

Syllabus for
DRAM 303 – Costume Design
3 Credit Hours
Spring 2024

I. COURSE DESCRIPTION

An introductory course into all things Costume in theatre. From Costume Design to Costume Shop Manager, Costume Creation, and Costume Crewing. This course will touch on each area within theatre that costume is associated with. Classwork will include studying design elements, in-class projects, visits from industry professionals all culminating to a final project incorporating all costume areas.

Prerequisites: DRAM 116 – Introduction to Theatrical Design

II. STUDENT LEARNING OUTCOMES FOR THIS COURSE

A. As a result of successfully completing this course, the student will be able to do the following:

- a. Design and execute a concept for an assigned show.
- b. Successfully work within a costume shop.
- c. Produce basic costume pieces from templates.
- d. Create paperwork focused on costumes within a production.
- e. Utilize materials available to you to create a design.

B. Objectives for Students in Teacher Preparation Programs

III. ASSOCIATED PROGRAMS

This course meets degree completion requirements for the following program.

A. Theatre

a. Outcome 1: Intellectual/Academic/Personal Resilience

The student will articulate & defend their Christian aesthetic which will be grounded in theatre's history and best artistic practices. Through reflection of personal and other theatrical performances, the student will discover the importance of criticism as an evaluation tool.

b. Outcome 4: Leadership

The student will recognize and create traditional and non-traditional theatrical works that promote a truthful impact on culture in both local and global environments. The students will discover and communicate the relevance of theatre in society.

c. Outcome 5: Professional Proficiency

The student will develop the skills and attributes necessary for a professional artist. Through the practical application of various theatre techniques and evaluation of industry requirements, the student will navigate their personal habits, work ethic, leadership skills, and other individual attributes in order to fulfill their vision and calling as Christian artists.

IV. UNIVERSITY OUTCOMES

This course aligns with the following University Outcomes.

- A. Personal Resilience
- B. Intellectual Pursuit
- C. Global Engagement
- D. Bold Vision

V. TEXTBOOKS AND OTHER LEARNING RESOURCES

Required Textbook & Play:

Durbin, Poe H. (2023). The Costume Designer's Toolkit, Routledge
ISBN: 978-0-367-85828-5

Christie, Agatha. (1954). The Mousetrap, Samuel French, Inc
ISBN: 0-573-61923-9

Optional Textbook:

Pride, Rebecca. (2019). The Costume Supervisor's Toolkit. Routledge
ISBN:978-1-138-18258-5

VI. POLICIES AND PROCEDURES

Attendance – At Oral Roberts University, students are expected to attend all classes. Understanding that there are sometimes unavoidable circumstances that prevent perfect attendance, each student is allowed to miss class the number of times per week a class meets, 3 for this class. This allowance is for illness, personal business, and personal emergencies. Students may consider these personal days or sick leave. If a student has absences in excess of this number, the earned grade for the course will be reduced by one letter grade for each hour's absence above those allowed. A student missing class due to illness must take an unexcused absence. Extended illnesses are handled on an individual basis and require a doctor's excuse.

Tardies – Tardies are an inconvenience to the other class members and the professor, and they prevent the late student from obtaining maximum value from the class. Therefore, tardies are calculated in the attendance provision for this course. Three tardies equal one absence and are included in the absences when determining the course grade. It is to the student's advantage to make sure that the professor is informed immediately following the close of the class that the student was tardy and not absent. It is not the professor's responsibility to stop the class to mark the student late; the student is the one responsible to convey that information following that class. Students should not expect to be credible the following class session concerning a late arrival on the previous day.

Late Work – The student is responsible for obtaining class assignments and the material covered during absence. All work must be completed as scheduled. An absence is not an excuse for turning in late work or for being unprepared with assignments for the class following the absence. If late work is accepted, a substantial penalty will be assessed.

Administrative Excused Absences – Students who must miss class for University sponsored activities must follow these procedures:

- a. Inform the professor before the event.
- b. Arrange to complete missed work within one week.
- c. Not commit to class performances (oral reports, speeches, television tapings, group presentations, etc.) on a date the student will be gone. Makeup work is not permitted if the student voluntarily commits to a performance on the date of an administratively excused absence.
- d. Present an excuse, signed by the Dean of Arts and Cultural Studies, the day the student returns.

Evaluation Procedures

The student's grade depends on the following items:

Class Participation & Attendance	20%
Play Analysis & Quiz	10%
Shop Hours	10%
Costume Construction Piece	10%
Discussions	15%
Final Project	35%

III. COURSE CALENDAR

Week 1	Introduction/Importance of Costumes & Terminology
Week 2	What is the Costume Designer?
Week 3	Play Research & Analysis
Week 4	Resourceful Tactics
Week 5	What is the Costume Shop Manager?
Week 6	Shop Tactics

Week 7	What is Costume Construction?
Week 8	Creation Tactics
Week 9	Hair & Makeup
Week 10	What is a Wardrobe Manager?
Week 11	Paperwork for Costumes
Week 12	What is a Costume Crew Member?
Week 13	Final Observations
Week 14	Finals – Final Project Due

SUBJECT TO CHANGE

Course Inventory for ORU's Student Learning Outcomes

**DRAM 303—Costume Design
YEAR**

This course contributes to the ORU student learning outcomes as indicated below:

Significant Contribution – Addresses the outcome directly and includes targeted assessment.

Moderate Contribution – Addresses the outcome directly or indirectly and includes some assessment.

Minimal Contribution – Addresses the outcome indirectly and includes little or no assessment.

No Contribution – Does not address the outcome.

The Student Learning Glossary at <http://ir.oru.edu/doc/glossary.pdf> defines each outcome and each of the proficiencies/capacities.

OUTCOMES & Proficiencies/Capacities		Significant Contribution	Moderate Contribution	Minimal Contribution	No Contribution
1	Outcome #1 – Spiritually Alive Proficiencies/Capacities				
1A	Biblical literacy				x
1B	Spiritual Formation			x	
2	Outcome #2 – Intellectually Alert Proficiencies/Capacities				
2A	Critical thinking, creativity, and aesthetics	x			
2B	Global & historical perspectives	x			
2C	Information literacy	x			
2D	Knowledge of the physical and natural world	x			
3	Outcome #3 – Physically Disciplined Proficiencies/Capacities				
3A	Healthy lifestyle			x	
3B	Physically disciplined lifestyle			x	
4	Outcome #4 – Socially Adept Proficiencies/Capacities				
4A	Ethical reasoning and behavior	x			