Course Objective

- To understand the lines, silhouettes, and details of fashion and architecture from Ancient times through the Renaissance.
- To review progress, politics, art, and world events that help determine the reasons for the styles of different eras and locations.
- To attend one theatrical production and write a review of the success of the period and style of the production as conveyed in the design.
- To present a pair of comprehensive reports on a focused aspect of style history one from Ancient Greece/Rome and one from the Renaissance.

Course Overview
We will cover time periods chronologically, reviewing Fashion, Art, Architecture, Literature, Music, culture, and world history. There will be one text-based Greek research project (from Oedipus Rex), one medieval research project, one Renaissance artist research project, and one live theatre (paper) project plus smaller research board assignments or quizzes along the way.

Prerequisite: None
Recommended Prep: sleep, an open mind, and the creative spirit
Required Texts:
The Dramatic Imagination by Robert Edmund Jones (optional)—a must for every Theater person’s library.

Grading
The final course grade is based on the following point scale:
A = 96 – 100%
A- = 91 – 95%
B+ = 88 – 90%
B = 85 – 87%
B- = 81 – 84%
C+ = 78 – 80%
C = 75 – 77%
C- = 71 – 74%
D+ = 68 – 70%
D = 65 – 67%
D- = 61 – 64%
F = 60% or below

**Projects / Assignments – Grade Percentage breakdown:**

Greek (Oedipus) Research project 12%
Byzantine-Medieval Research 12%
Renaissance Artist project 15%
Midterm Exam 17%
Class Participation 12%
Production Review Paper (Play TBD) 12%
Final Exam 20%

**Assignments**
Late assignments will not be accepted. If you must miss the class when the project is due you must contact me prior to the class or project will not be accepted at a later date.

**Attendance Policy**
A maximum of two TOTAL absences will be allowed without penalty. Every additional absence will reduce your overall grade by 1/3 of a grade (B becomes B-, B- becomes C+, etc.). When possible, please let me know beforehand if you will have to miss class.
Three tardies over 15 minutes will count as an absence.

**Course Schedule: A Weekly Breakdown**

**Week 1: August 26, 2016:**
**OVERVIEW OF CLASS SEMESTER / SYLLABUS**
Presentation of Timeline and major periods – projects review
Cover: *Ancient Times (Early Man) 8000-2500BC*
Assignment: Read Oedipus Rex – be prepared to discuss play, themes, style

**Week 2: September 02, 2016:**
**DISCUSSION: OEDIPUS REX text analysis / thoughts**
Cover: *2500BC-400BC Ancient Egypt*
Assignment:

**Week 3: September 09, 2016:**
**DISCUSSION:**
Cover: *2500BC-400BC Ancient China*
In class Presentation:
Assignment:
Week 4: September 16, 2016:
DISCUSSION:
Cover: 400BC-100BC Greeks
In class Presentation:
Assignment: create Oedipus based research boards for costume and architecture

Week 5: September 23, 2016:
DISCUSSION:
Cover: 100BC-100AD Romans
In class Presentation of Oedipus(Greek) period research architecture / fashion
Assignment:

Week 6: September 30, 2016:
DISCUSSION:
Cover: Byzantine 330AD-470AD
In class Presentation of Oedipus(Greek) period research architecture / fashion
In class review for Midterm exam

Week 7: October 07, 2016:
MIDTERM EXAM
Assignment: Byzantine / Early middle ages research project

Week 8: October 14, 2016:
DISCUSSION:
Cover: 400AD-1000AD early Middle Ages
In class Presentation: Byzantine / Early middle ages research project

Week 9: October 21, 2016:
DISCUSSION:
Cover: 1001AD-1300AD high Middle Ages
In class Presentation: Byzantine / Early middle ages research project

Week 10: October 28, 2016:
DISCUSSION:
Cover: 1301AD-1450AD late Middle Ages
In class
Assignment: TBD

Week 11: November 04, 2016:
TBD – possible No Class: Study Day

Week 12: November 11, 2016:
DISCUSSION:
Cover: 1450AD-1525AD
In class
Assignment: paper project (review Live Theatre)
Assignment: Renaissance artist project
**Week 13: November 18, 2016:**
DISCUSSION:
Cover: 1525AD-1600AD
In class Presentation: Renaissance artist project

**Week 14: November 25, 2016:**
No Class: Thanksgiving Break

**Week 15: December 02, 2016:**
DISCUSSION:
Cover: 1600AD-1650AD
In class Presentation: Renaissance artist project
Assignment: review all material to date – prep for Final Exam

**Week 16: Final Exam – DATE/TIME TBD Location TBD**

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**Statement for Students with Disabilities**

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure the letter is delivered to me (or to TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.–5:00 p.m., Monday through Friday. Website and contact information for DSP: http://sait.usc.edu/academicsupport/centerprograms/dsp/home_index.html, (213) 740-0776 (Phone), (213) 740-6948 (TDD only), (213) 740-8216 (FAX) HYPERLINK "mailto:ability@usc.edu" ability@usc.edu.

**Statement on Academic Integrity**

USC seeks to maintain an optimal learning environment. General principles of academic honesty include the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one’s own academic work from misuse by others as well as to avoid using another’s work as one’s own. All students are expected to understand and abide by these principles. SCampus, the Student Guidebook, (HYPERLINK "http://www.usc.edu/scampus" www.usc.edu/scampus or HYPERLINK "http://scampus.usc.edu" http://scampus.usc.edu) contains the University Student Conduct Code (see University Governance, Section 11.00), while the recommended sanctions are located in Appendix A.

**Emergency Preparedness/Course Continuity in a Crisis**

In case of a declared emergency if travel to campus is not feasible, USC executive leadership will announce an electronic way for instructors to teach students in their residence halls or homes using a combination of Blackboard, teleconferencing, and other technologies.

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USCSchool of Dramatic Arts