

USC School of Dramatic Arts USC Iovine and Young Academy

THTR 397/497 Section #62993D
Theatre Practicum in School of Dramatic Arts
IN COLLABORATION WITH
ACAD 450 Impact Lab in the Iovine & Young Academy
& Ottonomy's Delivery Robot 'Ottobot'
Peace Pods 2.0: Campus Rover Spring 2022

Units: 2

Fall 2022—Class meets Thursdays 6pm-8:50pm, and occasional Synchronous/Asynchronous hours scheduled between 6-10p.m. M-F and one weekend day as noted in syllabus schedule.

Location: USC UPC Campus – classroom is in IYH 212

Instructor: Sibyl Wickersheimer

Office: JEF 200

Office Hours: by appointment

Contact Info: sawicker@usc.edu

Co-Instructor: Robert Checchi

Office: IYH

Office Hours: by appointment

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Co-Instructor: Els Collins

Office: SCD M201

Office Hours: by appointment via zoom

Contact Info: ecollins@usc.edu; Cell: 213-948-6782



Project Overview

Peace Pods 2.0: Campus Rover Spring 2022

Peace Pods is an ongoing initiative to challenge students to participate as allies through applied design and innovation. The Campus Rover project is a collaborative and interdisciplinary course focusing on the health and wellbeing of USC students using a common delivery robot as a messenger and focal point of community engagement. Students will share expertise from a variety of USC schools to conceptualize a roving 'campus pet'

building upon the robot's functionality and exploring how to create an uplifting connection between one another across campus. This semester-long process will include costume design, game design, web design, creative writing and event management in both physical and virtual spaces.

We have two sections available each in different schools:

School of Dramatic Arts course THTR 397 section #62993D

Irvine & Young Academy course ACAD 450

This partnership between USC School of Dramatic Arts, Irvine & Young Academy, Ottonomy.io, and input from Open Paths Counseling Center proposes action taken to explore potential crossover between psychotherapy and creative design solutions. Through this project we seek to create and build connections designed by students for students, using the functionality of an AI delivery robot.

Mentored by faculty in the School of Dramatic Arts and the Irvine and Young Academy, students will be collaborating with staff at the SDA Technical Theatre Laboratory and the Academy labs. The IYH Maker Space will be the home base for the Campus Rover, Ottonomy's 'Ottobot'. Live events will be planned by participating students introducing the delivery robot as the new campus pet, creating engagement between the rover and the student body, ultimately building community between students to promote beneficial social and emotional impact.

397/497 Course Description (Note: This is a general description for all theatre practicums)

Substantive participation in the process, creation and execution of a production experience, as part of the School of Dramatic Arts Season. Production Experiences are anchored by SDA faculty, staff and practicum leaders who guide, mentor and collaborate with 397/497 in a live performance event. Roles will be assigned by the faculty; specificity of the role of each student will be further established with input from student, faculty and practicum leaders. Practicum Leaders are chosen with specific design/event management/social change experience to bring the conceptual narratives proposed by the students to fruition as an Experience.

Learning Objectives

Our undergraduate programs are anchored by principles aimed at developing artists who can exercise the interdependence of artistic practice and understand theatre as a collaborative art form. This course provides each population of artists the opportunity to develop their specific skill set within the context of a shared collaborative project. These are stated below:

All 397/497 participants/enrollees will:

- Cultivate collaborative and respectful interaction between themselves and all participants in the process, including actors, designers, technical directors, fabricators, programmers, engineers, production managers and stage managers, as well as with their Practicum Leaders and faculty.
- Cultivate curiosity about diverse artistic regimens and expertise toward the common goal of the actualization of the project.

- Follow all USC COVID-19 Protocols
- Practice tenets of equity, diversity and inclusion in all aspects of the experience.
- Practice the knowledge and skills learned in the classroom, by analyzing appropriate applications and integrating them into the process.
- Create, Read and interpret all production paperwork, including schedules, drawings, drafting package, light plots, sound plots and multimedia creation.
- Develop strategies to deliver the curated live experience to the students and community partners, working closely with SDA labs, staff and the Practicum Leader with guidance from mentors.
- Follow appropriate schedules created by your team and work with the appropriate managerial personnel.

Prerequisite(s): None

Co-Requisite (s): None

Concurrent Enrollment: None

Recommended Preparation: Interest in design, fabrication, event planning, interactive technology, communication, performance, gaming, and programming. Please go to the class google drive folder and/or Blackboard content folder for research material which can be read prior to the start of the semester or concurrent with the semester dates.

Course Notes

Team will use the Student Google Drive to access shared materials related to the project and will assign Project Manager the organization of that folder.

Assignment Submission

Assignments will be submitted according to the guidelines provided each week by the faculty and practicum leaders. Assignments that are submitted late will be marked down appropriate to the rubrics created.

Assignment	Preparation (10)	Professionalism (20)	Process/ Implementation (30)	Performance/ Evaluation (40)	Total
Week 1					0
Week 2					100
Week 3					100
Week 4					100
Week 5					100
Week 6					100
Week 7					100
Week 8					100
Week 9					100
Week 10					100

Week 11					100
Week 12					100
Week 13					100
Week 14					0
Week 15					100
TOTAL					1200

Attendance

Students are expected to attend all synchronous class meetings. If schedule issues arise, please notify your Practicum Leader and Project Manager immediately. Alternate assignments may be made available in that case.

Class Meetings/Communication Etiquette/Technology

Class Meetings — Thursdays, 6:00-9:00pm PST

You are expected to **share the new documents** created, **prior to attending the class** so it is accessible during the meeting.

Best Practices during class

Please present yourself professionally, i.e. dressed properly, sitting up.

Best Practices during zoom class session when applicable:

Please log into the class on your laptop rather than your phone. If this is an issue for you, please let the instructor know in the chat.

If you have technical issues either with Blackboard or Zoom, please reach out to [Technical Blackboard and Zoom Assistance](#) , which is available 24/7.

Please keep your camera on when in class.

Please mute your microphone while in the synchronous class when not speaking.

Use the raised hand icon (under Participants) to be called on to speak.

While in breakout groups, unmute your microphone and identify a moderator to manage respectful communication.

Communication (Out of Class):

Please always include **THTR 397 Section 62997** and **The Project Title** in the subject line of any email correspondence.

Sharing of course materials outside of the learning environment

USC has a policy that prohibits sharing of any synchronous and asynchronous course content outside of the learning environment.

Communication

Students will use their USC email addresses for all communications. It may be possible for SLACK to be used as a channel for this project. There will be weekly production meetings in addition to the meeting times of the class.

Technological Proficiency and Hardware/Software Required

Students will need to have a computer and will access softwares used in other design courses, such as Adobe Creative Suite Vectorworks, AutoCAD, ProTools, QLab, Discord, Microsoft Office Suite, etc. The Technology/Software Requirements statement should also link to the available resources the students have access to. Additional information may include how to contact support and how to access free versions of the products if available.

Required Readings and Supplementary Materials

Research materials as the practicum leaders may deem necessary for the particular project. Students are informed which specific texts are to be used and are provided the publishing information to acquire these texts.

Description of Grading Criteria and Assessment of Assignments

THTR 397/497 and ACAD 450 projects are directed and graded by the Faculty of record for each respective section. In addition to the section's faculty of record, all grades will also reflect the evaluations of the Practicum Leader and area SDA Technical Staff specifically in the areas of Professionalism and Rehearsal Process.

Grading will be determined by the following as defined below and according to the appropriate grading matrix and timeline for your discipline which is an addendum to this syllabus:

Separate Grading matrices are available for review in course materials for Design, Stage Management, Technical Direction, and Acting students.

Grading Breakdown

These expectations constitute the bulk of your graded experience. In addition to these will be other assignments that happen out of the specific rehearsal process.

The final letter grade is awarded based on the following percentages (A>94%>A->90%>B+>87%>B>84%>B->80%>C+>77%>C>74%>C->70%>D+>67%>D>64%>D->60%>F)

Participation and preparation 10%

- Attend all Classes. Effective participation will be demonstrated by coming to each meeting with appropriate documentation to communicate ideas effectively.
- Unscheduled conflicts will be considered absences
- A flexible and open attitude with a willingness to investigate is important to demonstrate.
- To be prepared with ideas, assignments, research material for course meetings.
- Continue to contribute to the investigation of ideas, organization, design and execution
- To communicate with classmates and groups regularly

Professionalism 20%

- Acknowledge and incorporate the practicum leader's notes
- Actively manage time to meet all deadlines as outlined by the team
- Collaborate with Practicum Leaders, Peers, Faculty and Staff with respect

- Demonstrate tenets of equity, diversity and inclusion in all aspects of the experience.
- To be responsible for all personal materials and shop tools
- To be interested and involved in design execution and the needs of the production
- Keep a binder/folder with all work and assignments from the semester to track and share your process and progress during the project and document work for your evolving digital portfolio.

Process – Implementation of Ideas and completion of assignments 30%

- Create and organize documents, material and schedule
- Stay engaged in creative exploration and execution of ideas
- Participate in the technical implementation of the presentation
- Communicate with classmates and groups regularly
- Attend at least one outside group work session per week
- Wear suitable clothing when working in shops and in class, i.e. closed toe shoes
- To be willing to investigate alternative solutions and ready to offer their own ideas
- To be flexible and open in the creative process
- To assist in the setting up and breaking down of classroom, shop, production materials as needed for efficient use of time in class
- To be actively involved in the technical execution of deliverables necessary to create the production

Performance and Evaluation 40 %

- Actively involved in presentation of the production to the public
- Show up on time, ready to participate willingly for your role in the production
- Participate in the creation of a survey of attendees
- Provide presentation/portfolio level documentation of the Experience and its process. Successfully share the guiding narrative effectively with evaluators during portfolio review with mentors and faculty.

***Students with demonstrated need in other areas should reach out to USC's Head of Production at ecollins@usc.edu to discuss.

Draft of Weekly Schedule – Be prepared for it to change as necessary. Thank you for your flexibility.

<p>Week 1 August 25</p>	<p>Course Introduction</p>	<p>Share background of Peace Pods project. Why are we here together?</p> <p>Students share their backgrounds with each other.</p> <p>Assignment: Characterization studies for Rover, survey to gather participants interests in project roles/teams</p>
<p>Week 2 September 1</p>		<p>Group share of characterization studies</p> <p>Define roles/teams for first event Assign teams to:</p> <ul style="list-style-type: none"> • Create costume design for Rover • Create visual brand for Rover • Create website with Rover’s personal history
<p>Week 3 September 8</p>		<p>Team share of assets created</p> <p>Assign: all teams continue revisions, design costume, event planning and budget materials list</p>
<p>Week 4 September 15</p>		<p>Assign: Planning details for Event #1</p> <p>Prepare room for robot (Welcome Rover! Signage)</p>
<p>Week 5 September 22</p>	<p>Otonomy engineers meet class</p>	<p>Learn functionality and mapping software for delivery robot.</p> <p>Create digital test files and physical costume mock-ups</p>
<p>September 22 - 29</p>	<p>Additional session with engineers TBD</p>	
<p>Week 6 September 29</p>	<p>Otonomy engineers in class –</p>	<p>Test run #1</p> <p>Define roles for event #1</p> <p>Assign: Planning details for Event #</p>

Week 7 October 6	Teams present revised designs based on info from Ottonomy	Selection of design & event scenario. Assign teams to: <ul style="list-style-type: none"> • revise costume design • revise visual brand for Rover • revise website to link to friends of Rover • event planning & management Assign: material selection, budget, fabrication methods, event planning
Week 8 October 13		Team share of assets created
Week 9 October 20		Work Day Test Run
Week 10 October 27	Event #1 TRICK OR TREAT	Assessment survey from Event #1
Week 11 November 3		Define roles/teams for Event #2 Assign: research and storyboards for 2 rd scenario
Week 12 November 10	Teams present designs & scenarios	Selection of event for #2 Assign: teams get specific tasks for planning for event #2 <ul style="list-style-type: none"> • Costume Design • Event Management • Advertisement/revise website Assign: material selection, budget, fabrication methods, event planning
Week 13 November 17		Assign: continued preparation for Event #2
November 19	Event #2 GAME DAY	Event #2 in support of UCLA vs USC game at Rose Bowl
Week 14 November 24 (Thanksgiving)		
Week 15 December 1		Assessment from #2 Prepare for Event #3 TBD (Other USC Team Event)
Week 16 Final Exam December 8 at 7-9pm	Event #3	Event #3 TBD (Other USC Team Event)

Extra-Curricular Commitments and ISPS

Should you choose to participate in any extra-curricular project, such as an Independent Student Production, the SDA administration and faculty will not make allowances or exemptions for absences in class, missed or delayed assignments, home work that is required as preparation for class, or lack of participation in class resulting from your extra-curricular involvement.

**Activities that have been officially sanctioned by the larger university (such as marching band, song girls, or varsity sports) are exempt. You must submit official documentation to your professor regarding your participation in an event prior to your absence.*

Statement on Academic Conduct and Support Systems

Academic Conduct:

Plagiarism – presenting someone else’s ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in SCampus in Part B, Section 11, “Behavior Violating University Standards” policy.usc.edu/scampus-part-b. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct, <http://policy.usc.edu/scientific-misconduct>.

Statement for Students with Disabilities

Any student requesting academic accommodations based on a disability is required to register with Office of Student Accessibility Services (OSAS) each semester. A letter of verification for approved accommodations can be obtained from OSAS. Please be sure the letter is delivered to me (or to TA) as early in the semester as possible. OSAS is located in GFS 120 and is open 8:30 a.m.–5:00 p.m., Monday through Friday. Website for OSAS and contact information: (213) 740-0776 (Phone), (213) 814-4618 (Vidoe Phone), (213) 740-8216 (FAX) ability@usc.edu.

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. See the university’s site on Campus Safety and Emergency Preparedness.

Equity, Diversity & Inclusion + Intimacy in Theater Consent Culture Statement:

Through our pluralistic approach of diverse pedagogies, methodologies, ideologies, and modalities of artistic expression, we invite(engage) and challenge students to expand their breadth and depth of knowledge, complexity, and range of the human experience. Even though we nurture, guide, and challenge our students to embrace the unknown or unfamiliar and step outside of their comfort zones through storytelling/art, we aim to practice effective strategies and offer tools to students mindful of their physical, psychological, social, and emotional wellbeing. In alignment with professional and industry standards, we will integrate core principles and techniques of Intimacy in Theater and Building Cultures of Affirmative Consent. This will provide agency, offer resources and support to the teachers, students, directors, and staff to establish healthy boundaries of consent when working on material that is physically, intimately, or emotionally charged content in both the classroom and production.

SDA Student Support & Reporting Form:

To facilitate a supportive environment of accountability, SDA has created an internal system of reporting for students to address issues/concerns and to offer feedback or suggestions for improvement. This mechanism provides a pathway for reporting and offering feedback without fear of retaliation or judgment. Any submission filed through this form will be reviewed and processed accordingly through SDA Office of Equity, Diversity, and Inclusion.

To file a report, please visit: <https://bit.ly/SDAstudentreporting>

Support Systems:

Counseling and Mental Health - (213) 740-9355 – 24/7 on call

studenthealth.usc.edu/counseling

Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention.

National Suicide Prevention Lifeline - 1 (800) 273-8255 – 24/7 on call

suicidepreventionlifeline.org

Free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week.

Relationship and Sexual Violence Prevention Services (RSVP) - (213) 740-9355(WELL), press “0” after hours – 24/7 on call

studenthealth.usc.edu/sexual-assault

Free and confidential therapy services, workshops, and training for situations related to gender-based harm.

Office of Equity and Diversity (OED) - (213) 740-5086 | Title IX – (213) 821-8298

equity.usc.edu, titleix.usc.edu

Information about how to get help or help someone affected by harassment or discrimination, rights of protected classes, reporting options, and additional resources for students, faculty, staff, visitors, and applicants.

Reporting Incidents of Bias or Harassment - (213) 740-5086 or (213) 821-8298

usc-advocate.symplicity.com/care_report

Avenue to report incidents of bias, hate crimes, and microaggressions to the Office of Equity and Diversity | Title IX for appropriate investigation, supportive measures, and response.

The Office of Student Accessibility Services - (213) 740-0776

<https://osas.usc.edu>

Support and accommodations for students with disabilities. Services include assistance in providing readers/notetakers/interpreters, special accommodations for test taking needs, assistance with architectural barriers, assistive technology, and support for individual needs.

USC Campus Support and Intervention - (213) 821-4710

campussupport.usc.edu

Assists students and families in resolving complex personal, financial, and academic issues adversely affecting their success as a student.

Diversity at USC - (213) 740-2101

diversity.usc.edu

Information on events, programs and training, the Provost's Diversity and Inclusion Council, Diversity Liaisons for each academic school, chronology, participation, and various resources for students.

USC Emergency - UPC: (213) 740-4321, HSC: (323) 442-1000 – 24/7 on call

dps.usc.edu, emergency.usc.edu

Emergency assistance and avenue to report a crime. Latest updates regarding safety, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible.

USC Department of Public Safety - UPC: (213) 740-6000, HSC: (323) 442-120 – 24/7 on call

dps.usc.edu

Non-emergency assistance or information.

