



AUSTIN COMMUNITY COLLEGE DISTRICT

CONTINUING EDUCATION

COURSE SYLLABUS/OUTLINE DEVELOPMENT FORM

1. **Name of Course:** Improvisation I For The Actor

2. **Number of Clock Hours:** 12

3. **Course Description:** . Improv is an indispensable asset for the actor, a great tool for development and self-discovery, and — maybe most important — FUN. In this class, we will explore the fundamental improv skills of paying close attention and reacting honestly, the essential ingredients of compelling scene work. It's not about thinking fast or being funny! This class is open to everyone, from actors who want to upgrade their technical toolkit to people with no performance experience who want to try something a little challenging (but FUN!) in a super-supportive environment. This class will include a weekly 30-minute homework assignment that can be done in any space. Limited to 8 students. Online platform: Zoom. Materials needed: internet connection & audio/video capability with computer or tablet.

4. **Course Objectives:**

- To learn the essential principles of improvised theatrical performance
- To understand the importance of unconditional support and put it into practice
- To create characters both from the inside out (motivation creating behavior) and from the outside in (behavior implying motivation)
- To learn how to recognize and develop patterns in scenework (the “game of the scene”)

To strengthen the skills of listening, observing, and paying close attention to our scene partners

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

To introduce performers and non-performers to both the practical techniques and philosophical underpinnings of modern improv

6. Required Materials:

An internet connection with audio/video capability with computer or tablet. Up to 30 minutes of homework per week may be assigned.

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

Week 1: Basic principles of improv with a focus on unconditional support (the “yes” in “yes-and”)

Week 2: Building a scene (the “and” in “yes-and”)

Week 3: Creating a reality: environment, endowments, and specificity

Week 4: Developing characters

Week 5: Finding the “game of the scene”

Week 6: Cumulative application of techniques; addressing specific questions