admission to honors program. May be repeated with change of subject; maximum credit six hours. Consists of either reading topics or independent study designated by the instructor in keeping with the student's major program. covers materials not usually presented in the regular courses. (F, Sp, Su)
- DRAM 3970 Honors Seminar 1-3 Credit Hours**
1 to 3 hours. Prerequisite: admission to Honors Program. May be repeated; maximum credit six hours. Subjects covered vary. Deals with concepts not usually treated in regular courses. (Irreg.)
- DRAM 3980 Honors Research 1-3 Credit Hours**
1 to 3 hours. Prerequisite: admission to Honors Program. May be repeated with change of subject; maximum credit six hours. Provides an opportunity for the gifted Honors candidate to work at a special project in the student's field. (F, Sp, Su)
- DRAM 3990 Independent Study 1-3 Credit Hours**
1 to 3 hours. Prerequisite: permission of instructor and junior standing. May be repeated once with change of content. Independent study may be arranged to study a subject not available through regular course offerings. (F, Sp, Su)
- DRAM 4023 Model Building 3 Credit Hours**
Prerequisite: DRAM 2053; majors only. Acquaints students with the process of building the scenographic model as it relates to the design process. Lecture and Laboratory (Irreg.)
- DRAM G4050 Company Workshop 2-6 Credit Hours**
2 to 6 hours. Prerequisite: permission. May be repeated with change of subject matter; maximum credit 12 hours. Study and practice in production, rehearsal and performance as members of a theatre company. Laboratory (Su)

- DRAM 4073 Developing the Professional Perspective 3 Credit Hours**
Prerequisite: senior standing. Meant to give the artist the life tools to participate and thrive in an artistic lifestyle. (F)
- DRAM G4113 Scene Painting 3 Credit Hours**
Prerequisite: 1114, 1124, 1133. The study and practice of traditional and new scene painting materials and techniques. Individual scene painting problems in the uses of dry pigments, casein, aniline dyes and texture materials. Laboratory (Sp)
- DRAM 4141 Stage Management Seminar IV 1 Credit Hour**
Prerequisite: 1141, 2141, 3141 or permission of instructor. A weekly forum for sharing problems on current production assignments, as well as examining the bigger picture of stage management and theatre in America today. (F, Sp)
- DRAM 4153 Advanced Scene Design 3 Credit Hours**
Prerequisite: DRAM 3053; majors only. An advanced study in scenic design for a variety of theatrical forms, including multiple scene, unit and single settings for dance, drama, musical theatre and opera. (Irreg.)
- DRAM 4163 Lighting for Dance/Musical Theatre/Opera 3 Credit Hours**
Prerequisite: 2223, junior standing or permission. In-depth study and experimentations in lighting design of classical story ballets, contemporary modern dance, traditional American musical theatre and opera. The course will focus on design research, production graphics and paperwork, and design presentation. (Irreg.)
- DRAM 4213 Lighting Styles 3 Credit Hours**
(Slashlisted with 5213) Prerequisite: DRAM 2223. The course content is based on the experimentation of lighting themes found in symbolism, constructivism, expressionism and absurdism. The course will focus on concept development, execution and presentation. The course will delve deeply into advanced lighting practices and current technology. No student may earn credit for both 4213 and 5213. (Irreg.)
- DRAM 4233 Costume Crafts for Theatre 3 Credit Hours**
Prerequisite: DRAM 2233, DRAM 2243, DRAM 2253, senior standing and permission of instructor. Study of and work with special techniques that employ dying and painting of fabrics and other materials used in costume construction; millinery (construction of headgear). Wig-making and the construction of three-dimensional costume elements such as padding to alter the actor's physical appearance. (Sp)
- DRAM G4243 Costume Shop Management 3 Credit Hours**
Prerequisite: 2233, senior standing and permission of instructor. Instruction and experience in shop management including budgeting of resources, time management, personnel, and organization. (Sp)
- DRAM G4253 History of Decor 3 Credit Hours**
Prerequisite: majors only, junior standing and permission of instructor. Survey of interior and exterior decoration with particular emphasis on theatrical application. (F)
- DRAM 4263 Properties and Set Dressing for Theatre, T.V. and Film 3 Credit Hours**
Prerequisite: DRAM 2233, junior standing. The course will provide a foundation of the skills associated with the role of the Properties Master for Theatre, T.V. and Film. Students will explore topics on materials, fabrication, period styles, project management, and shop supervision. (Sp)
- DRAM 4272 Lighting Production 2 Credit Hours**
Prerequisite: DRAM 1134, and DRAM 2223; majors only. The investigation of various lighting crafts including special effects, three-phase power, and lighting console programming. An in-depth study of the role of the master electrician's duties as they are understood in the industry including: power distribution, hang, load-in, and focus sessions. (Irreg.)
- DRAM G4323 Stage Combat I: Unarmed Stage Combat 3 Credit Hours**
Prerequisite: 2323 and senior standing. Introduces students to the basic principles of unarmed stage combat. Course focuses on safety, emotional commitment and developing proficiency in techniques required for certification by society of American fight directors. (Sp)
- DRAM G4333 Stage Combat: Edged Weaponry 3 Credit Hours**
Prerequisite: 2323 and senior standing. Introduces students to the basic principles of armed stage combat using edged weaponry. Course focuses on safety, emotional commitment and developing proficiency in techniques required for certification by society of American fight directors. (Sp.)
- DRAM G4353 Costume Design II 3 Credit Hours**
Prerequisite: DRAM 2343, DRAM 3353; majors only. Promotes an understanding of style as a design consideration and encourages an awareness of the relationships between theatrical styles and historical styles. (Irreg.)
- DRAM 4363 Costume Design III 3 Credit Hours**
Prerequisite: DRAM 2343, DRAM 3353, DRAM 4353; majors only. To further develop costume design students presentation and illustration skills. Also, allows the student to explore every facet of the design process. (Irreg.)
- DRAM 4413 Advanced Sound Design 3 Credit Hours**
Prerequisite: DRAM 3413. The course builds upon the skills developed in DRAM 3413 to hone critical design practices in the art of Sound Design for the theatre. (F)
- DRAM 4423 Sound Scoring 3 Credit Hours**
Prerequisites: MTHR 1501 and DRAM 3413. Develops music research and compositional skills necessary to provide music sufficient to support the artistic goals of a theatrical production. (F)
- DRAM G4513 Professional Preparation 3 Credit Hours**
Prerequisite: 2523 and juried audition. Teaches the audition process including selection and preparation of audition pieces, preparation of photos and resumes, training for interviews, preparation for advanced training programs and an introduction to issues unique to the performance profession. (F)
- DRAM G4523 Acting for the Camera 3 Credit Hours**
Prerequisite: 2523 and jury auditions. Designed to instruct the student in the requirements, discipline, and basic techniques of working on camera as a professional actor, with an appreciation of the full process of creating a film or television program. All work by the student will be videotaped then subsequently replayed with a critique by the instructor. (Sp)
- DRAM 4533 Master Teachers of Acting 3 Credit Hours**
Prerequisite: DRAM 2523 and permission of instructor; majors only. A juried audition is required for permission. This is a team-taught course intended for upper-division acting students. The course provides 2-3 weeks each of extensive study of the techniques and methods of six legendary American acting teachers of the Stanislavski method. (Irreg.)
- DRAM 4643 Advanced Voice Extended Usage 3 Credit Hours**
Prerequisite: juried auditions. Develop the voice for extended usage in combat, laughing, crying, shouting, screaming, topping extraneous noise, and projecting in large or outdoor venues. The foundations of breath, resonance, and the free and open vocal track will be reviewed. Anatomy and care of the voice will be stressed. Theories of voice training will be explored. Practice skills with monologues and short scenes. (Sp)

- DRAM 4733 Dramaturgy Seminar 3 Credit Hours**
Prerequisite: DRAM 2733 or departmental permission. Designed to train students to do dramaturgy and literary management as they are currently practiced in American theatre. Develops students' skills in theatre research, writing and script analysis which may be applied to the functions of a dramaturg or other artist in the field. (Irreg.)
- DRAM 4743 The Modern Theatre 3 Credit Hours**
Prerequisite: 3713 and 3733 or permission. A survey of the modern western theatre from 1870 to the present emphasizing those departures in playwriting and scenography from the realistic mainstream. (Irreg.)
- DRAM 4763 Queer Theatre Through Film 3 Credit Hours**
Prerequisite: Junior standing. A survey of English-language gay and lesbian dramatic literature, using 20th century adaptations from the stage to film. (Sp)
- DRAM G4773 Playwriting I 3 Credit Hours**
Prerequisite: DRAM 2733 and permission of instructor. Study and practice in playwriting. Acquaints the student with dramatic structure and technical limitations placed upon material written for dramatic production and provides experience in writing for the stage. (F, Sp)
- DRAM G4783 Playwriting II 3 Credit Hours**
Prerequisite: permission. Study and practice in playwriting. Acquaints the student with dramatic structure and technical limitations placed upon material written for dramatic production and provides experience in writing for the stage. (F, Sp)
- DRAM 4803 Capstone Experience 3 Credit Hours**
Prerequisite: permission of instructor. Advanced, individual project which demonstrates mastery of skills and knowledge in student's area of interest, selected under advisement and guided by appropriate faculty member(s). Take in the senior year, capstone requires written document, either explanatory or evaluative, of the entire capstone project in appropriate research paper format. (F, Sp, Su) [V].
- DRAM 4810 Performance Practicum 1-2 Credit Hours**
1 to 2 hours. Prerequisite: permission. May be repeated; maximum credit 10 hours. Study and practice in rehearsal and performance as a cast member of OU Theatre. (F, Sp)
- DRAM 4820 Management Studio II 1-6 Credit Hours**
Prerequisite: 3820 and senior standing in drama. May be repeated with change of content; maximum credit six hours. Base for various units of study pertaining to the fields of theatre management and stage management. (F, Sp)
- DRAM 4822 Stage Management Studio II 2 Credit Hours**
Prerequisite: 3822 and senior standing. May be repeated; maximum credit four hours. Practical experience in stage management on university theatre productions. Laboratory (F, Sp)
- DRAM G4853 Theatre Management 3 Credit Hours**
Prerequisite: Junior standing and departmental permission. A study of the fundamental operations of commercial, professional non-profit, stock, dinner, and university theatre in the United States. (F)
- DRAM 4900 Professional Semester 3-12 Credit Hours**
3 to 12 hours. Prerequisite: junior or senior standing. Internship with a non-academic theatre (or theatre-related) organization which will augment the students academic experiences. (F, Sp, Su)
- DRAM 4940 Special Topics in Theatre 2-6 Credit Hours**
2 to 6 hours. Prerequisite: junior standing or permission of instructor. For majors only. May be repeated with change of content; maximum credit six hours. Varying topics in the study and practice of theatre and drama not covered in regularly scheduled courses or new developments within the area of expertise. (Irreg.)
- DRAM 4960 Directed Readings 1-4 Credit Hours**
1 to 4 hours. Prerequisite: good standing in University; permission of instructor and dean. May be repeated; maximum credit four hours. Designed for upper-division students who need opportunity to study a specific problem in greater depth than formal course content permits. (Irreg.)
- DRAM 4970 Special Topics/Seminar 1-3 Credit Hours**
1 to 3 hours. Prerequisite: Senior standing or permission of instructor. May be repeated; maximum credit nine hours. Special topics or seminar course for content not currently offered in regularly scheduled courses. May include library and/or laboratory research and field projects. (Irreg.)
- DRAM 4990 Special Studies 2-6 Credit Hours**
2 to 6 hours. Prerequisite: permission. May be repeated with change of subject matter; maximum credit 12 hours. A special creative or research project course on an advanced level in any phase of the theatre or drama adapted to the individual student. (F, Sp, Su)
- DRAM 5013 Introduction to Graduate Study 3 Credit Hours**
Prerequisite: graduate standing. Research methods and various types of critical expression and scholarly investigation. (F)
- DRAM 5050 Company Workshop for Graduate Students 2-6 Credit Hours**
2 to 6 hours. Prerequisite: permission. May be repeated; maximum credit 18 hours. Study and practice in production, rehearsal and performances as members of a theatre company. Laboratory (Su)
- DRAM 5213 Lighting Styles 3 Credit Hours**
(Slashlisted with 4213) Prerequisite: DRAM 2223. The course content is based on the experimentation of lighting themes found in symbolism, constructivism, expressionism and absurdism. The course will focus on concept development, execution and presentation. The course will delve deeply into advanced lighting practices and current technology. No student may earn credit for both 4213 and 5213. (Irreg.)
- DRAM 5613 Graduate Directing 3 Credit Hours**
Prerequisite: 12 hours of drama, including a course in acting, a course in interpretation and a course in directing. May be repeated up to three times with change of topic. A survey covering the various problems the graduate director might encounter. (F, Sp)
- DRAM 5733 Graduate Play Structure and Analysis 3 Credit Hours**
Prerequisite: graduate standing or permission of instructor. Instructs students in methods of structural analysis of dramatic literature encompassing a wide range of periods, styles and genres. (Sp)
- DRAM 5900 Professional Semester 3-12 Credit Hours**
Prerequisite: graduate standing. Internship with a non-academic theatre (or theatre-related) organization which will augment the student's academic experiences. (F, Sp, Su)
- DRAM 5913 Graduate Production Project 3 Credit Hours**
Prerequisite: 5163 and 5613 or permission. May be repeated with change of subject matter; maximum credit nine hours. Study and practice in assuming full responsibility for the staging of a full-length play. Laboratory (F, Sp, Su)

DRAM 5924 Graduate Performance/Process Studio 4 Credit Hours

Prerequisite: graduate standing. May be repeated; maximum graduate credit 16 hours for acting students; eight hours for directing students. Concentrated exercises and projects toward the development of the total actor and the director in the context of the actor. Work toward sensitizing the standards to self and environment; work on physical self: the vocal instrument, self in space, through work on scripts and performance of scripts in studio. Laboratory (F, Sp)

DRAM 5940 Special Topics in Theatre Drama 2-6 Credit Hours

Prerequisite: graduate standing or permission of instructor. For majors only. May be repeated with change of content; maximum credit nine hours. Varying topics in the study and practice of theatre and drama not covered in regularly scheduled courses or new developments within the area of expertise. (Irreg.)

DRAM 5960 Directed Readings 1-3 Credit Hours

1 to 3 hours. Prerequisite: graduate standing and permission of department. May be repeated; maximum credit twelve hours. Directed readings and/or literature reviews under the direction of a faculty member. (F, Sp, Su)

DRAM 5970 Graduate Seminar 1-4 Credit Hours

1 to 4 hours. Prerequisite: 12 hours of drama and graduate standing or permission. May be repeated with change of subject matter; maximum credit 12 hours. (F, Sp, Su)

DRAM 5980 Research for Master's Thesis 2-9 Credit Hours

Variable enrollment, two to nine hours; maximum credit applicable toward degree, six hours. (F, Sp, Su)

DRAM 5990 Special Studies for Graduate Students 2-6 Credit Hours

2 to 6 hours. Prerequisite: permission. May be repeated with change of subject matter; maximum credit each time six hours. (F, Sp, Su)