SYLLABUS – **TPP 4224 AUDITION & CAREER FORUM** – 3 credit hours

**Instructor** Lynn McNutt

[mcnuttl@fau.edu](mailto:mcnuttl@fau.edu)

(646) 831-0033

Office 167, College of Arts and Letters, Boca Campus

Office hours TBA

**Class times** TBA

Room TBA, College of Arts and Letters, Boca Campus

**TA contact** No TA

**Pre-Requisites**

Though not a requirement, this class best suited for juniors and seniors anticipating graduation within one year.

**Required Texts**

None. Handouts will be provided.

**Suggested Texts**

*Audition* by Michael Shurtleff. A bit dated but still very much on the mark about most points.

**Course Description**

This course will focus on the transition from student to working actor. In addition to some practical mock audition work, lecture and discussion topics may include but are not limited to: Unions, Agents, Professionalism/Attitude, Resumes, Headshots, Casting Procedures, Auditions and the “Day Job”.

A project customized to the student’s goals will be due at the end of the semester and will outline a game plan for that student’s goals and destination after graduation.

Weekly Schedules will be provided but due to the nature of the acting process, the schedule is subject to change.

**Course Objectives**

Students will develop a personalized “Game Plan” for their transition to working actor. Students will have a clear grasp of what will be required of them on a business level as well as an artistic, mental and physical level as a professional working actor. Students will have the tools to find acting job opportunities and to maximize their success in obtaining those jobs.

**Course Requirements**

* A written, organized game plan relevant to your goals upon graduation is due at the end of the semester. You will be given a guideline to follow.
* Your active and enthusiastic participation in exercises, rehearsals, audition presentations and discussions is required.
* Audition monologue work will require memorization and rehearsal time outside of class. Audition clothing will be required for audition themed classes.
* New ***professional*** headshots will be highly suggested for each student.
* New ***professional*** resumes will be required by the end of the semester.

**Course Evaluation Method**

Students will receive a daily grade for participation in classroom exercises, preparation and discussions and professional attitude.

Participation daily grade 10%

Audition Day 1 10%

Audition Day 2 10%

Audition Day 3 10%

Homework 10%

Final Project – Game Plan 50%

**Attendance/Tardiness Policy**

Acting is not a skill you can learn from a book. This class is for the serious theatre student. Attendance is mandatory. Always being present and on time is expected of true professionals. You are allowed two absences. Any absence exceeding two will only be excused in an emergency situation such as extreme illness, accident or family emergency and will be at the discretion of the instructor. A visit to the health center is not an emergency. ***For every absence after two your letter grade will be lowered one full grade for each day absent.*** If you had an A and had only two absences you will still have an A. If you had an A but had three absences you would then have a B.

Three tardies or leaving class early three times will be considered one absence. Arriving more than twenty minutes late will count as one full absence.

***Audition Days may not be made up. If you are absent if you will receive an F for that day (10% of final grade). Only in cases of documented emergency will you be able to make-up an audition day.***

**Classroom Etiquette**

**Dress Code** – Audition appropriate clothing must be worn on audition themed days.

**Cell phones/electronic devices** - Please bring them. You may even want to bring a tablet. On audition days, you will be required to turn them off.

**Disability policy statement**

“*In compliance with the Americans with Disabilities Act Amendments Act (ADAAA), students who require reasonable accommodations due to a disability to properly execute coursework must register with Student Accessibility Services (SAS)—in Boca Raton, SU 133 (561-297-3880); in Davie, LA 203 (954-236-1222); or in Jupiter, SR 110 (561-799-8585) —and follow all SAS procedures.”*

**Code of Academic Integrity policy statement**

*Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see* [*http://www.fau.edu/ctl/4.001\_Code\_of\_Academic\_Integrity.pdf*](http://www.fau.edu/ctl/4.001_Code_of_Academic_Integrity.pdf)

SCHEDULE – **TPP 4224 AUDITION & CAREER FORUM** – 3 credit hours

**Instructor** Lynn McNutt

[mcnuttl@fau.edu](mailto:mcnuttl@fau.edu)

(646) 831-0033

Office 167, College of Arts and Letters, Boca Campus

Office hours TBA

**Grading Scale**

**92-100% A**

**90-91% A-**

**88-89% B+**

**82-87% B**

**80-81% B-**

**78-79% C+**

**72-77% C**

**70-71% C-**

**68-69% D+**

**62-67% D**

**60-61% D-**

**59% -↓ F**

Week 1 Casting types, introduction of Game Plan project

Week 2 Headshots and Resumes

Week 3 Unions and Contracts

Week 4 Mock Auditions – Two contrasting mid-century American Realism (Williams, O’Neill, etc.)

Week 5 Game Plan research, Theatre Culture by Region

Week 6 The Day Job

Week 7 Cover Letters, Emails, and Networking

Week 8 Mock Auditions – Two contrasting contemporary (written after 2000)

Week 9 Building an Actor’s Website

Week 10 Agents and Managers

Week 11 Attitude, Professionalism and Taking Care of Yourself

Week 12 Mock Auditions - Two contrasting classic (Shakespeare-Wilde)

Week 13 Small group Game Plan review

Week 14 Small group Game Plan review

Final Game plan presentations/discussion