1. Catalog Description:
   a. Theatre Arts 2210
   b. Introduction to Costuming
   c. (3-3-3)
   d. S
   e. Intro Costumes
   f. The basic techniques required for theatrical costume construction. Students will gain a basic working knowledge of the costume shop, including an understanding of patterns, fabric manipulation, and basic sewing skills.
   g. Prerequisite: None

2. Course Objectives:

   Theatre Arts 2210 is a course designed to meet the following objectives:
   a. To gain a basic understanding of the function of a theatrical costume shop
   b. To develop skills in hand and machine sewing for theatrical costume construction
   c. To develop skills in understanding patterns and fabric manipulation

3. Course Outline: This course will meet for 15 weeks of two 150-minute sessions per week. There are 6 units delivered in a workshop format, combining the instructor’s lectures and demonstrations with practical experience in construction techniques. Students’ achievements will be evaluated through written exams and hand and machine sewn projects. Throughout the semester, students will also be required to participate in the working environment of the costume shop, either by working on a costume construction or costume running crew.

   Unit 1/ Weeks 1-3: The first weeks of the course will be devoted to developing an understanding of the function of the costume shop. Students will learn about the processes and people involved in designing and creating costumes, the function of the various machines and tools used, and how to work on a wardrobe crew for a production.

   Unit 2/ Weeks 4-5: Students will then begin to develop skills in basic hand and machine sewing techniques and complete samplers using both types of techniques.

   Unit 3/ Weeks 6-7: Students will continue their study of fabric manipulation and patterns.

   Units 4-5/ Weeks 7-11: Students will work on beginning sewing projects such as robes, aprons, or slopers, while they learn to combine their understanding of patterns with their developing sewing skills.

   Unit 6/ Weeks 12-15: Students will apply the skills learned in class to construct a wearable garment using a commercial pattern. This project will serve as their final project.

   Evaluation:

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<tbody>
<tr>
<td>Written Exams</td>
<td>25%</td>
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<tr>
<td>Shop Work</td>
<td>10%</td>
</tr>
<tr>
<td>Sewing Projects</td>
<td>40%</td>
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<tr>
<td>Final Project</td>
<td>25%</td>
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4. Implementation

   a. This course will be assigned to either Christy Joern or Karen Eisenhour.
   b. There is a course fee of $25.00 required for this course. Students may also elect to purchase fabric and supplies for their final project. Cost will vary according to student choice.
5. Rationale

a. **Purpose and need:**
   This course has been revised to make the credit hours earned in line with national practices.

b. **Justification of the level of the course and its prerequisites:**
   Offering Theatre Arts 2210 at the 2000 level allows the course to be taken by freshmen and sophomores, who would benefit from learning these basic skills at the beginning of their development within the major.

c. **Similarity to existing courses:**
   This course does not resemble other Theatre Department or University offerings.

d. **Requirement or elective:**
   This course will be required in the Technical & Design category of the Core Requirements for all Theatre Arts Majors, and for the Option in Theatre Arts for Teacher Certification. It is also required for a Minor in Theatre Arts or a Minor in Theatre Arts for Teacher Certification.

6. A community college course may be judged equivalent to this course.

7. **Date approved by Department Curriculum Committee:** April 9, 2001

8. **Date approved by College Curriculum Committee:** April 30, 2001

9. **Date Approved by CAA:** July 19, 2001