### DRAM-DRAMA

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Course Title</th>
<th>Credit Hours</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>DRAM 1114</td>
<td>Costume Construction</td>
<td>4</td>
<td>The theory and practice of the construction, finishing and handling of stage costumes. Includes practical production applications. Laboratory (F, Sp, Su)</td>
</tr>
<tr>
<td>DRAM 1124</td>
<td>Stagecraft</td>
<td>4</td>
<td>Stagecraft. The Theory And Practice Of The Construction, Painting And Handling Of Scenery And Props. Includes Practical Production Applications. Laboratory (F, Sp, Su)</td>
</tr>
<tr>
<td>DRAM 1133</td>
<td>Drawing and Rendering</td>
<td>3</td>
<td>Exploring methods of using freehand drawing to communicate design ideas. Skill building course: form, shape, color, texture, light. Includes some mechanical drawing. (F, Sp)</td>
</tr>
<tr>
<td>DRAM 1134</td>
<td>Stage Lighting and Sound</td>
<td>4</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1141</td>
<td>Stage Management Seminar I</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1141</td>
<td>Makeup</td>
<td>1</td>
<td>To direct and provide experience in the effective application of makeup materials in creating an impression of character. (F, Sp)</td>
</tr>
<tr>
<td>DRAM 1503</td>
<td>Acting for Non-Majors</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1513</td>
<td>Introduction to Acting</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1523</td>
<td>Character Study for the Actor</td>
<td>3</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 1603</td>
<td>Voice And Diction for Non-Majors</td>
<td>3</td>
<td>Improves the student's voice, articulation, pronunciation and expressive intonation for effective communication. (Irreg.)</td>
</tr>
<tr>
<td>DRAM 1612</td>
<td>Introduction to Voice and Movement</td>
<td>2</td>
<td>Prerequisite: School of Drama freshmen performance majors. Skill-based course introduces the student to the foundations of voice and movement for the actor. (F)</td>
</tr>
<tr>
<td>DRAM 1643</td>
<td>Voice and Speech I</td>
<td>3</td>
<td>Prerequisite: 1523. Improves the student's voice, articulation, pronunciation and expressive intonation for effective communication, and performing for the stage. (F)</td>
</tr>
<tr>
<td>DRAM 1713</td>
<td>Understanding Theatre</td>
<td>3</td>
<td>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]</td>
</tr>
<tr>
<td>DRAM 1731</td>
<td>Dramaturgy Studio 1</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1811</td>
<td>Music Notation and Score Reading for Stage Managers and Designers</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 1911</td>
<td>Rehearsal and Production</td>
<td>1</td>
<td>(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)</td>
</tr>
<tr>
<td>DRAM 2013</td>
<td>Introduction to Theatrical Design and Production</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 2052</td>
<td>Traditional Media</td>
<td>2</td>
<td>Prerequisite: DRAM 1133; majors only. Exploration and building of illustrative skills with the traditional art mediums used by theatrical designers. (Sp)</td>
</tr>
<tr>
<td>DRAM 2053</td>
<td>Computer Aided Design I for the Theatre</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 2062</td>
<td>Digital Media</td>
<td>2</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 2141</td>
<td>Stage Management Seminar II</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 2153</td>
<td>Scene Design</td>
<td>3</td>
<td>Prerequisite: 1124 and 1133. Acquaints the student with the practical and aesthetic principles involved, and provides experience in designing scenery. (F)</td>
</tr>
<tr>
<td>DRAM 2223</td>
<td>Lighting Design</td>
<td>3</td>
<td>Prerequisite: DRAM 2214, permission. Acquaints the student with advanced design, presentation, visual awareness and &quot;styles&quot; in lighting design. Includes practical production applications. (Sp)</td>
</tr>
</tbody>
</table>
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 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)
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<th>Course Code</th>
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<th>Credits</th>
<th>Prerequisites/Details</th>
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<tbody>
<tr>
<td>DRAM 3141</td>
<td>Stage Management Seminar III</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3223</td>
<td>Costume Construction Techniques</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3323</td>
<td>Stage Movement: Theatrical Intimacy</td>
<td>3</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 3353</td>
<td>Costume Design</td>
<td>3</td>
<td>Prerequisite: 1114. Acquaints students with elementary costume design and construction, historical styles, character evaluation and design sources. (F)</td>
</tr>
<tr>
<td>DRAM 3413</td>
<td>Sound Design</td>
<td>3</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 3433</td>
<td>Advanced Materials for Stage Scenery and Properties</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3440</td>
<td>Mentored Research Experience</td>
<td>3</td>
<td>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 &amp; Creative Projects (URCP) Mentoring Agreement and file it with the URCP office. Not for honors credit. (F, Sp, Su)</td>
</tr>
<tr>
<td>DRAM 3443</td>
<td>Digital Audio Techniques</td>
<td>3</td>
<td>Prerequisite: Majors only; DRAM 2413 and DRAM 4113. 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)</td>
</tr>
<tr>
<td>DRAM 3451</td>
<td>Lighting Seminar II</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3513</td>
<td>Performing Departures from Realism</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3523</td>
<td>Performing New Plays</td>
<td>3</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 3533</td>
<td>Advanced Shakespeare Performance</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3613</td>
<td>Directing I</td>
<td>3</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3623</td>
<td>Directing II</td>
<td>3</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 3643</td>
<td>Voice And Speech III</td>
<td>3</td>
<td>Prerequisite: 2643, junior standing. Develops the actor’s vocal instrument as an integrated function of self and character. Work on dialects. (F)</td>
</tr>
<tr>
<td>DRAM 3713</td>
<td>History of the Theatre I</td>
<td>3</td>
<td>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].</td>
</tr>
<tr>
<td>DRAM 3723</td>
<td>History of the Theatre II</td>
<td>3</td>
<td>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].</td>
</tr>
<tr>
<td>DRAM 3731</td>
<td>Dramaturgy Studio 3</td>
<td>1</td>
<td>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)</td>
</tr>
<tr>
<td>DRAM 3781</td>
<td>Topics in Dramatic Literature</td>
<td>1</td>
<td>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.)</td>
</tr>
<tr>
<td>DRAM 3822</td>
<td>Stage Management Studio I</td>
<td>2</td>
<td>Prerequisite: 2813 and junior standing. May be repeated; maximum credit four hours. Practical experience in stage management on university theatre productions. Laboratory (F, Sp)</td>
</tr>
<tr>
<td>DRAM 3833</td>
<td>Advanced Stage Management</td>
<td>3</td>
<td>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)</td>
</tr>
</tbody>
</table>
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; audience 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 4253 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 2223, 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 2243, 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 G4513  Professional Preparation  3 Credit Hours
Prerequisite: DRAM 2523, departmental permission, 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 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)