

Coffeyville Community College

THTR-266
COURSE SYLLABUS
FOR
IMPROVISATION II

Bethanie Frank
Instructor

COURSE NUMBER: THTR-266 **COURSE TITLE:** Improvisation II

CREDIT HOURS: 3

INSTRUCTOR: Bethanie Frank

OFFICE LOCATION: 166, Arts and Sciences Building

PHONE: (620) 251-7700 ext. 2188

OFFICE HOURS: See schedule posted on office door

PREREQUISITE(S): Improvisation I

**REQUIRED TEXT
AND MATERIALS:** Notebook

**COURSE
DESCRIPTION:**

This is a theatre course designed to provide the student advanced training in body movement, voice techniques, stage presence, spontaneity, acting techniques, and character development. Practical application of the presented theatre principles is required.

**EXPECTED LEARNER
OUTCOMES:**

1. Develop basic improvisation skills.
2. Develop techniques of character development through improvisation.
3. Develop and discuss the benefits of an ensemble.
4. Understand physicalization and sustaining that physicalization during improvisation.
5. Develop vocal techniques for improvisation.
6. Understand how to work with props and imagination to create a scene.
7. Develop the need for strong entrances and exits for character development.
8. Apply different improvisational techniques to develop improvisational scenes.
9. Apply techniques of character development to create improvised scenes.

**LEARNING TASKS
& ACTIVITIES:**

Students will be working in the classroom for upcoming shows and events. Although stage time is not guaranteed for all students, all students will be considered for a performance.

Unit I – Developing Characters	Weeks 1-3
Character notebook worked on during Thursdays in January	
Unit II – Putting Together a Show	Weeks 4-6
Show schedules	Weeks 7-9
Unit III – Running a Mock Class	Weeks 10-12
Each student will be assigned a class period. Dates to be given at a later date	
Unit IV – Developing Sketches and Sketch Ideas	Weeks 13-16
Bring final notebook to final. Individual conferences will be set up during the beginning of May	

ASSESSMENT OF OUTCOMES:

All assignments are expected to be complete by the date due. Work is never accepted late. All directions must be followed.

- 90-100 = A
- 80- 89 = B
- 70- 79 = C
- 60- 69 = D
- 0- 59 = F

Most assignments will be in-class activities and participation exercises.

If you miss class, these cannot be made up.

The final grade will be based upon the following: class participation, out of class assignments, and attendance.

ATTENDANCE POLICY:

All students are expected to attend class each day. This is particularly important in a performance oriented class as you will learn as much as an audience member as you will as a performer. Please be aware there is a strict attendance policy. **After missing 5 classes, the student’s grade will drop a letter grade for each additional absence.** Excused absences are reserved for school field trips and **must** be arranged in **advance**. Failure to attend on the day you are scheduled to perform (with no advance written or formal explanation) will result in a zero for that assignment with no make-up assignment allowed. If you miss class, it is your responsibility to find out what was done, what was assigned, and to be prepared when you return to class.

The institution's attendance policy reads as follows:

“Students are expected to attend all classes. Regular class attendance is necessary for maximum success in college. It is the responsibility of the students to make definite arrangements for all work before going on field trips or other College-sponsored trips. School-sponsored activities will be counted as excused absences providing students complete all necessary assignments as designated by the instructors and the activity sponsors notify the instructors at least three days prior to the day(s) the student will be absent. Excused absences are to include academic competition, judging team competition, music events, official athletic events, field trips, convocations, and other college-sponsored events as approved by the Vice President for Learning. A student may be withdrawn from any class for excessive absences. (See "Withdrawal from Classes for Non-Attendance.")”

STUDENT STATUS: If a student has been dismissed from school by the administration for any reason, that student will not be allowed to complete the class. The student will be assigned a failing grade, and missed class assignments, lectures, or test cannot be made up. If a student is dismissed from school prior to the deadline to drop a class, a student can drop the class.

**GENERAL
GUIDELINES:**

1. We are a support group for each other, so give your classmates positive support!
2. Anytime you have a questions or a problem concerning this class, CALL ME!
3. Being late to class is inexcusable.

More detailed explanations of assignments will be provided at the appropriate time. This syllabus is subject to revision with proper notice to the student by the instructor.

COMPETENCIES:

DEVELOP BASIC IMPROVISATION SKILLS.

1. Demonstrate a variety of warm-up games. (Application)
2. Identify the difference between warm-up and performance level games. (Knowledge)
3. Explain the three basic rules of improvisation. (Comprehensive)

DEVELOP TECHNIQUES OF CHARACTER DEVELOPMENT THROUGH IMPROVISATION.

1. Demonstrate an on-going character created by the actor. (Application)
2. Explain the process involved in creating a character through improvisation. (Comprehension)

DEVELOP AND DISCUSS THE BENEFITS OF AN ENSEMBLE.

1. Demonstrate an understanding of stage balance. (Application)
2. Demonstrate an understanding of physical ensemble. (Application)

UNDERSTAND PHYSICALIZATION AND SUSTAINING THAT PHYSICALIZATION DURING IMPROVISATION.

1. Demonstrate an emotion physically. (Application)
2. Use physicalization to sustain a character in a scene. (Application)

DEVELOP VOCAL TECHNIQUES FOR IMPROVISATION.

1. Define enunciation. (Knowledge)
2. Define articulation. (Knowledge)
3. Explain the importance of pauses as a tool for the actor. (Comprehension)

UNDERSTAND HOW TO WORK WITH PROPS AND IMAGINATION TO CREATE A SCENE.

1. Demonstrate an awareness of imaginary props for selected scenes. (Application)
2. Explain the need for imagination in improvisation. (Comprehension)

DEVELOP THE NEED FOR STRONG ENTRANCES AND EXITS FOR CHARACTER DEVELOPMENT.

1. State the need for strong entrances and exits. (Knowledge)
2. Demonstrate an improv scene based solely on entrances and exits. (Application)
3. List creative ways to enter and exit a scene. (Knowledge)

APPLY DIFFERENT IMPROVISATIONAL TECHNIQUES TO DEVELOP IMPROVISATIONAL SCENES.

1. Identify the technique of “gibberish” in improvisational scenes. (Knowledge)
2. Demonstrate the practice of pantomime. (Application)
3. Use animal essence in developing a scene. (Application)
4. Describe the need for conflict in scene work. (Knowledge)

APPLY TECHNIQUES OF CHARACTER DEVELOPMENT TO CREATE IMPROVISED SCENES.

1. Demonstrate the development of characters from character descriptions. (Application)
2. Explain the process of character development into improvised scenes. (Comprehension)
3. Identify various scenarios to be used during character development. (Knowledge)