

Syllabi

TPA 4946 Production Practicum

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Support Staff:

Catalog Descriptions:

TPA 4946 (Undergraduate) *Production Experience in design or execution of departmental productions*

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Enrollment in these courses may be from 1-3 credit hours.

Students enrolled in these classes shall be assigned positions of responsibility on school productions. These positions are to be of high levels of responsibility with advanced skill development for students with proper foundations already in place by previous coursework and production experience. The number of credits awarded are to be determined by the mentor or supervisor of the students particular assignment.

Goal: To provide intensive realized production experience on productions produced at the University of Florida. Through experiential learning, under the supervision of professional faculty and staff students will design, execute or operate complex operations of toady's live performance under a learning environment that models the professional entertainment industry.

Method: These courses are primarily intended for BFA and MFA students who are seeking professional careers. The assignment of a high level of responsibility offers students responsible/lead positions. The student assumes the role of a professional while operating under a simulated professional environment with commensurate expectations. Students are expected to operate with a strong sense of independence while making good use of all faculty and staff as a resource for developmental growth and advice for particular expertise.

Outcomes: Students shall develop advanced expertise in an area of specialty that directly contributes to the creation of live performance. The results of the students work shall be demonstrably illustrated by the substance of the live performance and shall be evaluated by both faculty, staff and the executive producer.

Processes:

Students ready for high-level assignments will be enrolled in sections of TPA 4946 or TPA 6950 by their mentor and/or staff.

- A short meeting will be held with the student to discuss the position, the number or credits to be awarded, and the expectations of the work. Discussed in more detail below.
- A postproduction conference shall be held after the production has closed to discuss the students work on the production.
- If the positions expectations are not defined in other documents the student and faculty should create a short document defining the expectations for that particular assignment.

NOTE: Positions as designers should follow the **“ALL DESIGNERS”** document posted on Basecamp.

POSITIONS:

In the **scenic design and technology** area the following positions are possible:

Assistant Designer
Props Master
Scenic Charge Painter
Stage Supervisor
Assistant Technical Director
Master Carpenter

In the **costume design and technology** area the following positions are possible:

Assistant Designer

Costume Technologist
Head Draper
First Hand
Wardrobe Master

In the **lighting, projection & sound technology** area the following positions are possible:

Assistant Designer
Master Electrician
Console Operator
Programmer
Audio Engineer
Projection Programmer/Operator

Grading:

All **BFA** and **MFA** students are expected to serve as role models and professionals in their given assignments. Failure to achieve this level will result in punitive action and will cause your continuance in the program to be placed in jeopardy.

A poor grade on one assignment shall be cause for a formal warning to be issued to the student and copied to the appropriate administrators and the colleges of fine arts graduate coordinator. A second poor grade will begin the process of discontinuance.

Graduate:

A = Role Model
B = Just Acceptable
C = Not acceptable
D = Poor

Undergraduate:

A = Role Model
A- = Role Model with a specific concern
B + = Acceptable with some concerns
B = Acceptable
B - = Just Acceptable with multiple concerns
C + = Barely acceptable
C = Not Acceptable
C - = Poor
D+ = Failing
D = Failing
D - = Failing

