



Production Laboratory: Sound (DRAM 2630)
THE UNIVERSITY OF VIRGINIA
DEPARTMENT OF DRAMA

DRAM 2630

Production Laboratory: Sound (1-3 credit hours)

Meeting Times: See Below

Instructor of Record: Michael Rasbury

Sound Shop Manager: Wren Curtis

OFFICE

Michael Rasbury, Room 208B, Culbreth Theatre. Schedule appointments by phone at (434) 982-4542 or by email at mr2xk@virginia.edu. I check email daily.

Wren Curtis, Scene Shop Office, Culbreth Theatre, (434) 243-8717 or by email at whc9yc@virginia.edu

GOAL FOR STUDENTS OBTAINING DESIGN LAB CREDIT

Students will gain practical and technical experience in theater making while actively engaging in the process of creating theatrical productions.

STUDENT LEARNING OBJECTIVES FOR DESIGN LAB

- 1- Students will actively engage in the professional theater process during work calls and/or rehearsals and performances to execute academic theatrical productions.
- 2- Students will develop in-depth knowledge of various interpersonal skills necessary to the creation of theater including collaboration, communication, conflict-resolution, and creative problem solving.

COURSE DESCRIPTION

DRAM 2630 is a practicum course in which students apply sound design principles, methods, and information in correlation with the current Drama production schedule. Students learn the application of sound technology to actual theatrical production projects. May be repeated up to four credits.

ATTENDANCE

You should make every effort to be present at each scheduled time slot. Unexcused absences are not tolerated.

GRADING POLICY

Through consultation with the production staff and others related to the production, *the* instructor of record will determine grades for this course. *The inherent technical skill or the lack thereof is not a factor in your course grade. A student with prior experience in sound has no greater chance of a good grade than a novice does.*

100-97= A+, 98-93= A, 92-90= A-, 89-87= B+, 86-83= B, 82-80= B-, 79-77= C+, 76-73= C, 72-70= C-, 69-67= D+, 66-63= D, 62-60= D-, 60 and below= F

The Final Grade is based on the following areas:

Attitude, Growth & Commitment

75%

The student's attitude and growth portion of their grade is determined by the quality of their participation in afternoon meetings or as Sound Operator. The attitude and growth portion of the grade is a subjective evaluation of the student's performance during lab/production periods based on the following criteria; 1) Promptness – the student is always on time for each session, 2) Attitude- the student displays an eagerness to learn and be involved, 3) Inquisitiveness and Work Ethic- the student displays an interest to know more about the subject and engages fully with assignments, and 4) Quality of Work- concern for the quality of work and individual contribution to discussions and lab opportunities.

For students doing the "lab days" option, grades will be determined by this rubric: <http://people.virginia.edu/~mr2xk/classes/dram2630/DRAM2630rubric.pdf>. Students will receive a maximum of five points per lab meeting for a possible total of 50 points. This final score will be doubled for a potential 100 percent in this category. As a member of the lab team, **one unexcused absence will lower your grade by 10 points.**

Those serving as Sound Operator or Assistants control all the functions of the sound for a production during the dress rehearsals and performances. It is mandatory the above four qualities are observed during the entire production process. Except for the case of serious emergency, he or she must be present. Only prior discussed and approved emergency absences WITH official written notification as proof of the need of the absence will be excused. As sound operator, **one unexcused absence will lower your grade by 20 points.**

Log

10%

Descriptive, daily participation logs are due to my inbox (mr2xk@virginia.edu) by the last day of classes. This should be in spreadsheet form with data captured for the following categories/columns: Date, Time In, Time Out, Type of Call, brief description of participation or work completed, and concerns. The spreadsheet should be emailed to me, attached as a document and named using the format of lastnamefirstname_productionnamereport.xlsx. Example: rasburymichael_log.xlsx.

Final Report

15%

A final report is due to my inbox (mr2xk@virginia.edu) no more than one business week after your participation in DRAM 2630 concludes. In this report, detail how your participation in sound production relates to concepts learned in class. Detail your expectations going in to the process and compare in detail what you actually experienced. Describe notions garnered from observing and participation in the

collaborative process. Please provide a minimum of two, double spaced pages, with 12-point font. The report should be emailed to me, attached as a document and named using the format of lastnamefirstname_report.docx. Example: rasburymichael_report.docx.

There are three ways to earn DRAM 2630 credit:

OPTION 1: Participation in regular semi-weekly “lab days” as sound crew

- The participant will attend one section of each weekly lab and one our production’s technical rehearsals (6PM-10PM). Additionally, participants may have the option to attend at least one of our strikes (10PM-1AM), depending on the complexity of the productions.
- The participant will work as part of a small supervised team installing and testing speakers and microphones, setting up computer audio for sound effects and/or music playback, installing and testing intercoms, and possibly some additional unforeseen audio-related activities. Instruction and training for these tasks will make up the majority of lab time – no previous experience is necessary.
- The participant should be comfortable working on up to 8-foot ladders and on catwalks above stages, and the participant may be asked to lift up to 50lbs, though accommodations can be made if student is unable. The participant must adhere to safety instructions at all times, particularly when working at height or when working under others who are working at height.

Schedule:

Attend one, two-hour meeting per week in the Culbreth Theatre with sections available Mondays and Thursdays from 2-3:30 for the following weeks:

- 2-3:30, 1.5 hours the week of Jan 21
- 2-3:30, 1.5 hours the week of Jan 28
- 2-3:30, 1.5 hours the week of Feb 4
- 2-3:30, 1.5 hours the week of Feb 11
- 2-3:30, 1.5 hours the week of March 4
- 2-3:30, 1.5 hours the week of March 18
- 2-3:30, 1.5 hours the week of March 25
- 2-3:30, 1.5 hours the week of April 1
- 2-3:30, 1.5 hours the week of April 22

6-10, 4 hours, Tuesday, April 16, Spelling Bee Tech Rehearsal with Orchestra

17.5 Total hours

OPTION 2: Participation as Sound Operator or Assistant for a main stage production
(Requires Instructor Approval)

- This option requires slightly more time compared to option 1, but the lab is completed in a three-week cumulative period during evening hours. No previous experience is required.
- The participant will attend all designated rehearsals and performances, including crew run-through, tech rehearsals, dress rehearsals, and performances. The participant will participate in the process of striking equipment at the end of the performance. See available dates below.
- The participant will be required to operate sound equipment during performance in order to execute the sound design for the production.

OPTION 1: Participation as Sound Designer for a main stage production (*Requires Instructor Approval*)

- The participant will attend all designated design meetings, key rehearsals leading up to designer run - through, tech rehearsals, dress rehearsals, and opening night.
- The participant will be required to work with the director and other designers with the goal of providing a design for sound for the production.
- Designer will present a cue list before rehearsals begin, work with director in approving the list, create all sounds/music cue listed, and periodically meet with professor during the process.
- Designer will be ready with all sounds and music for sound check in the theatre.
- Weekly meetings with instructor required.

AVAILABLE 2018-19 PRODUCTIONS AND DATES FOR SOUND OPERATION

Students are responsible for comparing the following lists of dates to the production calendar. This list may omit required dates listed on the department production calendar at: <http://drama.virginia.edu/resources-students>

The Wolves

Needs Sound Designer and One Sound Operator, Designer is only required through opening night but will need to attend key rehearsals and meetings prior to these dates (see Michael Rasbury) and Sound Operator (Cameron Logan) is required for all dates.

Crew Run

Oct 1, 2018, 7:00 PM to 11:00 PM

Sound Check

Oct 6, 2018, 6:00 PM to 11:00 PM

Shift (May not be required)

Oct 11, 2018, 6:00 PM to 11:00 PM

Tech

Oct 12, 2018, 6:00 PM to 11:00 PM

Tech

Oct 13, 2018, 1:00 PM to 5:00 PM

Oct 14, 2018, 6:00 PM to 10:00 PM

Dress

Oct 15, 2018, 6:00 PM to 11:00 PM

Dress

Oct 16, 2018, 6:00 PM to 11:00 PM

Dress

Oct 17, 2018, 6:00 PM to 11:00 PM

Performance

Oct 18, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 19, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 20, 2018, 1:00 PM to 5:00 PM, 1:30 PM house opens, 2 PM Go

Oct 20, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 24, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 25, 2018, 6:00 PM to 11:30 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 26, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

Oct 27, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Potential Strike to follow

Additional times may be required

Fall Dance Concert

Needs One Sound Operator (Katherine Leggett) for all dates.

Sound Check

TBA November 3, 2018, 6:00 PM to 11:00 PM

Tech

November 8, 2018, 6:00 PM to 11:00 PM

Tech

November 9, 2018, 6:00 PM to 11:00 PM

Tech

November 10, 2018, 1:00 PM to 5:00 PM

Dress

November 12, 2018, 6:00 PM to 11:00 PM

Dress

November 13, 2018, 6:00 PM to 11:00 PM

Dress

November 14, 2018, 6:00 PM to 11:00 PM

Performance

November 15, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

November 16, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

November 17, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go
Strike to follow
Additional times may be required

Tartuffe

**Needs Sound Designer (Savannah Hard) and One Sound Operator (Tori Meyer),
Designer is only required through opening night but will need to attend key rehearsals
and meetings prior to these dates (see Michael Rasbury) and Sound Operator is
required for all dates.**

Sound Check

November 10, 2018, 6:00 PM to 11:00 PM

Crew Run

November 13, 2018, 7:00 PM to 11:00 PM

Shift (May not be required)

November 15, 2018, 6:00 PM to 11:00 PM

Tech

November 17, 2018, 1:00 PM to 5:00 PM

November 17, 2018, 6:00 PM to 10:00 PM

Tech

November 19, 2018, 2018, 6:00 PM to 11:00 PM

Tech

November 26, 2018, 2018, 6:00 PM to 11:00 PM

Dress

November 27, 2018, 6:00 PM to 11:00 PM

Dress

November 28, 2018, 6:00 PM to 11:00 PM

Dress

November 29, 2018, 6:00 PM to 11:00 PM

Performance

November 30, 2018, 6:00 PM to 11:00 PM

Performance

December 1, 2018, 1:00 PM to 5:00 PM, 1:30 PM house opens, 2 PM Go

December 1, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

December 4, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

December 5, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

December 6, 2018, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Potential Strike to follow

Additional times may be required

New Works Festival

Sound Designer (Kylan Luna) and Sound Operator (Payton Moledor), Designer is only required through opening night but will need to attend key rehearsals and meetings prior to these dates (see Michael Rasbury) and Sound Operator is required for all dates.

Sound Check

January 20, 2019, 6:00 PM to 11:00 PM

Crew Run

January 22, 2019, 7:00 PM to 11:00 PM

Shift (May not be required)

January 24, 2019, 6:00 PM to 11:00 PM

Tech

January 25, 2019, 6:00 PM to 11:00 PM

Tech

January 26, 2019, 1:00 PM to 5:00 PM

January 26, 2019, 6:00 PM to 10:00 PM

Dress

January 28, 2019, 6:00 PM to 11:00 PM

Dress

January 29, 2019, 6:00 PM to 11:00 PM

Dress

January 30, 2019, 6:00 PM to 11:00 PM

Performance

January 31, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

February 1, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

February 2, 2019, 1:00 PM to 5:00 PM, 1:30 PM house opens, 2 PM Go

February 2, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Potential Strike to follow

Additional times may be required

Stick Fly

Needs Sound Designer (Julie Briski) and One Sound Operator, Designer is only required through opening night but will need to attend key rehearsals and meetings prior to these dates (see Michael Rasbury) and Sound Operator is required for all dates.

Sound Check

February 16, 2019, 6:00 PM to 11:00 PM

Crew Run

February 19, 2019, 7:00 PM to 11:00 PM

Shift (May not be required)

February 21, 2019, 6:00 PM to 11:00 PM

Tech

February 22, 2019, 2018, 6:00 PM to 11:00 PM

Tech

February 23, 2019, 1:00 PM to 5:00 PM
February 23, 2019, 6:00 PM to 10:00 PM

Dress

February 25, 2019, 6:00 PM to 11:00 PM

Dress

February 26, 2019, 6:00 PM to 11:00 PM

Dress

February 27, 2019, 6:00 PM to 11:00 PM

Performance

February 28, 2019, 6:00 PM to 11:00 PM

Performance

March 1, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 2, 2019, 1:00 PM to 5:00 PM, 1:30 PM house opens, 2 PM Go

March 2, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 5, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 6, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 7, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Potential Strike to follow

Additional times may be required

Spring Dance Concert

Needs One Sound Operator (Yvonne Nguyen) for all dates.

Sound Check

TBA March, 2019, 6:00 PM to 11:00 PM

Tech

March 21, 2019, 6:00 PM to 11:00 PM

Tech

March 22, 2019, 6:00 PM to 11:00 PM

Tech

March 23, 2019, 1:00 PM to 5:00 PM

Dress

March 25, 2019, 6:00 PM to 11:00 PM

Dress

March 26, 2019, 6:00 PM to 11:00 PM

Dress

March 27, 2019, 6:00 PM to 11:00 PM

Performance

March 28, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 29, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

March 30, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go
Strike to follow
Additional times may be required

Spelling Bee

Needs Sound Designer (Calum Smeaton) and One Sound Operator (Calum Smeaton), Designer is only required through opening night but will need to attend key rehearsals and meetings prior to these dates (see Michael Rasbury) and Sound Operator is required for all dates.

Sound Check

April 6, 2019, 6:00 PM to 11:00 PM

Crew Run

April 9, 2019, 7:00 PM to 11:00 PM

Shift (May not be required)

April 11, 2019, 6:00 PM to 11:00 PM

Tech

April 12, 2019, 2018, 6:00 PM to 11:00 PM

Tech

April 13, 2019, 1:00 PM to 5:00 PM

April 13, 2019, 6:00 PM to 10:00 PM

Dress

April 15, 2019, 6:00 PM to 11:00 PM

Dress

April 16, 2019, 6:00 PM to 11:00 PM

Dress

April 17, 2019, 6:00 PM to 11:00 PM

Performance

April 18, 2019, 6:00 PM to 11:00 PM

Performance

April 19, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

April 23, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

April 24, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

April 25, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

April 26, 2019, 6:00 PM to 11:00 PM, 7:30 PM house opens, 8 PM Go

Performance

April 27, 2019, 1:00 PM to 5:00 PM, 1:30 PM house opens, 2 PM Go

Potential Strike to follow

Additional times may be required

DRAMA DEPARTMENT SAFETY STATEMENT

In order for the department to operate in a safe and efficient manner, we are asking all students, faculty and staff that work, rehearse, and attend classes in the Drama Department to assist in maintaining a safe atmosphere. Recently there have been a number of forced entries and acts of vandalism in our building that have caused us to reconsider our procedures that ensure the safety of the staff and students. We are asking everyone to report any acts of vandalism, breaking and entering, or suspicious people in the building to the University Police or faculty/staff. Hence forth, any person found committing forced entry or vandalism, will be reported to the police. This action is a unanimous commitment by the faculty and staff of the Drama Department. By working together, we can make this a safe working environment for everyone.

LEARNING DISABILITIES, TITLE 504 AND AMERICANS WITH DISABILITIES ACT

If a student has a disability, which may require assistance or accommodations, or has any questions related to any accommodations for testing, note takers, readers, etc., please feel free to make an appointment with the instructor during office hours or please speak with the instructor as soon as possible. If a student has questions they may find more information by contacting the Learning Needs and Evaluation Center or by visiting the following website: <http://www.virginia.edu/vpsa/services.html>

IMPORTANT DATES TO NOTE:

January 31, Last Day for Adding New Courses, Last Day to Elect the AU (Audit) Option, and Last Day to Change to or from "Credit/No Credit" Option.

February 1, Last Day to Drop a Class.

March 14, Last Day to Withdraw from a Course.

Students needing special accommodations are encouraged to discuss the need with the professor as soon as possible.

This syllabus is subject to change at any time, without prior notice, and it is the responsibility of the student to keep informed of changes, new material, or missed content.