

# 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 and Sound 4 Credit Hours**  
Prerequisite: Majors only. This course acquaints students with the technical procedures and equipment involved in effective lighting and sound systems for theatrical productions. Emphasis includes safe handling of equipment, understanding basics of electricity and audio, and a hands-on process of working with lighting and sound equipment. Laboratory requirement reinforces concepts taught in class. (F, Sp)
- 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 Theatre 3 Credit Hours**  
Prerequisite: Non-theatre majors only. A course in theatre appreciation covering the nature and creation of theatre, with opportunity for the students to attend theatrical productions. (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**  
Prerequisite: Majors only. 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**  
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 2052 Traditional Media 2 Credit Hours**  
Prerequisite: DRAM 1133; majors only. Exploration and building of illustrative skills with the traditional art mediums used by theatrical designers. (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 2062 Digital Media 2 Credit Hours**  
Prerequisite: DRAM 1133; majors only. A course in basic visual design principles, concepts, and techniques of computer-aided design and rendering for the theatre. (F)
- 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 1134, majors only. Acquaints the student with advanced design, presentation, visual awareness and "styles" in lighting design. Includes practical production applications. (F)
- 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**  
Prerequisite: Majors only. 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 2451 Lighting Seminar I 1 Credit Hour**  
Prerequisite: May be repeated; maximum 2 credit hours; Majors only, sophomore standing or permission. This course will provide opportunity for students to work on their design or production electrician duties in a mentoring environment. Class will also discuss contemporary trends and issues in the theatrical lighting design industry. (F, Sp)
- 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 1513 and ENGL 1213/EXPO 1213; majors only; sophomore standing. Introduces students to basic techniques of dramaturgy: research, text analysis, and collaboration for theatrical production. (F, Sp)
- 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 2821 Design Drafting for Stage Managers 1 Credit Hour**  
Prerequisite: Majors only. Acquaints the stage management student to principles related to theatrical drafting, including terminology, fundamentals, and graphic standards. (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 3043 Computer Aided Design I for the Theatre 3 Credit Hours**  
Prerequisite: Majors only and DRAM 2062. The course will teach students to develop design and rendering skills using computer-aided design software currently used in the entertainment industry. (Sp)
- 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: Majors only and DRAM 3043. 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 3063 Projection Design 3 Credit Hours**  
Prerequisite: Course is not open to freshman; majors only; DRAM 2153, DRAM 2223, and DRAM 3043. This course explores the art and technique of projection design as it relates to theatrical performance and entertainment use. (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: Theatrical Intimacy 3 Credit Hours**  
Prerequisite: DRAM 2323, junior standing, and departmental permission. Introduces students to the basic principles of acting and staging moments of theatrical intimacy. Course focuses on safety, documentation, and storytelling through theatrical intimacy standards. (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 3443 Digital Audio Techniques 3 Credit Hours**  
Prerequisite: Majors only; DRAM 2413 and DRAM 3413. This course will provide sound design students with an extended understanding of digital audio. Emphasis is placed on editing and manipulating digital audio, understanding digital audio workstations, and adapting digital audio techniques to digital mixers and other digital audio equipment. (F)
- DRAM 3451 Lighting Seminar II 1 Credit Hour**  
Prerequisite: May be repeated; Maximum 2 credit hours; DRAM 2223, DRAM 2451, majors only, and junior standing or permission of instructor. This course builds on skills learned in DRAM 2223 and DRAM 2451 through practical application as a Lighting Designer or Production Electrician. Students will continue to develop skills used in the industry, and class will include focused discussions about contemporary trends and issues in theatrical lighting design and production. (F, Sp)
- 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 3543 Audition Techniques 3 Credit Hours**  
Prerequisite: Majors only, junior standing, DRAM 2523, and juried audition. This course is designed to help advanced undergraduate actors learn, hone, and drill audition techniques for theatrical, film/TV, and commercial auditions at the professional level. (F)
- 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 3753 Dramatic Structures: Story, Genre, Culture, Theory 3 Credit Hours**  
Prerequisite: Majors only and DRAM 2733. What shapes do stories take in theater? This course surveys select dramaturgical structures and theories of dramatic composition across performance histories and cultures. In particular, the course focuses on the relationship between dramatic shapes and how these forms continue to exert their influence today. (Irreg.)

- 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 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 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 1133; majors only. Acquaints students with the process of building the scenographic model as it relates to the design process. Lecture and Laboratory (Sp)
- 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 Design II 3 Credit Hours**  
Prerequisite: DRAM 2223, majors only, and sophomore standing or permission. This course explores specific design techniques and styles in lighting for drama and dance. Students will investigate the differences of each genre as well as become familiar with contemporary and traditional styles found in both. (Sp)
- DRAM 4173 Concert Lighting 3 Credit Hours**  
Prerequisite: Majors only; DRAM 2223 and DRAM 3053. This course explores the foundations of musical concert lighting, exploring the history of the art and the techniques used to create it. Students will develop skills in adapting techniques of modern lighting design to musical concert performance. (Sp)
- DRAM 4213 Lighting Design III 3 Credit Hours**  
Prerequisite: DRAM 4163, majors only, and junior standing or permission. This course explores specific design techniques and styles in lighting for opera and musical theatre. Students will investigate the differences of each genre as well as become familiar with contemporary and traditional styles found in both. (F)
- DRAM 4233 Costume Crafts for Theatre 3 Credit Hours**  
Prerequisite: DRAM 2243, DRAM 2253; junior standing; majors only. 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**  
Prerequisite: DRAM 1811 and DRAM 3413; majors only. Develops music research and compositional skills necessary to provide music sufficient to support the artistic goals of a theatrical production. (Sp)
- DRAM 4451 Lighting Seminar III 1 Credit Hour**  
Prerequisite: May be repeated; maximum 2 credit hours; DRAM 3451, majors only, senior standing or permission. This course builds on skills learned in DRAM 3451 through practical application as a Lighting Designer or Production Electrician. Students will further develop skills used in the industry, and class will include focused discussions about contemporary trends and issues in theatrical lighting design and production (F, Sp)
- DRAM 4513 Professional Preparation 3 Credit Hours**  
Prerequisite: Majors only, junior standing, and DRAM 3543. Teaches the skills necessary for the performer to enter the profession; preparation of photos and resumes, training for interviews, preparation for advanced training programs, and an introduction to issues unique to the business. (Sp)
- 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 4553 Acting for the Camera II 3 Credit Hours**  
Prerequisite: Majors only and DRAM 4523. Designed to continue instructing the student in the requirements, discipline, strategies, business tools, and techniques of working on camera as a professional actor, building on principles established in DRAM 4523. (Sp)
- DRAM 4563 Showcase 3 Credit Hours**  
Prerequisite: Majors only, senior standing, and DRAM 4523. This course is designed to create a flexible structure within which seniors will accomplish Senior Showcase preparation and acquire professional skills, materials, and strategies necessary for the successful navigation of the Senior Showcase process and their careers in the professional industry. (F)
- 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 4731 Dramaturgy Studio 4 1 Credit Hour**  
Prerequisite: Majors only, DRAM 1731, DRAM 2731, and DRAM 3731; may be repeated; maximum credit two hours. 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 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 US Latinx Theater & Politics: 1950s to Today 3 Credit Hours**  
Prerequisite: Majors only and DRAM 2733 or permission of instructor. This class looks at US-based Latinx theater and performance from the mid-twentieth century to today. In its discussions of artists, productions, aesthetics, themes, and companies, the class notes important contributions from theorists in Latinx studies; students will also consider the sociopolitical contexts that surround and shape Latinx theater and performance. (Irreg.)
- DRAM 4752 Season, Sequence, Script: The Art of Critical Selection 2 Credit Hours**  
Prerequisite: Majors only and DRAM 2733. In this course, students will interact with the season selection process at the School of Drama and develop a roundtable appreciation for literary management, artistic leadership, project curation, and institutional outreach. Students will meet with artistic leaders, produce play reports, and pitch a final project of their own. (Irreg.)
- 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: Departmental permission. May be repeated; maximum credit 8 hours. Study and practice in process and performance as a cast member, dramaturg, or designer of OU theatre productions. (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: May be repeated with change of content; maximum credit 12 hours; Majors only; junior standing or permission of instructor. 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 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)