



**Sub Committee for Performing Arts**  
**Faculty of Humanities and Social Sciences Curriculum Development**

**Name of Institute:** Symbiosis School for Liberal Arts

**Course Name:** THEATRE MINOR / Paper 1 / Theatre Games & Movement

**(UG/PG):** UG/Second Year/Semester 3

**Number of Credits:** 4

**Level:** 2

**Course Description**

This paper begins with an introduction to theatre, through games and movement, focusing on awareness of the body and mind. Theatre games are one of the core pillars which will help build imagination, a sense of play, and playfulness. Learning how to play theatre games helps develop basic acting skills.

This foundational paper introduces students to group work through ensemble movement and improvisation. Along with ensemble work, the students will build an awareness of the self and an expressive body.

In this module, students will discuss the basic fundamentals of storytelling through conflict, objective, tactics, and foils, extend the creative processes and understanding of physical ensemble work, collaboration and group work, and identify the importance of using gestures as a means of communication in theatre.

This module combines lectures, practical classes, mentoring of practice, observation and critical analysis of work in progress, group projects, use of visual aids, field trips and visiting faculty.