## UMBC UGC Change in Existing Course: THTR 104 Introduction to Costume

 
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**COURSE INFORMATION:** (please provide all information in the "current" column, and only the information changing in the "proposed" column)

change		current	proposed
	Course Number(s)	THTR 104	
$\boxtimes$	Formal Title	Introduction to Costume	Costume Construction
$\boxtimes$	Transcript Title (≤30c)	Intro to Costume	Costume Construction
	Recommended Course Preparation	None	
	Prerequisite NOTE: Unless otherwise indicated, a prerequisite is assumed to be passed with a "D" or better.	None	
	# of Credits Must adhere to the <u>UMBC Credit Hour</u> Policy	3	
	Repeatable?	🗌 Yes 🖾 No	Yes No
	Max. Total Credits	3	Max. Total Credits: This should be equal to the number of credits for courses that cannot be repeated for credit. For courses that may be repeated for credit, enter the maximum total number of credits a student can receive from this course. E.g., enter 6 credits for a 3 credit course that may be taken a second time for credit, but not for a third time. Please note that this does NOT refer to how many times a class may be retaken for a higher grade.
$\boxtimes$	Grading Method(s)	🗌 Reg (A-F) 🗌 Audit 🗌 Pass-Fail	🛛 Reg (A-F) 🗌 Audit 🗌 Pass-Fail

## **CURRENT CATALOG DESCRIPTION:**

A study of the process involved in the creation of clothing for the stage. The course will examine clothing in its historical context through the use of film, slides, guest lecturers and department productions. Students will learn to read and analyze scripts with an eye to discovering the finer points of gender, class, rank and age. Lab hours will reinforce these concepts by allowing students to work on specific projects related to departmental productions.

**PROPOSED CATALOG DESCRIPTION (**Approximately 75 words in length. Please use full sentences): leave blank if no changes are being proposed to the catalog description. NOTE: information about prerequisites should NOT appear in the catalog description.)

The course examines the costume construction process for stage starting from pattern to completed garment. Students will have a thorough introduction to garment construction techniques, safety concerns, textiles, wardrobe, and costume shop practices. Lab hours reinforce these concepts through work on specific projects that develop skills required for further study and projects on departmental productions.

## **RATIONALE FOR CHANGE:**

The curricular changes to THTR 100 and THTR 104 are among the final steps in transitioning the curriculum from a model of one professor in scene and costume design, to having a dedicated faculty in each. In the former model. THTR 100 and 104 needed to include a thorough introduction to design concepts as a means to bridge a student's study into later courses in the design of each area. With our current structure, scene and costume design are offered on a regular basis and are more closely aligned to the design models in American regional theatre practices.

This shift now allows THTR 100 and 104 to be solely focused on the construction and technical aspects of each area, as they are each taught by faculty specialists in theatre technology. By focusing these courses to technical production, we believe a student will be better rooted in their respective crafts at this foundational level, thereby enhancing student learning outcomes in future technical theatre studies.