

THTR 38D: STAGE COMBAT

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2021
Units:	2
Hours:	1.5 lecture, 1.5 laboratory per week (36 total per quarter)
Advisory:	Course includes rigorous physical activity; not open to students with credit in DRAM 58 or THTR 58.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU/UC
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Upon completion of this class, students will have working knowledge of the procedures, safety premises, terminology and execution of hand-to-hand stage combat techniques universally employed in the entertainment industry.
- Upon completion of this class, students will be able to apply stage combat choreography precepts into practical performance circumstances.

Description

Introduction to the concepts and practice of choreographed hand-to-hand and small weapons combat for stage and camera using techniques with emphasis on safety concepts and universal industry maneuver standards required for all stage combat circumstances.

Course Objectives

The student will be able to:

- Demonstrate knowledge of the procedures, safety premises, terminology and execution of hand-to-hand stage combat techniques universally employed in the entertainment industry.
- Basically apply the above-listed stage combat choreography precepts into practical performance circumstances.

Course Content

- Introduction of maneuvers, necessary preparation, flow of sequencing maneuvers, industry terminology (Lec)
 - Roles of attacker and defender/victim (Lec)
- Incorporated movement elements, including balance, posture, center of gravity, pace, energy expression, emotion, force, partner weight sharing and cooperation (Lec)
 - Synthesis of indicated techniques (Lab)
 - Include premises of selling the fight (Lab)
 - Application to character and other acting demands (Lab)

Lab Content

- Practice and development of introduced maneuvers and techniques.

- Development of cooperative learning assignments and final presentation.

Special Facilities and/or Equipment

- Clothes that do not inhibit movement, preferably tights and/or non loose fitting sweats.
- Room with an open space for movement; audio-visual equipment and mirrors; tumbling mats.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

- Quizzes targeting techniques and industry terminology
- Effective fight choreography scores
- Incorporation of premises and execution into final project presentations

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

- Lecture
- Discussion
- Cooperative learning exercises
- Oral presentations
- Laboratory
- Demonstration
- Peer observation/evaluation
- Through structured lecture, teacher demonstrations and guided student rehearsal, the student will explore and apply the techniques of study to formal, rehearsed work
- Students will actively, practically enhance stage combat awareness and skills through exposure to topics

Representative Text(s) and Other Materials

Instructor handout packet.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

- Cooperative development of original support scene leading to final combat sequence.
- Self-analysis journal recording notations and reflecting on growth of dexterity.

Discipline(s)

Theater Arts