**Practicum Placement Request for 2020-21 rev. 04/11/19**

Please submit on Moodle by APRIL 26, 2019 (in case of difficulty, email to [mayberry@yorku.ca](mailto:mayberry@yorku.ca))

**Name:** **Date: Year of study in 2020-21:**

**email:**  **Summer phone #:**

**All 3rd-year Practicum students MUST take THEA 3100 3.0 Y. This means you will normally be given one 3-credit placement on one show, sometime in either the Fall or Winter term. If you would like two placements, or a 6-credit placement, you should ALSO enroll in THEA 3101 3.0 Y. We need to know if you are taking just 3100, or both 3100 and 3101.**

**If you are in 4th year, enroll in THEA 4100 3.0 Y if you are taking just 3 credits of Practicum. If you would like two placements, or a 6-credit placement, you should ALSO enroll in THEA 4101 3.0 Y. We need to know if you are taking just 4100, or both 4100 and 4101.**

In some circumstances (e.g. you want to SM but only need 3 credits, or you figure that a normally-3-credit position will require 6 credits worth of work) you may apply to change the number of credits for a placement from 3 to 6, or vice-versa. Please make your case.

**Highlight or circle your course choice clearly:**

Just 3100 Both 3100 and 3101 Just 4100 Both 4100 and 4101

**Previous Crew Positions and Practicum Assignments:**

Year Assignments

**Other relevant experience:**

**What THEA Production/Design courses have you completed?**

**What THEA Production/Design courses are you planning to take in 2020-21?**

**Preferences (departments, positions, theatres, shows, terms, etc., ranked clearly):**

**Any other useful information:**

**Possible Practicum Placements 2020-21 (for information)**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  |  |  |  |  | |
|  | **Heavy (6 credits)** | **Medium/Light depending on show (3 credits)** | | | |
| **4th year** | Production Manager | Design Exhibit Curator | Head Projections | |  |
|  | Set Designer | PM playGround |  | |  |
|  | Costume Designer | Sound Designer |  | |  |
|  | Lighting Designer | Cutter |  | |  |
|  | Stage Manager | First Hand |  | |  |
|  | Technical Director |  |  | |  |
| **3rd year** | Head Wardrobe | Assistant Stage Mgr. | Head Carpenter | | Head Flys |
|  |  | Sustainability Manager | Head Stage Carp | | Head Props |
|  |  | Accessibility Mgr. | Head Lx | | Head Scenic Artist |
|  |  |  | Head Sound | | Assistant Prod Mgr |
|  |  |  | Assistant 1st Hand | | Assistant Cutter |
|  |  |  | Assistant Wardrobe | | Assistant TD |
| **2nd year** |  |  | Assistant Carp | | Front of House Mgr. |
|  |  |  | Assistant Lx | | Assistant projections |
|  |  |  | Assistant Prop | | Assistant Sound |
|  |  |  | Head Dresser | | Assistant Scenic |
|  |  |  | Make-up | | Assist. Stage Carp |
|  |  |  | Wigs and Hair | | Flys |
|  |  |  | Publicity | | Armour, Accessories, etc. |

Note: This chart is for rough comparison only. For any given production, there may be more or less weight placed on a position than is shown here, and some positions may not be needed at all. Similarly a position charted in one year may easily be assigned to someone in another year.

Usual Assumptions:

No more than two assignments

Two fully mounted shows per year + playGround + others

Preference will be given to applications arriving before the deadline (see above).

Late applications will be ranked by date received.

Students not enrolled in a Practicum course by the **enrollment** deadline may forfeit their assigned position(s).

No one will be assigned SM, Designer, or Cutter without having taken the 3rd-year course in that discipline

For all other positions, preference may be given to those who have completed more course work in the subject.

Pivotal positions (designers, TD, SM. PM) for the first show in the fall must be available for meetings in the summer.

**Assembling the production teams is as much subjective as objective. The faculty will try to balance your preferences with the needs of the show and the department, and your demonstrated strengths and weaknesses.**

**Everything is always subject to change.**