TTHA M27A: COSTUME DESIGN I

Originator

jloprieno

Co-Contributor(s)

Name(s)

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College

Moorpark College

Discipline (CB01A)

TTHA - Technical Theatre

Course Number (CB01B)

M27A

Course Title (CB02)

Costume Design I

Banner/Short Title

Costume Design I

Credit Type

Credit

Start Term

Fall 2023

Formerly

THA M27A - Costume Design I

Catalog Course Description

Explores costume history, styles, design, and basic construction techniques from diverse cultures, peoples, backgrounds and styles as an introduction to theatrical costuming. Includes the use of appropriate fabrics and materials for costume design.

Taxonomy of Programs (TOP) Code (CB03)

1006.00 - *Technical Theater

Course Credit Status (CB04)

D (Credit - Degree Applicable)

Course Transfer Status (CB05) (select one only)

A (Transferable to both UC and CSU)

Course Basic Skills Status (CB08)

N - The Course is Not a Basic Skills Course

SAM Priority Code (CB09)

C - Clearly Occupational

Course Cooperative Work Experience Education Status (CB10)

N - Is Not Part of a Cooperative Work Experience Education Program

Course Classification Status (CB11)

Y - Credit Course

Educational Assistance Class Instruction (Approved Special Class) (CB13)

N - The Course is Not an Approved Special Class

Course Prior to Transfer Level (CB21)

Y - Not Applicable

Course Noncredit Category (CB22)

Y - Credit Course

Funding Agency Category (CB23)

Y - Not Applicable (Funding Not Used)

Course Program Status (CB24)

1 - Program Applicable

General Education Status (CB25)

Y - Not Applicable

Support Course Status (CB26)

N - Course is not a support course

Field trips

May be required

Faculty notes on field trips; include possible destinations or other pertinent information

Theatre in DTLA, Ventura County, etc...

Grading method

(L) Letter Graded

Alternate grading methods

- (0) Student Option-Letter/Pass
- (P) Pass/No Pass Grading

Does this course require an instructional materials fee?

No

Repeatable for Credit

No

Is this course part of a family?

Nο

Units and Hours

Carnegie Unit Override

Nο

In-Class

Lecture

Minimum Contact/In-Class Lecture Hours

35

Maximum Contact/In-Class Lecture Hours

35

Activity

Laboratory

Minimum Contact/In-Class Laboratory Hours

52.5

Maximum Contact/In-Class Laboratory Hours

52.5

Total in-Class

Total in-Class

Total Minimum Contact/In-Class Hours

87.5

Total Maximum Contact/In-Class Hours

87.5

Outside-of-Class

Internship/Cooperative Work Experience

Paid

Unpaid

Total Outside-of-Class

Total Outside-of-Class

Minimum Outside-of-Class Hours

70

Maximum Outside-of-Class Hours

70

Total Student Learning

Total Student Learning

Total Minimum Student Learning Hours

157.5

Total Maximum Student Learning Hours

157.5

Minimum Units (CB07)

3

Maximum Units (CB06)

3

Student Learning Outcomes (CSLOs)

Upon satisfactory completion of the course, students will be able to:

- demonstrate the ability to sew basic costumes utilizing patterns and various fabrics.
- 2 utilize script analysis and basic research skills to explain the artistic concepts for costume choices that support the theme, style and period of a play.

Course Objectives

Upon satisfactory completion of the course, students will be able to:

- demonstrate an introductory-level of ability to identify historical dress from diverse cultures, peoples, backgrounds and styles. .
- 2 demonstrate a basic knowledge of standard costume vocabulary.
- demonstrate a basic understanding of costume construction.

- 4
- 4 analyze a play to create a basic costume design concept that is specific to one or more characters from diverse cultures and styles.
- 5 analyze the effective use of costumes in a play in production.
- 6 communicate basic design concepts using original costume sketches and renderings.
- select appropriate fabrics for renderings and/or construction of garments based on research and the interpretation of a play.

Course Content

Lecture/Course Content

25% Introduction to stage costuming

- Problems of costume design
- Methods of historical research
- Selection of fabrics and color

25% Elements of Design

- Design concepts
- Renderings
- Garment construction techniques

25% Research, Material Selection

- Material selection, determine yardage needed
- Determine if a commercial pattern can be adapted or if a pattern must be created
- Possible field trips to museums, industry costume facilities, or fabric stores

25% Script Analysis

- Research historical setting of the play from diverse cultures, peoples, backgrounds and lifestyles.
- Character
- Adaptation of commercial patterns and fabric choices

Laboratory or Activity Content

30% Adapt a commercial pattern or create a pattern for the construction of a costume

- Cut fabrics and/or materials to the specifications of the pattern

50% Construct garment

- Mark and sew garment
- Fit garment
- Alter garment
- Present completed garment

20% Practice rendering techniques with in-class supervision/instruction

Methods of Evaluation

Which of these methods will students use to demonstrate proficiency in the subject matter of this course? (Check all that apply):

Written expression

Skills demonstrations

Methods of Evaluation may include, but are not limited to, the following typical classroom assessment techniques/required assignments (check as many as are deemed appropriate):

Essay exams

Individual projects

Laboratory activities

Laboratory practical examinations

Objective exams

Portfolios

Problem-solving exams

Quizzes

Reports/papers

Research papers

Skills demonstrations

Written analyses

Written creation (poem, screenplay, song)

Written homework

Other (specify)

Classroom Discussion

Projects

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Participation

Reports/Papers/Journals

Other

Observations of techniques utilized in garment construction and materials

Instructional Methodology

Specify the methods of instruction that may be employed in this course

Distance Education Laboratory activities Other (specify)

Specify other method of instruction

Hands-on lab work Video conferencing Written material Graphics

Describe specific examples of the methods the instructor will use:

The instructor will demonstrate how to analyze a script from a costumer's point of view.

The instructor will utilize a variety of mediums including fabric and figure templates to design costumes rendering from.

Representative Course Assignments

Writing Assignments

create costume plots and breakdowns.

write research papers on the historic periods in which plays are set and specifically discuss the period dress and costume by diverse cultures, peoples, backgrounds and styles.

create costume concepts based on analysis of a play.

Critical Thinking Assignments

determine appropriate attire for a character from a play based on the character's socio-economic condition and circumstances. create costume designs for stylized or abstract characters.

adapt commercial patterns and determine cost, amount of materials, and other resources required for construction.

Reading Assignments

provide lessons on how to read a play for research topics.

demonstrate how to utilize the symbolism and words in commercial patterns.

Skills Demonstrations

demonstrate an understanding of costume construction.

utilize tools and materials effectively.

Problem-Solving and Other Assignments (if applicable)

analyze a live performance for costume design.

solve problems that exist inherently when using various fabrics and materials.

Outside Assignments

Representative Outside Assignments

observe costume designs and accessories used in film.

attend a performance of a play set in a historical period and make special note of costume design.

research current wardrobe trends.

Articulation

C-ID Descriptor Number

THTR 174

Status Approved				
Equivalent Courses at 4 year institutions				
University	Course ID	Course Title	Units	
UC Irvine	DRAMA 50A	Introduction to Costume Design	4	
CSU Fullerton	THTR 277	Introduction to Costume Design	3	
UC Santa Barbara	THTR 25	Costume Design	4	
Comparable Courses within the VCCCD THA V20 - Costume Design and History THA V22A - Costume Technology I				
Equivalent Courses at other CCCs				
College	Course ID	Course Title	Units	
Cypress College	THEA 145 C	Fundamentals of Costume Designs	3	

District General Education

- A. Natural Sciences
- **B. Social and Behavioral Sciences**
- C. Humanities
- D. Language and Rationality
- E. Health and Physical Education/Kinesiology
- F. Ethnic Studies/Gender Studies

Course is CSU transferable

Yes

CSU Baccalaureate List effective term:

F2005

CSU GE-Breadth

Area A: English Language Communication and Critical Thinking

Area B: Scientific Inquiry and Quantitative Reasoning

Area C: Arts and Humanities

Area D: Social Sciences

Area E: Lifelong Learning and Self-Development

Area F: Ethnic Studies

CSU Graduation Requirement in U.S. History, Constitution and American Ideals:

UC TCA

UC TCA

Approved

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IGETC

Area 1: English Communication

Area 2A: Mathematical Concepts & Quantitative Reasoning

Area 3: Arts and Humanities

Area 4: Social and Behavioral Sciences

Area 5: Physical and Biological Sciences

Area 6: Languages Other than English (LOTE)

Textbooks and Lab Manuals

Resource Type

Textbook

Classic Textbook

Yes

Description

Cunningham, Rebecca. Basic Sewing for Costume Construction: A Handbook. 2nd ed., Waveland, 2011.

Resource Type

Textbook

Description

Pride, Rebecca. The Costume Supervisor's Toolkit: Supervising Theatre Costume Production From First Meeting to Final Performance. Routledge, 2018.

Resource Type

Textbook

Description

Huaixiang, Tan. Character Costume Figure Drawing; Step-by-Step Drawing Methods for Theatre Costume Designers. 3rd ed., Routledge, 2018.

Resource Type

Software

Description

Adobe Photoshop, 2023.

Resource Type

Textbook

Description

Malloy, Kaoime. The Art of Theatrical Design: Elements of Visual Composition, Methods and Practice. 2nd ed., Routledge, 2022.

Resource Type

Textbook

Description

McConnell, Larissa. Foundations of Flat Patterning and Draping for the Female Form. Routledge, 2022.

Library Resources

Assignments requiring library resources

Research using the library's print and online resources.

Sufficient Library Resources exist

Yes

Example of Assignments Requiring Library Resources

Research plays from diverse styles, cultures and peoples using the Library's print and online resources on such topics appropriate as costume design for the period in which a play is set. Locate plays through the Library's special Theatre Arts collection of scripts and online theatre database.

Distance Education Addendum

Definitions

Distance Education Modalities

Hybrid (1%-50% online) Hybrid (51%-99% online) 100% online

Faculty Certifications

Faculty assigned to teach Hybrid or Fully Online sections of this course will receive training in how to satisfy the Federal and state regulations governing regular effective/substantive contact for distance education. The training will include common elements in the district-supported learning management system (LMS), online teaching methods, regular effective/substantive contact, and best practices.

Yes

Faculty assigned to teach Hybrid or Fully Online sections of this course will meet with the EAC Alternate Media Specialist to ensure that the course content meets the required Federal and state accessibility standards for access by students with disabilities. Common areas for discussion include accessibility of PDF files, images, captioning of videos, Power Point presentations, math and scientific notation, and ensuring the use of style mark-up in Word documents.

Yes

Regular Effective/Substantive Contact

Hybrid (1%-50% online) Modality:

Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Welcome! Who Are You Discussion Theatre of the People Discussion Discovering Theatre Around You Discussion Play Discussion Theatre History Project Discussion Final Project Discussion
E-mail	Email, class announcements and tools such as "Message Students Who" and "Assignment Comments" in Canvas will be used to regularly communicate with all students to clarify class content, remind of upcoming assignments, and provide immediate feedback to students on coursework to facilitate student learning outcomes. Students will be given multiple ways to email instructor through Canvas inbox and faculty provided email account through their own canvas email and school email.

Other DE (e.g., recorded lectures)	Faculty will use a variety of tools and media integrated within the LMS to help students reach SLO such as: * Recorded Lectures, Narrated Slides, Screencasts * Instructor created content * MC Online Library Resources * Canvas Student Groups (Assignments, Discussions) * Websites and Blogs * Multimedia (YouTube, Films on Demand, 3CMedia, Khan Academy, etc.)
Synchronous Dialog (e.g., online chat)	Online office hours & Online group discussions
Video Conferencing	Video tools such as ConferZoom can be used to provide live synchronous sessions with students. ADA compliance will be upheld with Closed Captioning during the session or of the recorded session. Video Conferences will be used to facilitate SLOs and student-to-student group meetings will also be encouraged.
Hybrid (51%-99% online) Modality:	
Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Welcome! Who Are You Discussion Theatre of the People Discussion Discovering Theatre Around You Discussion Play Discussion Theatre History Project Discussion Final Project Discussion
E-mail	Email, class announcements and tools such as "Message Students Who" and "Assignment Comments" in Canvas will be used to regularly communicate with all students to clarify class content, remind of upcoming assignments, and provide immediate feedback to students on coursework to facilitate student learning outcomes. Students will be given multiple ways to email instructor through Canvas inbox and faculty provided email account through their own canvas email and school email.
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100% online Modality:	
Method of Instruction	Document typical activities or assignments for each method of instruction
Asynchronous Dialog (e.g., discussion board)	Welcome! Who Are You Discussion Theatre of the People Discussion Discovering Theatre Around You Discussion Play Discussion Theatre History Project Discussion Final Project Discussion

E-mail

Other DE (e.g., recorded lectures)

Synchronous Dialog (e.g., online chat)

Video Conferencing

Examinations

Hybrid (1%-50% online) Modality

On campus Online

Hybrid (51%-99% online) Modality

On campus Online Email, class announcements and tools such as "Message Students Who" and "Assignment Comments" in Canvas will be used to regularly communicate with all students to clarify class content, remind of upcoming assignments, and provide immediate feedback to students on coursework to facilitate student learning outcomes. Students will be given multiple ways to email instructor through Canvas inbox and faculty provided email account through their own canvas email and school

Faculty will use a variety of tools and media integrated within the LMS to help students reach SLO such as:

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- * MC Online Library Resources
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- * Multimedia (YouTube, Films on Demand, 3CMedia, Khan Academy, etc.)

Online office hours & Online group discussions

Video tools such as ConferZoom can be used to provide live synchronous sessions with students. ADA compliance will be upheld with Closed Captioning during the session or of the recorded session. Video Conferences will be used to facilitate SLOs and student-to-student group meetings will also be encouraged.

Primary Minimum Qualification

STAGECRAFT

Additional Minimum Qualifications

Minimum Qualifications

Drama/Theater Arts

Review and Approval Dates

Department Chair

10/24/2022

Dean

10/25/2022

Technical Review

01/19/2023

Curriculum Committee

2/7/2023

DTRW-I

MM/DD/YYYY

Curriculum Committee

MM/DD/YYYY

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MM/DD/YYYY

CCCCO

MM/DD/YYYY

Control Number

CCC000544676

DOE/accreditation approval date

MM/DD/YYYY