

Course Outline for: THTR 1130 Costume Construction**A. Course Description**

1. Number of credits: 3
2. Lecture hours per week: 3
3. Prerequisites: None
4. Corequisites: None
5. MnTC Goals: Goal #6 Humanities and Fine Arts

Explore the basic theory and practice, the design purpose, tools, and methods of stage costuming to see how it enriches the meaning of the drama. Formulate criteria for interpreting designs and experience practical problem-solving through costume construction techniques for production. Costume shop hours required.

B. Date last reviewed/updated: February 2022**C. Outline of Major Content Areas**

1. Studying the purpose and theories of stage costume construction.
2. Analyzing how the costume designer relates to costume shop personnel in order to create costumes which fit the playwright's needs and the director's concept.
3. Identifying research techniques for a costume technician to establish period through costumes.
4. Learning construction techniques for garments and accessories.
5. Interpreting Designer renderings and developing patterns.
6. Work on Normandale productions for practical experience.

D. Course Learning Outcomes

Upon successful completion of the course, the student will be able to:

1. Describe what constitutes an effective and collaborative costume (2a, 2b, 2c, 2d, 6a, 6b, 6c, 6e)
2. Demonstrate proficiency in both hand and machine sewing techniques (2b, 2d, 6d)
3. Research and create patterns based on renderings (2b, 2d, 6a, 6d)
4. Take accurate costume measurements and apply the information to determine sizing of a garment or existing pattern (2b, 2d, 6d)

E. Methods for Assessing Student Learning

1. Class attendance and participation
2. Sampler Book of construction techniques
3. Written reports and critiques on plays attended
4. Completing of assignments and projects
5. Oral evaluation of creative projects

F. Special Information

Students must bear the expense of tickets to assigned theatre performances and for special materials and equipment needed.