



Course Syllabus

Course Code	Course Title	ECTS Credits
ART-365	Scenography	6
Prerequisites	Department	Semester
None	Design and Multimedia	Fall
Type of Course	Field	Language of Instruction
Elective	Fine Art	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Melita Couta	3 rd or 4 th
Mode of Delivery	Work Placement	Corequisites
Face-to-Face	N/A	None

Course Objectives:

The main objectives of the course are to:

- Perceive concepts of set design to scenography in contemporary theatre and performance art.
- Discuss scenography, dramaturgy, performance and the relationship between stage and audience.
- Review significant contemporary, historical and global scenographic practices.
- Formulate an understanding of the links between scenography and installation art and immersive environments
- Experiment with a range of approaches in relation to the construction and interpretation of scenographic material.
- Investigate ways to envision texts as scenographic works, and the reverse.

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Sketch, research, plan, produce and document a scenographic body of work.
2. Appraise the role of the scenographer as a co-author of a performance.
3. Discuss theatre-making as an intellectual and aesthetic practice.
4. Recognize the best choices for assigned project from a variety of practical methods, relating to elements of scenographic and performance design composition.
5. Demonstrate basic theoretical and historical knowledge in relation to scenography and identify how it connects to contemporary arts practices.
6. Create in group environments.

7. Demonstrate an understanding of performative arts through the audience's experience.
8. Understand space through movement, sound and actions.

Course Content:

- Introduction | what is contemporary theatre and art performance. Different forms of theatre performances beyond the classic stage. Immersive spaces and site specific performance. Students are asked to research a public space of their choice, through visual means such as sketching, photography, video, collage.
2. Analysis of the elements of their chosen space, in terms of scale, architecture, light, sound, style and natural elements. Introducing "time" as an element of performance art and design. Individual project brief discussed. Initial brainstorming.
 3. Character building through people observation. How does an outer appearance and external details. Inform a person's character. Introduction to costume design.
 4. Developing and processing research material into 2D artistic works. Filtering information and focusing on a core idea. Presentation of the basic types of theatre stages and audience - stage relationship.
 5. Presentation of international scenographer's works. Further development of the work in simple 3D models. Understanding what is an "event"/ "action" in theatre in terms of objects and design.
 6. Developing sketches of characters for stage through costume design and sampling of materials. Discussion on costume as performance art. Presentation of contemporary performance artists.
 7. Advanced 3D model box making techniques. Introduction to materials, techniques, scale and proportion measurements.
 8. Continuing with model box building. Discussion and guidance of individual works. Learning painting techniques and creating different environments through lighting design.
 9. Photographic documentation of 3D model box. Creating scenes, transformations and story board based on the model box design and lighting. Introduction to dramaturgy.
 10. Construction techniques for model figurines. Discussion about the role and movement of the actor on stage in relation with space design. Further dramaturgy. How to construct a narrative with characters derived from the project research.
 11. Text developing. Writing a script based on the storyboard. Discussion and examples of storylines and examples of classic theatre plays.
 12. Presentation of Work and Group Critique. Final tutorial for individual projects

Learning Activities and Teaching Methods:

Lectures, workshops, individual/ group tutorials, group critiques. Technical skills demonstrations and assistance. Personal guidance on concept development and special material techniques.

Assessment Methods:

Course participation.
 Portfolio of work (including collages, drawings, research presentations, model boxes, photography, story board). Show coherent research and observation skills, and presentation methods. Written reflective text

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Joslin McKinney, Philip Butterworth	The Cambridge Introduction to Scenography	Cambridge University Press	2009	9780521612326

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Alison Oddey, Christine White	The Potentials of Spaces: The Theory and Practice of Scenography and Performance	Intellect Ltd	2006	9781841501376
Christine A White	Directors & Designers	Intellect Ltd	2009	9781841502892
Peter Brook	The Empty Space	Penguin	2008	0141189223

E-books:

Title	Author(s)	Publisher	Year	ISBN
Oddey, Alison; White, Christine A	The Potentials of Spaces: The Theory and Practice of Scenography and Performance	Intellect Books Ltd	2006	Pro Quest