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EGO 133 Faces Of Theatre: Theory, Practice and Performance [2 credits, 24 hours]

Theatre is intrinsically a multi-level collaborative art: playwright, director, actor, lights and sound designers, make-up artiste, costume designer and producer, all these together take the play from the page to the stage for a performance. Still further, a performance often demands collaboration with musicians, singers, dancers, and visual artistes. Thus, a student of theatre gains immense exposure to, and insights into, creative collaborative experiences, a very significant mode of existence in the present over-competitive world.

Objectives:

- 1. The primary objective of this 2 credit course is to create a space whereby learners can begin to experience the multi-level nature of the theatre as a form of art.
- 2. The course aims at clarifying the relationship between the page of the written script and the stage of performance.
- 3. The course will introduce learners to various theoretical aspects of drama and theatre, including elements, genres, playwrights, as well as practical considerations such as use of space, voice, body movement, emotional memory, inter-personal relationships.
- 4. The course is designed to achieve a balance between theory, practice and performance.

Learning Outcome:

It is expected that, by the end of the semester the learner will:

- a. Be conversant with a historical overview of theatre
- b. Pick up basic theatre skills like acting, play writing and production
- c. Discover the demanding and healing nature of collaboration that theatre thrives on

Course Content:

1. Theatre as Art [4 contact hours]

- a. A brief introduction to theatre. A brief history: ancient India, ancient Greece, European, Medieval drama, the Renaissance, Modern, Absurdist, Postmodern. Types: Classical, Folk, Popular, Street, Proscenium, Eastern theatre.
- b. **Styles of acting in theatre:** Stylized movement and dance; Naturalism, Realism, Stanislavsky and the Method School; Mime; Opera; Commedia dell'arte; Grotowsky's Poor Theatre; Physical Theatre, Total Theatre.
- c. Important aspects of performance: Use of Space. Body Movement, Voice, Audience.

2. Theatre as Reflection

[4 contact hours]

- a. **The written text.** The elements of a play: character, plot, dialogue, theme.
- b. A brief introduction to some playwrights: William Shakespeare, Henrik Ibsen, Bertolt Brecht,
 G.B. Shaw, Oscar Wilde, Arthur Miller, Edward Albee, Mahasweta Devi, Mahesh Dattani, Vijay Tendulkar, Girish Karnad.
- c. Writing a play: a workshop on working with theme, characters, plot.

3. Theatre as Disguise

[4 contact hours]

- a. What do costumes and masks disguise and reveal?
- b. Creating characters: driving motives, emotional life, conflict, external manner.
- c. Acting. Costumes. Masks. Make-up.

4. Theatre as Collaboration

[4 contact hours]

- a. Collaboration rather than competition among all participants
- b. Collaboration with other arts: Music, Song, Dance, Painting, Photography, Video.

5. Theatre as Craft

[4 contact hours]

Sound, Lights, Stage Setting, Stage Management.

6. Theatre as Performance

[4 contact hours]

- a. From page to stage: rehearsals.
- b. **Direction:** casting, interpretation, awareness.
- c. Relationships on stage: Director, Actors, Technicians, Production personnel, Audience.

7. Theatre Skills for Life

[4 contact hours]

- a. Preparation and Performance.
- b. The 'we-dentity' of theatre, a counter-cultural attitude to work, art and life.

8. A Concluding Performance

[2 contact hours]

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EGO 134 The Graphic Novel [4 credits, 48 hours]

Objectives:

- 1. To understand various modes of human expression and communication in art, media, etc.
- 2. To explore how graphic novels are constructed.