

THEA 2340

Introduction to Design

Fall 2021

Project #13 - Collaboration is the Name of the Game

Select a play you would like to work on.

do some of the research on it so you can create your very own "concept" of how to produce it.

On Monday during class time, you will declare who is in your group, and what each of the plays you are considering are. Also, it would be great to have a name for each group.

Now, in Groups of 2 or 3, present your ideas for designing the play you have selected to each other.

The idea is to "sell" each other on doing your show. Defend your ideas!

Decide which single show from your group you are going to work on.

For the final:

Collaborate to develop the conceptual approach to your production.

You will be grading each other. Each member of the group must contribute equally.

You must present your concept for design.

Your presentation must include the following:

- A brief description of the play.

- A discussion and explanation of the concept idea and how it is supported by the script.

- A discussion of how each design area might address this conceptual approach (scenic, costumes, lighting and sound)

- Media samples for inspiration and research.

- A brief description of the the other plays not selected by the group and why your selection was made.

- An explanation of how the work for the presentation was distributed in the group

Your presentation should be insightful, well organized and concise.

I encourage you to "practice" - especially in using any media for presentation

Each group will have a maximum of 15 minutes for their presentation. Presentations will be done the week after Thanksgiving and all presentations will be remote via zoom.

Each participant in the group will grade themselves **and** each other by sending me an e-mail.

Failure to send e-mail with grading information will result in no grade for the person not sending.

Grading for this project will be 2/5th or 3/5th (depends on group size)by instructor and each participant 1/5.