Hey, Mr. Producer!;
Assignment Construction Strategy
for Upper Level Performing Arts Online Teams

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The Objective: Cognitive Science & Org. Structure

Performing Arts students (particularly Theatre Arts students) are already intimately familiar with teamwork.

Teamwork in the Performing Arts (Rouse & Rouse, 2004) provides a literature review of the few focused studies within the field and interviews leaders of groups to establish an “ecology of performance”. We propose using this framework, along with capitalizing on cognitive skills associated with creative thinkers. Overlaying this with vocabulary and established team structure will provide a strongly researched base on which to build an assignment for upper level Theatre History students.

Economy of Performance

1. Size of performance – number of performers and other participants;
2. Complexity of performance – extent of required coordination;
3. Locus of coordination – rehearsal versus performance;
4. Familiarity of team members – ensemble versus pickup;
5. Role(s) of leader – prepares team; does versus does not perform

Tools in Canvas (LMS)

Synchronous tools
Zoom, web conferences in Canvas, Skype, Microsoft Teams and Join.Me

Asynchronous tools
Canvas email (also known as conversations)
Google Docs
Sharing files with group members
Group discussions in Canvas

Cognitive Processes of Teamwork

5 cognitive processes of teamwork (Klein, 2000) are applied in the creation of the assignment.

1. Control of attention
2. Shared situation awareness;
3. Shared mental models;
4. Application of strategies and heuristics to make decisions, solve problems, and plan;
5. Metacognition

QEP Tie ins

The UTA QEP Student Learning Outcomes (SLOs) and Program Outcomes (POs) addressed in this assignment are;

SLO 1b: Students will practice effective teamwork;
SLO 1c: Students will value effective teamwork;
PO 1: Students will report that their teamwork experience has prepared them for the real world.

References


License to Play

The Assignment: Create an imagined performance event.

THEA 4304 (Modern Theatre History) at UTA is a required course for the majority of Theatre Majors. As a team project they will be asked to create an event with the following parameters.

A) Chose 10 people/characters that have been discussed during the first 12 weeks of the semester. The “why” of this selected group will be evaluated.
B) Devise a party/event – remembering that this is created in a theatrical context and will be viewed by an audience. Depend on the event, necessary considerations can include venue choice, set and light design, costume design, sound design, house management, talent wrangling, stage management, to name just a few.
C) Group members assume the roles of production designers/staff pursuant to the party/event.
D) Each member will develop a design/approach that best serves the production team and the event.
E) Members will meet (using an agreed upon schedule) to prepare for 2 “production meetings” with Professor. Using feedback acquired at these meetings, they will refine the project for final presentation.
F) Each member will complete a peer review and meta cognitive essay at the completion of the presentation.

Peer Review

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<th>SLO</th>
<th>M#1</th>
<th>M#2</th>
<th>M#3</th>
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<tbody>
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<td>SLO 1b</td>
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<td>PO 1</td>
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Enter the name of each Production team member in the columns, including your own name. Using the provided scale of 1-4, rate each member on the characteristics described below. Enter your name here also: ___________________ Team name: ___________________