



AUSTIN COMMUNITY COLLEGE DISTRICT

CONTINUING EDUCATION

COURSE SYLLABUS/OUTLINE DEVELOPMENT FORM

1. **Name of Course:** **Shakespeare's Verse for the Actor** (*as led by Babs George*)

2. **Number of Clock Hours:** 15

3. **Course Description:**

This class is for the actor interested in unveiling the mysteries of Shakespeare's verse by understanding the meter, poetic forms and rhetoric Shakespeare so deftly employed. Using monologues and scene work, the students will have an opportunity to shape their character's intentions, passions and thoughts through understanding the structure of the verse line. This class is for beginning to advanced acting students who may be new to Shakespeare. If you are able, come to the first class with a monologue or two that you are particularly interested in working on. It must be in verse, between 1 and 2 minutes in length.

4. **Course Objectives:**

Give the actor tools to approach Shakespeare's verse with confidence for performance, and for those who simply love Shakespeare, to increase their knowledge of the intricacies of verse and how to navigate it for a keener understanding.

5. **Rationale: State the reason for offering the course:**

Shakespeare is one of the greatest playwrights of all time. His plays and sonnets should be a part of all actor training.

6. **Required Materials:**

Access to Shakespeare texts as needed for scene study and monologue work.
Access to film clips and other internet research

7. **Course Outline: What topics and sub-topics will be covered in this course?**

Understanding Shakespeare's World and the man
Where do the plays come from—Folios and Quartos: spelling, punctuation and structure
Gesture—Expansive and specific movement: Michael Chekhov's *Psychological Gesture*
Iambic Pentameter—Understanding the importance of the inherent rhythm of Shakespeare
Poetic and Rhetorical Devices—what they are and how they affect the performance
Monologues—individual work on monologues from various plays with performance
Scene Study—Work scenes understanding components of the scene and how they affect performance