

T ART123 : Costume Design Fundamentals

General Information

Author:	<ul style="list-style-type: none">Jeanette FarrGunter, Melody
Course Code (CB01) :	T ART123
Course Title (CB02) :	Costume Design Fundamentals
Department:	T ART
Proposal Start:	Spring 2025
TOP Code (CB03) :	(1006.00) Technical Theater
CIP Code:	(50.0502) Technical Theatre/Theatre Design and Technology.
SAM Code (CB09) :	Clearly Occupational
Distance Education Approved:	No
Will this course be taught asynchronously?:	No
Course Control Number (CB00) :	CCC000548654
Curriculum Committee Approval Date:	05/22/2024
Board of Trustees Approval Date:	07/16/2024
Last Cyclical Review Date:	05/22/2024
Course Description and Course Note:	T ART 123 is a course in the history, design, and construction of costumes for the stage. Students will learn about historical practices, the planning for and the buying of suitable materials, design and color schemes, the design and construction of costumes and accessories, and arrangement and maintenance of the costume wardrobe. Students in this course design and make costumes for school dramatic programs. Note: Students in this course are expected to be available for additional hours to work on costumes for theatrical productions.
Justification:	Mandatory Revision
Academic Career:	<ul style="list-style-type: none">Credit
Mode of Delivery:	
Author:	
Course Family:	

Academic Senate Discipline

Primary Discipline:	<ul style="list-style-type: none">Drama/Theater Arts
Alternate Discipline:	No value
Alternate Discipline:	No value

Course Development

Basic Skill Status (CB08)

Course is not a basic skills course.

Allow Students to Gain Credit by Exam/Challenge

Course Special Class Status (CB13)

Course is not a special class.

Pre-Collegiate Level (CB21)

Not applicable.

Grading Basis

- Grade with Pass / No-Pass Option

Course Support Course Status (CB26)

Course is not a support course

General Education and C-ID

General Education Status (CB25)

Not Applicable

Transferability

Transferable to both UC and CSU

Transferability Status

Approved

C-ID	Area	Status	Approval Date	Comparable Course
T ART	Theatre	Approved	09/03/2013	THTR 174 - Introduction to Stage Costume or Fundamentals of Costume Design

Units and Hours

Summary

Minimum Credit Units (CB07)	3
Maximum Credit Units (CB06)	3
Total Course In-Class (Contact) Hours	90
Total Course Out-of-Class Hours	72
Total Student Learning Hours	162

Credit / Non-Credit Options

Course Type (CB04)

Credit - Degree Applicable

Noncredit Course Category (CB22)

Credit Course.

Noncredit Special Characteristics

No Value

Course Classification Code (CB11)

Credit Course.

Variable Credit Course

Funding Agency Category (CB23)

Not Applicable.

Cooperative Work Experience

Education Status (CB10)

Weekly Student Hours

In Class

Course Student Hours

Out of Class

Course Duration (Weeks)

18

Lecture Hours	2	4
Laboratory Hours	3	0
Studio Hours	0	0

Hours per unit divisor	54
Course In-Class (Contact) Hours	
Lecture	36
Laboratory	54
Studio	0
Total	90

Course Out-of-Class Hours	
Lecture	72
Laboratory	0
Studio	0
Total	72

Time Commitment Notes for Students

Students in this course are expected to be available for additional hours to work on costumes for theatrical productions.

Units and Hours - Weekly Specialty Hours

Activity Name	Type	In Class	Out of Class
No Value	No Value	No Value	No Value

Pre-requisites, Co-requisites, Anti-requisites and Advisories

No Value

Entry Standards

Entry Standards

Course Limitations

Cross Listed or Equivalent Course

Specifications

Methods of Instruction

Methods of Instruction Lecture

Methods of Instruction Laboratory

Methods of Instruction Multimedia

Methods of Instruction Demonstrations

Methods of Instruction Presentations

Out of Class Assignments

- Observations of one or more theatrical productions
- Written critiques of plays
- Research and writing assignment addressing historical period (e.g. Analyze the fashion and dress for the 1940's and apply them to the play A Streetcar Named Desire)

Methods of Evaluation

Rationale

Other	Attendance and class participation
Activity (answering journal prompt, group activity)	Design of costumes for a play
Writing Assignment	Written assignments (e.g. critiques)
Activity (answering journal prompt, group activity)	Projects (e.g. costume plot)
Writing Assignment	Research assignment (e.g. historical period, locale, character analysis)
Other	Competency tests of hand sewing assignments
Presentation (group or individual)	Individual and/or group projects

Textbook Rationale

No Value

Textbooks

Author	Title	Publisher	Date	ISBN
Cunningham, Rebecca	The Magic Garment: Principles of Costume Design	Waveland Press Inc.	2020	9781478638155

Other Instructional Materials (i.e. OER, handouts)

Description	Additional library materials or handouts on History of Costume
Author	No value
Citation	No value
Online Resource(s)	No value

Materials Fee

No value

Learning Outcomes and Objectives

Course Objectives

Identify costumes from various historical periods.

Correctly use standard costume vocabulary.

Analyze a play script to create a design concept.

Utilize research methods in creating a costume design.

Analyze color combinations and identify fabric textures for their contributions to a total visual effect.

Contribute to the implementations and maintenance of costume for the cast of a production.

SLOs

Analyze the effect of historical and cultural factors on costume designs of various periods.

Expected Outcome Performance: 70.0

T ART
Technical Theatre
Certificate

Analyze a play from script to performance

Apply skills and knowledge of technical theatre in preparation for transferability or vocation

Identify theatre as a collaborative art form

Identify theatre terms and occupations

<p><i>ILOs</i> Core ILOs</p>	<p>Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.</p>	<p>Reflect and act upon personal responsibility as local and global citizens; respect and appreciate social and cultural diversity and recognize the complexity of the world; value and articulate the significance of environmental sustainability and social justice.</p>
<p><i>T ART</i> Theatre Arts AA-T</p>	<p>Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline</p>	<p>Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities</p>
	<p>Identify major topics, ideas, debates and issues in theater arts</p>	
<p><i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)</p>	<p>analyze a play from script to performance</p>	
<p>Apply knowledge of costume history and production planning by designing costumes for a play.</p>		<p>Expected Outcome Performance: 70.0</p>
<p><i>T ART</i> Technical Theatre Certificate</p>	<p>Analyze a play from script to performance</p>	<p>Apply skills and knowledge of technical theatre in preparation for transferability or vocation</p>
	<p>Identify theatre as a collaborative art form</p>	
	<p>Identify theatre terms and occupations</p>	
<p><i>ILOs</i> Core ILOs</p>	<p>Analyze and solve problems using critical, logical, and creative thinking; ask questions, pursue a line of inquiry, and derive conclusions; cultivate creativity that leads to innovative ideas.</p>	<p>Demonstrate depth of knowledge in a course, discipline, or vocation by applying practical knowledge, skills, abilities, theories, or methodologies to solve unique problems.</p>
<p><i>T ART</i> Theatre Arts AA-T</p>	<p>Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline</p>	<p>Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities</p>
	<p>Identify major topics, ideas, debates and issues in theater arts</p>	
<p><i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)</p>	<p>analyze a play from script to performance</p>	
<p>Define general costume terminology.</p>		<p>Expected Outcome Performance: 70.0</p>
<p><i>T ART</i> Technical Theatre Certificate</p>	<p>Analyze a play from script to performance</p>	<p>Apply skills and knowledge of technical theatre in preparation for transferability or vocation</p>
	<p>Identify theatre as a collaborative art form</p>	
	<p>Identify theatre terms and occupations</p>	
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<p><i>T ART</i> Theatre Arts AA-T</p>	<p>Apply their knowledge of key concepts in theatre arts to discuss, analyze, and synthesize a variety of theoretical and practical foci within the discipline</p>	<p>Gain a global, national, and local perspective on issues pertaining to the theatre arts preparing them for multiple pathways for future study and career opportunities</p>
	<p>Identify major topics, ideas, debates and issues in theater arts</p>	
<p><i>ILOs</i> Core ILOs</p>	<p>Communicate clearly, ethically, and creatively; listen actively and engage respectfully with others; consider situational, cultural, and personal contexts within or across multiple modes of communication.</p>	

<i>T ART</i> Theatre Arts - A.S. Degree Major (NIC)	apply skills and knowledge of theatre in preparation for transferability or vocation
	identify theatre as a collaborative art form
	identify theatre terms and occupations
<i>T ART</i> Theatre Arts - Certificate (NIC)	identify theatre terms and occupations
<i>T ART</i> Theatre Arts - Option 2 Acting - A.A. Degree Major	identify theatre terms and occupations
<i>T ART</i> Theatre Arts - AA-T	identify theatre terms and occupations

Additional SLO Information

Does this proposal include revisions that might improve student attainment of course learning outcomes?

No

Is this proposal submitted in response to learning outcomes assessment data?

No

If yes was selected in either of the above questions for learning outcomes, explain and attach evidence of discussions about learning outcomes.

No Value

SLO Evidence

No Value

Course Content

Lecture Content

History of Costume (5 hours)

- Evolution of fashion
- Influence of social, political, economic and religious issues on fashion

Costume Design (23 hours)

- Play analysis
- Forming a design concept
- Design Principles
- Budgeting the production
- Plotting the production
- Rendering techniques

Costume Design (4 hours)

- Play analysis
- Forming a design concept
- Design Principles
- Budgeting the production
- Plotting the production
- Rendering techniques

Fibers and Textiles (4 hours)

- Identifying fibers and weaves
- Period textiles
- Modification of fabrics

Total hours: 36

Laboratory/Studio Content

Maintenance (13 hours)

- Pressing
- Cleaning
- Making necessary repairs
- Making necessary replacements

Cataloging Costumes (20 hours)

- Storages
- Grouping costumes

Construction Techniques (9 hours)

- Working with patterns
- Basic hand sewing techniques

Historical Project (12 hours)

- Fabric analysis
- Historical garments and patterns

Total hours: 54

Additional Information

Is this course proposed for GCC Major or General Education Graduation requirement? If yes, indicate which requirement in the two areas provided below.

No

GCC Major Requirements

No Value

GCC General Education Graduation Requirements

No Value

Repeatability

Not Repeatable

Justification (if repeatable was chosen above)

No Value

Resources

Did you contact your departmental library liaison?

Yes

If yes, who is your departmental library liaison?

Adina Lerner (Technology & Aviation, Visual & Performing Arts)

Did you contact the DEIA liaison?

No

Were there any DEIA changes made to this outline?

No

If yes, in what areas were these changes made:

No Value

Will any additional resources be needed for this course? (Click all that apply)

- New Equipment

If additional resources are needed, add a brief description and cost in the box provided.

Class materials such as fabric, accessories, and sewing and costume tools may be needed.