

Course Code: THE 105 (IAI TA 911)

Course Title: Stagecraft

Department: Arts, Media, and Social Sciences

Effective Date: Summer 2026

PCS Code: 1.1 - Baccalaureate/Transfer

CIP Code: 50.0502

Repeatability: 0

Credit Hours

Catalog Notation: 2-2-3

Credit Hour Distribution:

Lecture: 2

Lab: 2

Clinical: 0

Total: 3

General Course Information

Catalog Description

Introduces safety procedures and basic techniques of scenery and property construction, tool use, scene painting, and sound and lighting. Laboratory experience is mandatory.

General Course Objectives

To introduce the fundamentals of stagecraft and to provide basic stagecraft skills.

Minimum Placement Levels

English	Reading	Math
None	Placement out of CCS 098	None

Prerequisites

None

Methods of Evaluation

2-5 quizzes, midterm exam, comprehensive final exam, participation in classroom discussion, and engagement with a minimum of 3 lab/hands-on projects.

Instructional Materials and Additional Supplies

Theatrical Design and Production, Gillette.

Course Content

General Learning Outcomes (GLOs)

- Creativity and Innovative Thinking: Students will design, present, and interpret materials, information, and ideas in innovative ways.
- Technology: Students will demonstrate the ability to evaluate, select, and appropriately use current and emerging tools.

Course Segments and Student Learning Outcomes

Course Segment	Learning Outcomes	Lecture Hours	Lab Hours	Clinical Hours
Stagecraft Foundations	1. Recognize fundamental elements of stagecraft.	1	1	0
Safety	1. Learn and use approved safety procedures in all backstage areas. 2. Identify safety hazards. 3. Demonstrate an understanding of personal responsibilities while working, as well as personal rights to safety.	3	3	0
Scenic and Properties Concepts	1. Demonstrate an understanding of basic principles of stage composition, with emphasis on color theory. 2. Construct several elements of scenic design. 3. Draft a basic scenic element and interpret design and construction drawings. 4. Demonstrate an understanding of the connection of design through implementation.	6	6	0
Basic Theatrical Sound Design and Audio Concepts	1. Demonstrate an understanding of sound reinforcement and acoustics. 2. Demonstrate basic audio equipment setup and operation.	5	4	0
Concepts of Theatrical Lighting	1. Demonstrate an understanding of the basic principles of lighting design, photometrics, and color theory. 2. Demonstrate an understanding of hang and focus for a simple light plot.	5	4	0
Tool Use	1. Identify tools used in scenic construction. 2. Skillfully operate/use the tools in a scene shop.	4	8	0
Scene Painting	1. Show the function of color in scene paint. 2. Understand the use of texture, highlighting, and composition in scenic painting.	2	2	0
Theatre Operations and Organization	1. Plan, outline, and explain basic backstage organization. 2. Demonstrate understanding of and explain relationships between departments and management.	4	2	0

Total Contact Hours

Lecture Hours	Lab Hours	Clinical Hours
30	30	0