

Minnesota State University Moorhead

THTR 350: Costume Studio

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: *.*

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

Costume Studio explores theatrical costume design and construction. THTR 234 Theatrical Design Principles is recommended as a prerequisite.

B. COURSE EFFECTIVE DATES: 08/20/2012 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. History of costume/clothing from ancient world to present
2. History of architecture from ancient world to present.
3. History of architecture from ancient world to present.

D. LEARNING OUTCOMES (General)

1. To familiarize you with the vocabulary of costume, architecture and décor history.
2. To increase your understanding and appreciation of the evolution of the Western World of clothing and architecture from primitive times to the present as it relates to social history, economics, technology, art and politics.
3. To apply historic research methods.
4. To apply historic research methods.
5. To acknowledge the essential role of Architecture and Decor in society and in your theatrical career.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted