

# DEPARTMENT OF VISUAL AND PERFORMING ARTS

The Department of Visual and Performing Arts is an interdisciplinary department that offers students the opportunity to study the history, theory and practice of art, design, theater, game design and music. The visual arts programs foster the development of creative processes for the creation of innovative works of art and design while situating the work in the broader contexts of history and culture. The performing arts programs include courses in the history of the disciplines and techniques of performance, which are enriched by an active theater production program and performing ensembles.

Programs in the Department of Visual and Performing Arts offer students a foundation in creative thinking that is recognized as critical to problem-solving and conceptualization, qualities increasingly valued by leaders and organizations in all areas of society.

The Department of Visual and Performing Arts at Quinnipiac University is committed to providing our students with the opportunity to develop creative thinking skills through experiential learning as a part of their general education and in pre-professional programs. By studying the practice, theory and history of: music, theater, visual art, and game design, we provide an opportunity for students to explore their creative abilities in a hands-on environment.

## Bachelor's Degrees

- Bachelor of Arts in Game Design and Development (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/game-design-development-ba>)
- Bachelor of Arts in Theater (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-ba>)

## Dual-Degrees

- Accelerated Dual-Degree BA/MBA in Theater (3+1) (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-31-ba-mba>)

## Minors

- Minor in Fine Arts (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/fine-arts-minor>)
- Minor in Game Design and Development (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/game-design-development-minor>)
- Minor in Music (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/music-minor>)
- Minor in Theater (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/theater-minor>)
- Performing Arts Workshop (<http://catalog.qu.edu/arts-sciences/visual-performing-arts/performing-arts-workshop>)

## Art (AR)

### AR 101. Introduction to Art. 3 Credits.

This course is a study of major art forms and a probe into the nature of the creative process and public response. The course combines art history with hands-on activities. It is intended for students who plan to take only one art course.

**Offered:** As needed

**UC:** Fine Arts

### AR 102. Art History: Ancient Through Medieval. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from prehistory through the medieval period. Students explore the stylistic elements that make great works typical of their era.

**Offered:** Every year, All

**UC:** Fine Arts

### AR 102H. Honors Art History I. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from prehistory through the medieval period. Students explore the stylistic elements that make great works typical of their era.

**Offered:** As needed

**UC:** Fine Arts

### AR 103. Art History: Renaissance Through Contemporary. 3 Credits.

This introductory course considers art as seen in its cultural and historical context from the Renaissance through the contemporary era. Students explore the stylistic elements that make great works typical of their era.

**Offered:** Every year, All

**UC:** Fine Arts

### AR 103H. Art History: Renaissance Through Contemporary. 3 Credits.

Honors Course – This introductory course considers art as seen in its cultural and historical context from the Renaissance through the contemporary era. Students explore the stylistic elements that make great works typical of their era.

**UC:** Fine Arts

### AR 104. Survey of Non-Western Art. 3 Credits.

Participants study the major themes and forms of non-Western art from East Asia, South Asia, Africa, the Pre-Columbian Americas and Oceania, with emphasis on their cultural, philosophical and religious contexts. Students define works of art both formally and within the framework of their method of manufacture, audience and cultural value. They also explore aspects of various non-Western religions, cultural considerations and influences in relation to the works. Students with little experience of or no prior courses in art history learn the basic terminology and methodology of the field.

**Offered:** Every year, All

**UC:** Fine Arts

### AR 105. American Art. 3 Credits.

This course serves as an introduction to the history of art in the United States from the pre-colonial period to the present. The curriculum includes a careful analysis of representative works reinforced by visits to area art galleries.

**Offered:** Every year, All

**UC:** Fine Arts

- AR 140. Basic Visual Design.** **3 Credits.**  
This course exposes students to the basics of two-dimensional design. Topics include the elements of design, the principles of order and how these basics combine to create exceptional composition in various forms of art.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 158. Photography I.** **3 Credits.**  
This beginning course in still photography is designed to teach basic photographic techniques. Additional topics include lighting, advertising, fashion and portrait photography. Students must provide a fully adjustable digital camera, or Digital Single Lens Reflex (DSLR) camera.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 175. Special Topics in Art History.** **3 Credits.**  
This group of courses introduces art history by way of particular themes. Each covers at least three eras or movements in art history, exploring imagery, sculpture, architecture and decorative arts. Topics include: The Art and Architecture of Health and Medicine; Art and Propaganda; The Art and Imagery of Weaponry and War; Art and Love; Art and Death; and The Image of the Divine.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 200. Special Topics Course.** **3 Credits.**
- AR 210. The Creative Process.** **3 Credits.**  
This course introduces students to the creative process in the visual arts. Students learn to evaluate and critique their personal artwork as well as the work of others to develop a working process that enables them to go from initial thought to final product. Topics include: how to expand on initial ideas, the proper use of a sketchbook, looking at and evaluating famous works of art, and how to know when a work of art is finished.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 240. Graphic Design.** **3 Credits.**  
Students gain practical experience in the creation of pictorial devices used to disseminate product information, including drawing, painting, illustration and typography.  
**Prerequisites:** Take AR 140.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 241. Color Theory.** **3 Credits.**  
This course introduces students to the basics of color theory in design. Participants explore different topics through a series of short in-class projects and longer out of class assignments. Topics include the use of the grey scale, color mixing, color harmonies and discord, among others.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 242. Cartooning.** **3 Credits.**  
This course provides an overview of the history of the comic and cartoon arts, and explores a variety of cartooning techniques. While studying the techniques of the masters, students plan, and eventually execute their own original cartoons. This class is open to absolute beginners as well as students with previous drawing, painting and cartooning experience.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 250. Studio Art: Special Topic.** **3 Credits.**  
Students gain hands-on experience in creative art. The medium varies from year to year and from section to section.  
**Offered:** As needed, All  
**UC:** Fine Arts
- AR 251. Studio Art: Drawing (AR303).** **3 Credits.**  
This studio course serves as an introduction to basic drawing skills. Subjects may include still life, landscape and portraits. Work is done in pencil, ink and other media.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 252. Studio Art: Painting (AR304).** **3 Credits.**  
This studio course serves as an introduction to basic painting skills. Course work includes specialized painting techniques, color theory and assignments based on both traditional and contemporary styles. All work is completed in acrylic painting media with some mixed media components.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 253. Studio Art: Sculpture.** **3 Credits.**  
This studio course introduces students to sculpture and three-dimensional design using a variety of materials. Students gain an understanding and appreciation of basic techniques and processes involved in creating sculpture and learn how a three-dimensional object impacts its environment.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 254. Studio Art: Printmaking.** **3 Credits.**  
This studio course serves as an introduction to the many processes used in printmaking. Techniques studied include those used in woodcut and linoleum cut, etching and drypoint, monotype and monoprint, embossment and lithography.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 255. Studio Art: Introduction to Darkroom Photography.** **3 Credits.**  
This class covers basic black and white photographic techniques used in both processing and printing.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 257. AP Studio Art Introduction to Studio Methods.** **3 Credits.**  
This eight-week accelerated course introduces students to basic studio methods. Both traditional and contemporary techniques are explored through a series of short in-class projects and longer out-of-class assignments. Course work includes techniques and materials for a variety of media, including drawing, painting, watercolor, sculpture and printmaking.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 258. Photography II.** **3 Credits.**  
This course is a continuation of Photography I (AR 158). From daguerreotypes to digital, photography's history and future are discussed through slide lectures and hands-on activities. Each student must provide an adjustable digital or film 35 mm. camera, and photo processing.  
**Prerequisites:** Take AR 158.  
**Offered:** Every year, All  
**UC:** Fine Arts

- AR 260. Design Innovations. 3 Credits.**  
This advanced design course introduces students to the way products are packaged and advertised to the public. The curriculum consists of presentations, design assignments and student participation. Students study the history of packaging and advertising from its inception up to the present day. Design mediums include print, packaging material and video. Students are expected to pursue their own design projects. Prior experience with advertising and packaging design is not necessary, only a curious mind, enthusiasm and the ability to investigate ideas.  
**Prerequisites:** Take AR 140.  
**Offered:** As needed
- AR 262. Studio Art: Watercolor. 3 Credits.**  
This course introduces students to the basics of watercolor. Participants explore different topics through a series of short in-class projects and longer out-of-class assignments. Topics include specialized watercolor painting techniques, color theory and assignments based on both traditional and contemporary styles. All work is completed in watercolor with some mixed media components.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 263. Studio Art: Collage. 3 Credits.**  
This hands-on studio course enables students to explore materials and techniques involved in the art of making collage. This course looks at various ways to incorporate pre-made materials into more elaborate finished projects. Participants use a variety of materials including both manmade and natural objects as well as various painting, drawing and sculpture media.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 280. History of Modern Design. 3 Credits.**  
Students examine design trends from fashion to product to interior design from the Industrial Revolution to the present day. Distinct from fine arts, design reflects the industrialization of the modern world. Students learn to recognize design styles and classic examples of design as well as the circumstances and creative spirit that have driven design throughout history.  
**Offered:** As needed, Summer  
**UC:** Fine Arts
- AR 299. Independent Study. 3 Credits.**  
**Offered:** As needed, All
- AR 300. Special Topics in Art History. 3 Credits.**  
Upper level special topics courses in studio art or art history. Prerequisites vary by section.  
**Prerequisites:** Take AR 102 or AR 103 or AR 104 or AR 105.  
**Offered:** As needed, All  
**UC:** Fine Arts
- AR 303. Studio Art: Advanced (AR251) Drawing. 3 Credits.**  
This advanced drawing class expands on knowledge gained in an introductory level drawing course. Topics include both traditional and contemporary techniques and advanced composition. Work is completed in various drawing materials, including charcoal, pencil, conte and ink.  
**Prerequisites:** Take AR 251.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 304. Studio Art: Advanced (AR252) Painting. 3 Credits.**  
This advanced painting class enhances knowledge gained in an introductory level painting course. Specialized painting techniques include expanded color theory as well as an introduction to contemporary techniques. All work is completed in acrylic paint with some mixed media components.  
**Prerequisites:** Take AR 252.  
**Offered:** Every year, All  
**UC:** Fine Arts
- AR 305. Special Topics in Studio Art. 3 Credits.**  
**Offered:** As needed  
**UC:** Fine Arts
- AR 316. World Architecture. 3 Credits.**  
Major styles and architects are studied with special emphasis on American architecture.  
**Prerequisites:** Take one of the following; AR 102 AR 103 AR 104 or AR 105.  
**Offered:** As needed
- AR 317. Art of the Italian Renaissance. 3 Credits.**  
This course covers the period from c.1350-1600 in Italy. Participants study the painters, sculptors and architects of the period, including their artistic techniques, styles and use of symbolism. Topics include the writings by artists of the time as well as an examination of those artists and artistic movements that served as precursors to this compelling period of art history. Students further study the political, religious, economic and scientific advances of the period, including opportunities for women and the influence of regional geography on the arts.  
**Prerequisites:** Take AR 102 AR 103 AR 104 or AR 105.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 325. Women Artists (WS 315). 3 Credits.**  
This art history course focuses on the lives and artwork of women such as Hildegard von Bingen, Mary Cassatt, Frida Kahlo and Georgia O'Keefe.  
**Prerequisites:** Take one of the following: AR 102 AR 103 AR 104 or AR 105.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 335. Digital Photography. 3 Credits.**  
This course is designed to help students learn digital camera operation, as well as computer-based image correction and manipulation through the use of Adobe Photoshop. Participants explore relevant topics through class lectures, demonstrations, in-class exercises and out-of-class assignments. Topics include the methods and techniques used to create, edit and critically judge digital images.  
**Prerequisites:** Take one of the following: AR 140 AR 158 or AR 255.  
**Offered:** As needed  
**UC:** Fine Arts
- AR 342. Illustration. 3 Credits.**  
This course introduces students to the art of illustration. Through hands-on assignments and demonstrations, students learn the methodology of an illustrator, including generating ideas, visualization, research, preliminary studies or roughs, comprehensives and the finished picture. A variety of relevant media, materials and techniques are explored. Course work is supplemented by lectures on historic and contemporary techniques, projects and illustrators.  
**Prerequisites:** Take AR 140 or AR 251.  
**Offered:** As needed  
**UC:** Fine Arts

**AR 356. Studio Art: Figure Drawing.****3 Credits.**

This course serves as an introduction to the basics of figure drawing. Both traditional and contemporary styles of figurative imagery are explored through a series of short in-class projects and longer out-of-class assignments. Course work involves the use of various drawing materials and techniques.

**Prerequisites:** Take AR 251.**Offered:** As needed**AR 360. Innovation in the Arts and Sciences(PL 360).****3 Credits.**

This course reviews science and art practices to explore how innovations occur. Because discovery and invention go hand in hand, students consider the ethics of constructing according to needs, imagination and a sense of what the world should be. Particular attention is paid to the values of diversity, from disciplines to cultures. Junior or senior status is required.

**Offered:** As needed**UC:** Fine Arts**AR 380. Interactive Art (PL 380).****3 Credits.**

This course presents an interdisciplinary examination of the functions in art, literature and theater through readings and discussions of selected creative and critical works. Topics include self-organization, open systems, emergence, complexity, pragmatism and play. Students use the final project to demonstrate a practical understanding of interactive processes. Junior or senior status is required.

**Offered:** As needed**UC:** Fine Arts**AR 399. Independent Study.****3 Credits.**

Advanced independent studio work in painting, printmaking, graphic design, photography.

**Offered:** As needed, All**AR 499. Independent Study.****3 Credits.**

Advanced independent studio work in painting, printmaking, graphic design, photography.

**Offered:** As needed, All

## Game Design and Development (GDD)

**GDD 101. Introduction to Game Design.****3 Credits.**

This course introduces students to the practice of game design (board, card, dice, physical games), theories of game design and play, the study of the social effects of games, the role of serious games for teaching and learning and production practices in the games industry.

**Offered:** Every year, All**GDD 102. Drawing for Animé, Games and Animation.****3 Credits.**

In this course, students learn through observational drawing basics of proportion, anatomy, weight and balance to develop characters for video games, 2D and 3D animation. Topics include approaches to stylization such as animé and graphic novels. Students use both traditional pencil and paper as well as Adobe Photoshop and other software.

**Offered:** Every year, Spring**GDD 110. Introduction to Visual Design for Games.****3 Credits.**

This foundation course prepares students for upper-level course work by introducing critical, analytical and problem-solving strategies for researching and developing graphics for games. Practical hands-on methods include visual research, design journals, thumbnail sketches, concept art, pixel art, storyboarding, 2D and 3D development tools.

**Offered:** Every year, Fall**GDD 140. Creativity and Computation.****3 Credits.**

This course teaches software literacy within the visual arts and visual literacy within technology. Students develop basic coding expertise and the confidence necessary to create interactive artwork and games. The course teaches essential 21st-century skills including computational and systems thinking, along with quantitative reasoning coupled to creative problem solving and generative visual aesthetics. No previous experience with programming necessary.

**Offered:** Every year, Fall**GDD 175. Special Topics in Game Design.****3 Credits.**

Courses of particular interest to game design students offered on an occasional basis. These courses have no prerequisite. See the Special Topics Bulletin on the Registrar's website for specific course descriptions.

**Offered:** As needed**GDD 200. Introduction to Game Development.****3 Credits.**

This course provides an overview of game development through project work. Students examine different game genres, game mechanics and playability, sound, level and interface design. Through project work, students gain an understanding of the game development life cycle and the roles of design teams.

**Prerequisites:** Take GDD 140 or CSC 110 or equivalent college level programming course.**Offered:** Every year, Spring**GDD 201. Game Design I.****3 Credits.**

In this course, students delve deeper into game design principles and how they apply to games. Students critically assess game concepts, objectives, narrative structure and storyline, character, game mechanics, playability and the potential of meaningful or serious "play" for teaching and learning. Students apply the results to a variety of game design projects while learning HTML, CSS and Javascript and building a portfolio website.

**Offered:** Every year, Fall**GDD 202. Game Art I.****3 Credits.**

This course introduces students to the software tools required to design and build 3D assets for games and animation, gain knowledge of the 3D design pipeline and begin building a portfolio website to display their best artwork.

**Prerequisites:** Take GDD 102 or GDD 110 or permission of the program director.**Offered:** Every year, Fall**GDD 210. Game Lab I: Team Projects.****3 Credits.**

This is the first of a two-course sequence focusing on game production, coding, prototyping and playtesting. In Game Lab I, students work individually and in teams to define and develop game concepts, research content, develop game mechanics, create game assets and build working prototypes.

**Prerequisites:** Take GDD 200.**Offered:** Every year, Fall**GDD 211. Game Lab II: Team Projects.****3 Credits.**

This course is a continuation of GDD 210. Students continue to work in teams to build working prototypes while learning about the game development process, project management, play testing and usability testing. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 210.**Offered:** Every year, Spring

- GDD 250. Interactive Storytelling and Narrative.** 3 Credits.  
Students critically analyze narrative structure and character development based on readings and game play. Students use creative writing, create interactive multimedia projects and create games that explore new emerging forms such as digital storytelling, interactive theater, and virtual worlds.  
**Offered:** As needed
- GDD 290. Internship.** 1-3 Credits.  
Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.  
**Offered:** Every year, All
- GDD 299. Independent Study.** 3 Credits.  
Under the supervision of a faculty member, students pursue self-directed research and in-depth study in a subject that is not covered by the existing curriculum.  
**Offered:** As needed
- GDD 300. Special Topics in Game Design.** 3 Credits.  
**Offered:** As needed
- GDD 301. Game Design II.** 3 Credits.  
Students continue the critical assessment of games from a number of perspectives including: narrative structures and storylines, game mechanics and gameplay and the potential of meaningful or serious "play" for teaching and learning. Students apply this knowledge by designing games for different platforms which may include browsers, phones, Virtual Reality and evolving technologies.  
**Prerequisites:** Take GDD 101 or GDD 201.  
**Offered:** Every year, Spring
- GDD 302. Game Art II.** 3 Credits.  
Students continue working with software tools required for designing and building 3D assets such as characters, costumes, props, levels, environments and worlds. Students continue adding their best artwork to their portfolio website.  
**Prerequisites:** Take GDD 202.  
**Offered:** Every year, Spring
- GDD 303. The Art of Audio Narrative (FVI 380 EN 303).** 3 Credits.  
This course is about storytelling. Students learn the basics of multi-track audio recording and mixing. They write and produce fiction and nonfiction audio narratives. Each project is shared in a stimulating and mutually supportive workshop environment. Students read and listen widely to gain a sense of the history and theory of radio art. Participants also spend time identifying target audiences and looking at ways to distribute student work to the larger world of public and independent radio. Prerequisite may be waived with permission of program director.  
**Prerequisites:** Take GDD 101.  
**Offered:** Every other year, Fall
- GDD 310. Game Lab III: Team.** 3 Credits.  
Game Labs III and IV form a two-course sequence that builds upon the experience of game design and prototyping gained in Game Labs I and II. Students work in teams to develop and playtest working prototypes. Prerequisite may be waived with permission of the program director.  
**Prerequisites:** Take GDD 211.  
**Offered:** Every year, Fall
- GDD 311. Game Lab IV: Team Projects.** 3 Credits.  
This course is a continuation of Game Lab III. Students work in teams to build working prototypes and manage the life cycle of the game development process including troubleshooting, playtesting, usability testing and revisions. Prerequisite may be waived with permission of the program director.  
**Prerequisites:** Take GDD 211 or GDD 310.  
**Offered:** Every year, Spring
- GDD 350. Board Game Design.** 3 Credits.  
This course provides an introduction to the design of table-top and board games. Board games share many ideas with digital games but utilize different game mechanics. Designing for board games explores the practice of alternate approaches to game design, and the skills learned in this class can be applied to both. Topics include design, history, manufacturing and different genres such as classic board games, deck-building games and card-based strategy games.  
**Offered:** As needed
- GDD 370. Acting and Directing for Game Design.** 3 Credits.  
This course provides an introduction to the craft of directing and acting for game production. Topics include story analysis and interpretation, director's concept, and the history and theories of directing. Students learn the basic principles of acting, including scene analysis, motivation, intention and character work. They perform exercises, monologues and scenes. Additional topics include methods of actor coaching, rehearsal techniques and working with the creative game design team.  
**Offered:** As needed
- GDD 380. The Business of Games.** 3 Credits.  
This course helps students gain an understanding of how to develop and run a successful video game business. Students look at existing businesses and new businesses as models and cautionary tales. Topics include developing financials, how to market a business, building a strong company culture, how to crowdfund and how to incorporate.  
**Offered:** As needed
- GDD 390. Internship.** 1-3 Credits.  
Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.  
**Offered:** Every year, All
- GDD 394. History of Video Games.** 3 Credits.  
Video games are an interactive medium grounded in step-by-step innovation in console and computer systems combined with parallel development in software capabilities. This course examines the cultural, social and educational aspects of games and considers how they changed over time in response to market pressures, societal concerns about content and technological development. Students play and analyze historical games, learn how to write game reviews and research new phenomenon in game development.  
**Prerequisites:** Take GDD 101 or permission of the program director.  
**Offered:** Every other year, Spring

**GDD 395. Critical Game Studies Seminar (PL 395). 3 Credits.**

In this course, students address topics in game studies, ludology or play theory to develop critical, conceptual and cultural understandings of narrative, meaning and identity in games. The course also addresses the design and development of serious and meaningful games and the aesthetic, social and technological implications of new emerging forms. Prerequisite may be waived with permission of the program director.

**Prerequisites:** Take GDD 101 or PL 101.

**Offered:** Every year, Fall

**GDD 396. Games, Learning & Society. 3 Credits.**

This course addresses the design and use of serious and meaningful games in the areas of education, health care and medicine. The use of videogames for a variety of pro-social uses is rapidly expanding. In this course, we examine how games can affect learning related to health issues, be used as a tool to collect data, and to motivate desirable behavior changes.

**Offered:** As needed

**GDD 399. Independent Study. 1-6 Credits.**

Under the supervision of a faculty member, students pursue self-directed research and in-depth study in a subject that is not covered by the existing curriculum.

**Offered:** As needed

**GDD 402. Game Art III. 3 Credits.**

Students continue with more advanced work using software tools required for designing and building 3D assets. Topics include techniques of advanced 3D modeling, texturing, lighting, motion capture and animation, scene planning, virtual camera angles, rendering, editing and compositing. Students continue adding their best artwork to their portfolio website.

**Prerequisites:** Take GDD 302.

**Offered:** Every year, Fall

**GDD 405. Game Audio Design. 3 Credits.**

This course covers sound design for games while exploring techniques of digital sound synthesis, recording, sampling and editing. Prerequisite may be waived with permission of program director.

**Prerequisites:** Take GDD 200.

**Offered:** As needed

**GDD 410. Game Lab V: Team Projects (FVI 410). 3 Credits.**

Game Lab V and VI forms a two-course sequence that builds upon the knowledge and skills of prior courses. With a focus on the process of iteration this course extends the experience of game production, coding, prototyping and playtesting gained in previous Game Labs. Students learn the basics of agile development and how to put it into practice. For game design and development majors.

**Prerequisites:** Take GDD 211 and senior status or permission of the program director.

**Offered:** Every year, Fall

**GDD 411. Game Lab VI: Team Projects. 3 Credits.**

This course is a continuation of Game Lab V. At the end of the semester, teams present a working game and provide documentation of their design and development process. Prerequisite: For game design and development majors.

**Prerequisites:** Take GDD 410 and senior status or permission of the program director.

**Offered:** Every year, Spring

**GDD 490. Internship. 1-3 Credits.**

Under the supervision of a faculty member and a participating private company, corporation, institution or community organization, students gain real-world experience working in the field of game design or related fields. For majors or minors in game design and development. Requires permission of the program director.

**Offered:** Every year, All

**GDD 495. Senior Project and Seminar I. 3 Credits.**

This course is the senior capstone in the major. Students reflect on how their academic experience and extracurricular activity during their undergraduate years have shaped their personal goals and aspirations. Based on their chosen track in game design or game art, students apply this knowledge, use their skills to develop a portfolio, website, resume and other professional materials and prepare for their careers after graduation.

**Prerequisites:** Requires senior status and a major or minor in game design and development.

**Offered:** Every year, Spring

**GDD 499. Independent Study. 1-6 Credits.**

Under the supervision of a faculty member, students pursue self-directed research and in-depth study in a subject that is not covered by the existing curriculum. Prerequisite: Junior or senior standing.

**Prerequisites:** GDD tutorial courses required for graduation are offered as needed.

**Offered:** As needed

## Music (MU)

**MU 110. Private Music Lessons. 1 Credit.**

Music lessons give Quinnipiac students the opportunity to study the piano, guitar, voice, harp or woodwind instruments with a highly skilled professional artist. In private music lessons, students develop an understanding of the fundamental elements of playing a musical instrument. These include: musical notation, proper technique, music theory and performance. No prior musical training is required as lessons are tailored by the instructor to be appropriate for any level of study. Students may choose to perform in program recitals that are held each semester, if they choose to do so.

**Offered:** Every year, All

**UC:** Fine Arts

**MU 130. Understanding Music. 3 Credits.**

Students study elements of musical form and style in an effort to discover how music works. This course investigates the most important figures from the history of Western music as well as some world music and contemporary composers.

**Offered:** Every year, All

**UC:** Fine Arts

**MU 130H. Honors Understanding Music. 3 Credits.**

In this music appreciation course, students study elements of musical forms and styles together with necessary historical background. Frequent direct listening is involved.

**Offered:** Every year, All

**UC:** Fine Arts

- MU 150. American Popular Music: From the Blues to Hip Hop. 3 Credits.**  
This course includes a survey of the musical and cultural history of the diverse styles and artists associated with American popular music. Exploration ranges from rock to blues to hip-hop to heavy metal to country. The course includes a study of the music alongside the social, cultural, political and historical contexts in which they emerged.  
**Offered:** Every year, Fall and Spring  
**UC:** Fine Arts
- MU 175. Special Topics in Music. 3 Credits.**  
**Offered:** As needed  
**UC:** Fine Arts
- MU 190. Quinnipiac University Singers. 1 Credit.**  
This workshop in music is devoted to the study, singing and presentation of choral music from a variety of periods. The course focuses on specific vocal and ensemble techniques. Students of every experience and ability level are encouraged to attend.  
**Offered:** Every year, All  
**UC:** Fine Arts
- MU 191. Hamden Symphony Orchestra at Quinnipiac. 1 Credit.**  
Students perform chamber music and orchestral compositions. A wide variety of styles including classical, film and popular music are performed. All instruments are used and students of every experience and ability level are encouraged to attend.  
**Offered:** Every year, All  
**UC:** Fine Arts
- MU 194. Jazz Ensemble. 1 Credit.**  
Students explore and perform literature written for the big and small ensemble. A wide variety of styles, composers and arrangers are covered. Students of every experience and ability level are encouraged to attend.  
**Offered:** Every year, All  
**UC:** Fine Arts
- MU 199. Independent Study. 1-3 Credits.**
- MU 200. Special Topics. 3 Credits.**  
**Offered:** As needed, All  
**UC:** Fine Arts
- MU 210. History of Musical Drama: from Opera to Broadway. 3 Credits.**  
This course is a survey of the history of music in theatrical productions from the beginning of opera in late 16th-century Italy to light opera to modern opera and musicals. Students examine selected works against the background of a changing cultural, aesthetic and political world.  
**Offered:** As needed, Fall  
**UC:** Fine Arts
- MU 211. History of Jazz. 3 Credits.**  
This course covers the origins and history of the jazz idiom from its early beginning through present avant-garde forms. Basic jazz literature is surveyed with style analysis of important soloists, small jazz groups and large ensembles.  
**Offered:** Every year, All  
**UC:** Fine Arts
- MU 211H. Honors History of Jazz. 3 Credits.**  
This course covers the origins and history of the jazz idiom from its early beginning through present avant-garde forms. Basic jazz literature is surveyed with style analysis of important soloists, small jazz groups and large ensembles.  
**Offered:** Every year, All  
**UC:** Fine Arts
- MU 212. History of Song. 3 Credits.**  
**Offered:** As needed, All
- MU 213. Music of the 20th Century. 3 Credits.**  
This course examines the many transformations that have taken place in art music from the late post-romantic era up to the present time. The course presents a diverse spectrum of musical styles, and explores how popular forms, world music, and changes in society have impacted musical culture here and abroad.  
**Prerequisites:** Take 3 credits from subject MU.  
**Offered:** Every year, Spring  
**UC:** Fine Arts
- MU 230. Music Theory I. 3 Credits.**  
This course is specifically designed to give the student a solid and practical basis for appreciation or participation in musical experience. Emphasis is placed on development in three areas: 1) music theory (rhythm, melody, harmony, modes, scales, key signatures, intervals, etc.); 2) its direct application through exercises in dictation; and 3) sight reading.  
**Prerequisites:** Take MU 130.  
**Offered:** Every year, Fall  
**UC:** Fine Arts
- MU 250. Music and Disabilities. 3 Credits.**  
This course explores how specific disabilities contributed to the formation of a composer or performer's musical identity. This course places special emphasis on how disabilities influence creative and performance standards within a culture. Students discuss musicians from many different genres, including classical, jazz and pop music.  
**Offered:** Every year, Fall and Spring  
**UC:** Fine Arts
- MU 280. Music and Our Life's Work. 4 Credits.**  
The objective of this course is to empower students with information to help them understand and appreciate various genres of music and their connection to our life's work. Utilizing a group cooperative learning approach, students engage in directed listening activities and investigation of select Western Art Music examples. They explore the societal and historical influences that have contributed to the development of music, as well as the effect of music on our daily lives. For their culminating project, "Music and Your Major," students articulate the relationship of music to the work that they do.  
**Offered:** As needed  
**UC:** Fine Arts
- MU 299. Independent Study. 1-3 Credits.**  
By special arrangement with instructor and with approval of department chair.  
**Offered:** Every year, All
- MU 330. Music Theory II. 3 Credits.**  
This course studies the range, timbre, transposition and uses of various instruments in consort. Fundamental techniques of arranging, vocal and instrumental are considered.  
**Prerequisites:** Take MU 230.  
**Offered:** Every year, Spring  
**UC:** Fine Arts
- MU 399. Independent Study. 3 Credits.**  
By special arrangement with instructor and with approval of department chair.  
**Offered:** Every year, All
- MU 499. Independent Study - Music. 1-3 Credits.**  
**Offered:** As needed

## Theater (DR)

### DR 101. Understanding Theater.

**3 Credits.**

This course presents an introduction to the practices and purposes of theater through play going, readings in theater history, dramatic theory and stage production work.

**Offered:** Every year, All

**UC:** Fine Arts

### DR 140. Stagecraft.

**3 Credits.**

Stagecraft is a practical, semester-long workshop on the process of transforming a design concept into a workable end. This course provides an introduction to the theory, techniques, materials and equipment of theater technology with an emphasis on the ways in which practical considerations inform the process and product of theater making. Areas of study include set and costume construction, scene painting, lighting, projection and sound. The course incorporates extensive practical work both in and outside of class; and students are required to complete 28 hours of technical production work for the mainstage production season.

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

### DR 150. Performance Fundamentals.

**3 Credits.**

This course provides an introduction to the basic vocal, physical and improvisational skills necessary for successful performance in a variety of areas. Skills to be emphasized include vocal support and projection, physical relaxation and focus, diction, articulation and improvisational techniques. Students interested in broadcast journalism, newscasting, public relations and advocacy, as well as more theatrical areas of public performance, learn to work effectively in front of an audience while maintaining focus and energy.

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

### DR 160. Acting I.

**3 Credits.**

Students are introduced to the basic principles of acting, including scene analysis, motivation, intention and character work. Students perform exercises, monologues and scenes.

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

### DR 181. Improvisational Acting.

**3 Credits.**

This course introduces students to long-form improvisational theater. In this form, actors build scenes from scratch with only a one-word suggestion from the audience. This course is an introductory course and is suitable for students with or without prior performance experience. The semester culminates with a class performance for an invited audience.

**Offered:** Every year, Fall and Spring

**UC:** Fine Arts

### DR 191. Theater Practice I.

**1-4 Credits.**

All basic theater components through the active production of a full-length play are studied in this course. Students may participate as actors, designers, stage managers, assistant directors, dramaturges and in various production roles. (Minimum 40 hours production work.) Requires permission of instructor.

**Offered:** As needed

### DR 199. Independent Study.

**1-3 Credits.**

A student may, in collaboration with an instructor, create course which focuses on specific area of dramatic study. Internships and work on university theater program productions are possible areas of focus.

**Offered:** As needed

### DR 200. Special Topics.

**3 Credits.**

This course focuses on a specialized area of theater study. Past topics have included scenic and lighting design and special topics in theater history and dramatic literature. Course may be repeated for credit.

**Offered:** As needed

**UC:** Fine Arts

### DR 210. Hands On: An Introduction to Puppetry.

**3 Credits.**

Students learn the art of puppetry by studying the theory and history of the form. They actively participate in the creation and manipulation of various forms of puppets. Prerequisite is waived if student has taken any 100- or 200-level studio art course.

**Offered:** As needed

**UC:** Fine Arts

### DR 220. Voice and Movement.

**3 Credits.**

This course covers practical laboratory work in vocal production and movement, utilizing developmental techniques of Kristen Linklater, Alexander Feldenkrais, Jerzy Grotowski, Michael Chekhov, with special emphasis on individual coaching and problem solving. Studio work also may include techniques of characterization, including neutral and character mask exploration, work with classical texts, and acquisition of dialect skills.

**Offered:** Every year, Fall

**UC:** Fine Arts

### DR 230. (uc) Directing I.

**3 Credits.**

This course serves as an introduction to the craft of the theatrical director. Topics include play analysis and interpretation, director's concept, visual composition and the history and theories of directing. Also included: methods of actor coaching, rehearsal techniques and working with the creative team of designers, dramaturges and production staff. As a final project, each student directs a scene that is presented in a student workshop performance at the end of the semester.

**Offered:** Every year, All

**UC:** Fine Arts

### DR 257. Design for the Theater.

**3 Credits.**

This course provides an introduction to theatrical design history, process and implementation. Students explore the concept of design and what it is in the theater. They read first- and second-hand accounts of historic designers and movements in theatrical design. They examine the design process and apply it to class projects. They also reflect and evaluate on their personal process. These topics are presented through readings, lectures and discussions, and applied through group and individual assignments. Although the main focus is scenic, lighting and costume design, all aspects of theater are explored. This course is suitable for students with or without prior theater experience.

**Offered:** Every year, All

**UC:** Fine Arts

### DR 260. Acting for Film/TV.

**3 Credits.**

This is an intermediate studio course in which students gain experience in the specialized performance skills demanded by the film and television mediums. Students work on monologues and scenes that emphasize truth and emotional reality and receive training in the techniques of Stanislavski, Lee Strasberg and Sanford Meisner. When scheduling permits, students in Drama 260 collaborate with a mass communications video production class in filming/taping acting scenes.

**Offered:** Every year, All

**UC:** Fine Arts



- DR 270. World Theater History & Dramatic Literature I. 3 Credits.**  
 In this course, students integrate a multicultural history of world theater with the study of performance traditions and dramatic literature. Participants study the ritual foundations of theater through the theater of the early Renaissance period, emphasizing the importance of historical and literary research in devising actual production concepts for period plays. Students apply their knowledge in active and creative projects. Does not have to be taken in sequence with DR 275.  
**Offered:** Every other year, Spring  
**UC:** Fine Arts
- DR 270H. Honors World Theater History and Dramatic Literature I. 3 Credits.**  
 This course covers the historical development of European theater covering the Classical, Medieval and Early Modern periods. It also examines various types of non-Western performance traditions with a focus on India, Africa, Japan and China. Plays from each time period are read and placed within their historical, political and cultural contexts. The historical development of theater architecture, stage craft, acting theory, and the changing status of the theater artist also is explored. Students apply their knowledge in scholarly and creative projects. Does not have to be taken in sequence with DR 275.
- DR 275. World Theater History and Dramatic Literature II. 3 Credits.**  
 This course traces the development of European theater from the Renaissance through the late 19th century and the beginning of modern drama. It also examines non-Western performance traditions in India, China, Japan and Africa. Students learn the importance of locating dramatic literature within its cultural, political and historical contexts. The historical development of theater architecture, stage craft, acting theory, and the changing status of the theater artist also is explored. Students apply their knowledge in scholarly and creative projects. Does not have to be taken in sequence with DR 270.  
**Offered:** Every other year, Spring  
**UC:** Fine Arts
- DR 286. Comparative Drama/ Play Analysis. 3 Credits.**  
 Students learn methods of script analysis that can be used to successfully interpret plays for the theater. This skill is essential for all theater practitioners and can be useful to any student who wishes to sharpen his or her analytical and interpretive skills. Each class meeting centers on the discussion of a new play. Selected motifs and structures in drama are examined. Plays with common themes are compared to illuminate differing playwrighting strategies.  
**Offered:** Every Third Year, Spring  
**UC:** Fine Arts
- DR 290. Acting for Classical Stage. 3 Credits.**  
 This intermediate studio course emphasizes the performance skills necessary to execute a classical role. Students work on monologues and scenes drawn from the plays of the Greek tragedians, Shakespeare, Moliere and the writers of the English Restoration. Students acquire the techniques necessary to speak verse and to physically embody a classical character.  
**Offered:** Every Third Year, Fall  
**UC:** Fine Arts
- DR 291. Theater Practice II. 3 Credits.**  
 All basic theater components through the active production of a full-length play are studied in this course. Students may participate as actors, designers, stage managers, assistant directors, dramaturges and in other production roles. (Minimum 80 hours of student involvement, rehearsal journal and research project). Requires permission of instructor.  
**Offered:** Every year, All
- DR 299. Independent Study. 1-6 Credits.**  
 This intermediate level tutorial course stresses independent investigation of a topic in theater/drama selected in consultation with the instructor. One conference weekly; oral and written reports. Course may be repeated for credit.  
**Offered:** As needed, All
- DR 300. Special Topics. 3 Credits.**  
 This advanced level seminar explores a specific area of theater practice, literature or history. Topics vary from semester to semester. May be repeated for credit.  
**Offered:** As needed  
**UC:** Fine Arts
- DR 305. Theater for Young Audiences (ED 362). 3 Credits.**  
 This seminar course allows students to explore various aspects of creating theater for young audiences. Performance skills in improvisation and creative dramatics, adaptation of fairy tales, folklore and other children's literature for plays, and the integration of drama into classroom curriculum are emphasized. Students conduct enrichment workshops at participating area schools and/or perform for young audiences in staged readings, workshops and/or fully mounted productions. Community outreach and service learning are emphasized. Requires permission of instructor. This course may be repeated for credit.  
**Offered:** Every year, Spring  
**UC:** Fine Arts
- DR 307. Drafting and Rendering for Theater. 3 Credits.**  
 This studio course explores hand drafting and color rendering for the theater. Students learn to generate hand drafting of ground plans and detail drawings and then interpret these plans into sketches and watercolor renderings. Students use pencils, acrylic paints, watercolor paints and an array of hand drafting tools to communicate their theatrical designs.  
**Offered:** Every other year, Spring  
**UC:** Fine Arts
- DR 310. Laboratory in Theater and Community. 3 Credits.**  
 Students investigate the potential for theater and performance to be catalysts for social change. The class explores how theater has been an effective site for cultural and political interventions. Moving from theory to practice in the staging of a socially-resonant piece of theater, students explore the ways in which theater may be used to articulate community conflict and to facilitate dialogue, and also examine the practical and ethical issues confronted by those who engage in theater for social change. This course is repeatable for credit.  
**Offered:** As needed  
**UC:** Fine Arts
- DR 320. Voice and Movement II. 3 Credits.**  
 This course includes advanced laboratory work in voice, movement and characterization for the actor with emphasis on improvisation, neutral and character mask exploration, work with classical texts including Shakespeare, familiarity with the international phonetic alphabet (IPA), acquisition of dialect skills, and introduction to Viewpoints compositional techniques.  
**Prerequisites:** Take DR 220.  
**Offered:** As needed  
**UC:** Fine Arts

**DR 325. Theater Seminar.****3 Credits.**

Students explore artistic, dramaturgical and production issues associated with the realization of a regional theater's season. Students read scripts produced during a particular semester by an area professional theater and attend technical/dress rehearsals and performances. Guest artists from the theater visit campus. Students also attend symposiums and other outreach programming offered by the theater. The seminar provides a forum for discussing the multifaceted process of selecting a regional theater season, formulating production concepts, conducting dramaturgical research, assembling artistic teams and realizing dramatic texts on stage.

**Prerequisites:** Take DR 101.**Offered:** As needed**UC:** Fine Arts**DR 330. Directing II.****3 Credits.**

DR 330 is an advanced course in the theory and practice of directing for the stage. Students study the art of directing by examining the writings and work of major theorists and directors of the 20th century. Topics include directing theories and aesthetics, style, varied rehearsal techniques and practices, and other problems in directing. The process of directing also is studied through the experience of directing a one-act or full-length play for public performance. Classroom discussion focuses on works in progress, with special emphasis on the problems of translating a text to the stage; working with actors, designers, playwrights; composition and creating stage business; rhythm.

**Prerequisites:** Take DR 230.**Offered:** As needed**UC:** Fine Arts**DR 335. Musical Theater Performance.****3 Credits.**

In this studio course, students gain expertise in the special skills and techniques necessary to perform in the musical theater style. Each student performs solo, duet and trio musical theater selections with CD accompaniment. (Music is provided; however, students may choose a different solo piece, provided they have the accompaniment track or access to a pianist.) As a culminating exercise, students select pieces drawn from the semester's performance exercises, and these pieces are performed with appropriate costumes, props and choreography in a public cabaret setting.

**Offered:** Every other year, Spring**UC:** Fine Arts**DR 340. Scenic Design.****3 Credits.**

This class provides an introduction to the world of scenic design. Through discussion, reading, lecture and demonstration, participants explore the theory and practice of designing for the stage. Using this as a base, students research, sketch, paint and model designs for two plays. By investigating the design process in both an academic and hands-on manner, students gain knowledge in the area of scenic design as well as generally improving their problem-solving skills. Students are expected to purchase materials for sketching and model making.

**Prerequisites:** Take DR 140 or DR 257.**Offered:** Every other year, Fall**UC:** Fine Arts**DR 341. Lighting Design for the Theater.****3 Credits.**

This course provides hands-on experience with the technical and design elements of stage lighting. Students use equipment and techniques directly relating to the theatrical productions scheduled in a given semester, using an artistic and collaborative approach and working with lighting systems in a theater.

**Prerequisites:** Take DR 140 or DR 257.**Offered:** Every other year, Spring**UC:** Fine Arts**DR 342. Costume Design.****3 Credits.**

This course provides an introduction to the theory, techniques, materials and equipment of costuming. Participants focus on costume construction, fabric, fasteners, sewing machine use, dyeing techniques and costume design. Extensive practical work is completed on an individual student basis. Students participate in costume construction for two productions during the semester.

**Offered:** Every other year, Fall**UC:** Fine Arts**DR 345. Dance for the Musical Theater.****3 Credits.**

Students learn musical theater dance styles and choreography through studio performance. As a culminating exercise, students select dance pieces to perform with appropriate costumes, props and choreography in a cabaret setting open to the public.

**Offered:** As needed**UC:** Fine Arts**DR 350. Playwriting I.****3 Credits.**

This course centers on the ten-minute play. Students will develop their own unique styles and strategies for writing plays while exploring the diverse techniques employed by the playwrights who have already established a foundation for the craft. In addition to writing their own plays, students complete a series of writing exercises designed to develop specific skills. The semester culminates with a public reading of each student's best work.

**Prerequisites:** Take EN 102.**Offered:** Every year, All**UC:** Fine Arts**DR 360. Acting II.****3 Credits.**

In this studio course, student actors use exercises in acting technique to deepen and refine their ability to create reality on stage. Students explore the skills necessary to create a sense of truth on stage, beginning with scene analysis and enhanced by weekly in-class scene showings. Discussions on reading written by industry leaders focus on how to apply performance techniques to students' individual scenes and daily lives.

**Prerequisites:** Take DR 160.**Offered:** Every year, All**UC:** Fine Arts**DR 370. Internship, Conservatory, or Professional Experience.****3 Credits.**

Senior theater majors are required to complete a minimum of 120 hours at an internship, conservatory, or professional experience in theater or a related field. Students must obtain approval from the theater program director before beginning their work. Approval is not automatic. Students are expected to articulate how the proposed experiential learning aligns with their post-graduation goals.

**Prerequisites:** Senior status required.**Offered:** Every year, Fall

**DR 375. History and Dramatic Literature of the Contemporary****Theater. 3 Credits.**

This advanced seminar class encompasses a socio-historical study of dramatic literature and theory from the beginnings of the modern era to the present with an emphasis on relevance to contemporary performance techniques. The course examines such movements as realism, naturalism, futurism, symbolism, expressionism, surrealism, constructivism and absurdism, studying the texts, artists and critics of the modernist and post-modernist movements in an attempt to locate contemporary theater within its social, historical and political contexts.

**Offered:** As needed**UC:** Fine Arts**DR 380. Theater Administration.****3 Credits.**

Students explore the economic, legal and managerial aspects of professional theater. The course examines the roles of producers, managers, agents, house managers and box office managers as well as the responsibilities of marketing, programming, touring, public relations, strategic planning and fundraising. A final project requires students to develop a strategic and creative plan for their own performing arts center. This is the first in a three-course series designed to prepare students for dynamic careers in arts administration and the entertainment industry.

**Offered:** As needed**UC:** Fine Arts**DR 386. Modern Drama.****3 Credits.**

Students are introduced to principal movements in continental, British and American drama from Ibsen to the present. Emphasis is on the main currents of modern dramatic development through the critical analysis of representative plays.

**Offered:** As needed**UC:** Fine Arts**DR 386H. Honors-Modern Drama.****3 Credits.**

Students are introduced to principal movements in continental, British and American drama from Ibsen to the present. Emphasis is on the main currents of modern dramatic development through the critical analysis of representative plays.

**Offered:** As needed**UC:** Fine Arts**DR 391. Theater Practice III.****3 Credits.**

All basic theater components through the active production of a full-length play are studied in this course. Students play substantial roles in the production, either acting in a major role or taking on a major production responsibility (e.g., stage manager, assistant director, student designer). (Minimum 120 hours of student involvement, rehearsal journal and substantive dramaturgical/research project). Requires permission of instructor.

**Offered:** Every year, All**DR 399. Independent Study.****1-6 Credits.**

This advanced tutorial course stresses in-depth, independent investigation of a topic in theater selected in consultation with the instructor. A significant amount of research and writing is required.

**Offered:** As needed, All**DR 410. Senior Seminar.****3 Credits.**

All senior theater majors are required to enroll in DR 410, a weekly seminar, where they will engage in a culminating project. During a student's junior year, they will work with an advisor to prepare and submit a detailed proposal outlining their project. Approval is not automatic. Projects will be reviewed by a faculty committee and students may be asked to submit revisions or alternative proposals.

**Offered:** Every year, Spring