



Course Syllabus

Course Code	Course Title	ECTS Credits
ART-365	Scenography	6
Prerequisites	Department	Semester
-	Design and Multimedia	Fall/ Spring
Type of Course	Field	Language of Instruction
Elective	Fine Art	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Melita Couta	-
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. Demonstrate an understanding of performative arts through the audience's experience.
3. Demonstrate basic theoretical and historical knowledge in relation to scenography and identify how it connects to contemporary arts practices.
4. Recognize the best choices for assigned project from a variety of practical methods, relating to elements of scenographic and performance design composition (such as movement, sound and actions).
5. Appraise the role of the scenographer as a co-author of a performance.

Course Content:

1. 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:

Active Participation; Research & Development; Experimentation, Materials & Reflection; Final Outcome.

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
The Cambridge Introduction to Scenography Part 1. Chapter 1 Pages 1-9	Joslin McKinney, Philip Butterworth	Cambridge University Press	2009	9780521612326
The Potentials of Spaces: The Theory and Practice of Scenography and Performance Introduction and Part I.1 Pages 11-31	Edited By Alison Oddey and Christine White	Intellect Books Ltd	2006	1841501379

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
The Director's Craft- A handbook for the Theatre Chapter 6, Pages 75-92	Katie Mitchell	Routledge	2009	9780415404389
Theatre Design- Behind the Scenes with top Set, Lighting and Costume Designers Pages 6-21	Babak Ebrahimian	Roto Vision	2006	9782940361434
The Empty Space Chapter 4- The Immediate Theatre Pages 110-157	Peter Brook	Penguin	2008	0141189223