

DIRECTIONS:

- 1) Print out this document. Each of the following pages has three character descriptions on it. Cut them out so each is separate.
- 2) Divide the class into groups. Each group should have no more than six people in it. Try to have at least five in each group.
- 3) Have each member of the group choose one of these titles:
Director Costume Designer Lighting Designer
Set Designer Technical Director Stage Manager
- 4) Have each student select one character description for their job title AT RANDOM. Hold all three slips of paper out, face down, and let them pick one out of your hand.
- 5) Students are absolutely not allowed to share their character descriptions with each other until the exercise is over.
- 6) On the board, write, "Goldilocks and the Three Bears," or, "Hamlet," or some other title that everyone can easily think about without having to read the script. This is only an exercise!
- 7) Allow the groups about thirty minutes, more or less to suit your class, to come up with a production concept for this show. This is a mock-production meeting. Everyone is required to stay in character.
- 8) Allow time at the end of class for each group to present their visual concept for the show. After presenting, have each student read their character description aloud to the others.
- 9) Use this exercise to demonstrate and discuss the dynamics of a group collaboration.

Director 1

Very compassionate.

Wants everyone to have a good experience working on the production.

Wants the production to look wonderful.

Likes bold colors and simple design choices.

Loves spectacle.

Will agree with most ideas initially to keep things congenial, but does not like intellectual concepts in general.

Director 2

Sardonic and cynical.

Witty.

Tends to have very specific ideas that are very intellectual.

Has limited patience.

Has extreme candor and is not afraid to say anything to anyone.

Does not like to be told no.

Does not generally get loud or aggressive, but fumes when angry.

Director 3

Has a strong literary background.

Has limited real production experience.

Is very friendly and gentle.

Is not very good at visualizing things, even when shown a drawing.

Likes to make things up as they go.

Wishy-washy.

Costume Designer 1

Is very young.

Is very strong-willed.

Chooses strange color combinations that are also interesting.

Will become very stubborn if not taken seriously.

Will avoid anything that is revealing or sexual.

Gets frustrated and does not know how to deal with situations.

Costume Designer 2

Has limited production experience but is an experienced sewer.

Wants to have complicated intellectual discussions.

Wants to talk a lot.

Impatient.

Costume Designer 3

High professional standards.

Very interested in satisfying the director's vision.

Judgmental of the other designers' work.

Mean.

Lighting Designer 1

Highly skilled.

Uncooperative.

Loves spectacle.

Very concerned about having control over anything having anything to do with lighting.

Loves original ideas.

Lighting Designer 2

Cooperative and easy-going.

Loves every idea when it is first presented.

Loves spectacle.

Lighting Designer 3

Extremely experienced.

Very efficient.

High artistic standards.

Business-like.

Tries to keep the peace.

Scenic Designer 1

Very intellectual.

Loves to come up with new ways to arrive at production concepts.

Likes simple scenery with complicated concepts.

Agreeable.

Lazy.

Scenic Designer 2

Loves spectacle.

Likes to add to any idea that is given to make it even bigger.

Ambitious. Wants to set the world on fire.

Easy-going.

Loves complicated scenery and complicate concepts.

Scenic Designer 3

Enjoys discussing art, media, color, line, etc.

Loves historical scenery.

Loves high concept art.

Not interested in technology.

High strung & emotional.

Often overwhelmed.

Technical Director 1

Impatient with laziness or inefficiency.

Knows what he or she is doing. Very capable.

Usually does not say no, but will want guaranteed time and budget to get things done.

Witty and friendly in the right environment.

Gruff and Irritable in other environments.

Technical Director 2

Inexperienced.

Very confident.

Not afraid to try anything.

Never says no.

Believes that he or she is capable of building anything from anything for any budget.

Technical Director 3

Usually says no to everything by giving technical reasons for why it is not possible.

Lazy.

Never reads scripts.

Most ideas are usually seen as dangerous and expensive and unreasonable.

Doesn't like the overall quality of theatre produced here.

Stage Manager 1

Wants to keep the peace.

Mousey and frightened.

Friendly.

Complimentary.

Very good at paperwork and record keeping.

Stage Manager 2

Very witty.

Gruff, take-charge attitude.

Has trouble respecting designers.

Flirtatious.

Sometimes angry.

Stage Manager 3

Friendly and likable.

Makes coffee. Buys donuts.

Wants to have a pleasant time.

Wants everyone to get along.

Avoids controversy.