## **APPENDIX II**

## **Glossary**

**Action.** The core of a theatre piece; the sense of forward movement created by the sense of time and/or the physical and psychological motivations of characters.

**Aesthetic criteria.** Criteria developed about the visual, aural, and oral aspects of the witnessed event, derived from cultural and emotional values and cognitive meaning.

**Aesthetic qualities.** The emotional values and cognitive meanings derived from interpreting a work of art; the symbolic nature of art.

**Artistic choices.** Selections made by theatre artists about situation, action, direction, and design in order to convey meaning.

**Classical.** A dramatic form and production techniques considered of significance in earlier times, in any culture or historical period.

**Classroom dramatizations.** The act of creating character, dialogue, action, and environment for the purpose of exploration, experimentation, and study in a setting where there is no formal audience observation except for that of fellow students and teachers.

**Constructed meaning.** The personal understanding of dramatic/artistic intentions and actions and their social and personal significance, selected and organized from the aural, oral, and visual symbols of a dramatic production.

**Drama.** The art of composing, writing, acting, or producing plays; a literary composition intended to portray life or character or to tell a story usually involving conflicts and emotions exhibited through action and dialogue, design for theatrical performance.

**Dramatic media.** Means of telling of stories by way of stage, film, television, radio, or computer discs.

**Electronic media.** Means of communication characterized by the use of technology, e.g., radio, computers, e.g., virtual reality.

**Ensemble.** The dynamic interaction and harmonious blending of the efforts of the many artists involved in the dramatic activity of theatrical production.

**Environment.** Physical surroundings that establish place, time, and atmosphere/mood; the physical conditions that reflect and affect the emotions, thoughts, and actions of characters.

**Formal production.** The staging of a dramatic work for presentation for an audience.

**Front of house.** Box office and lobby.

**Improvisation**. The spontaneous use of movement and speech to create a character or object in a particular situation.

**Informal production.** The exploration of all aspects of a dramatic work (such as visual, oral, aural) in a setting where experimentation is emphasized. Similar to classroom dramatizations with classmates and teacher as the usual audience.

**New art forms.** The novel combination of traditional arts and materials with emerging technology (such as performance art, videodiscs, virtual reality).

**Role.** The characteristic and expected social behavior of an individual in a given position (e.g., mother, employer). Role portrayal is likely to be more predictable and one-dimensional than character portrayal.

**Script.** The written dialogue, description, and directions provided by the playwright.

**Social pretend play.** The action of two or more children engaged in unsupervised enactments; participants use the play to explore social knowledge and skills.

**Tension.** The atmosphere created by unresolved, disquieting, or inharmonious situations that human beings feel compelled to address.

**Text.** The basis of dramatic activity and performance; a written script or an agreed-upon structure and content for an improvisation.

**Theatre.** The imitation/representation of life, performed for other people; the performance of dramatic literature; drama; the milieu of actors and playwrights; the place that is the setting for dramatic performances.

**Theatre literacy.** The ability to create, perform, perceive, analyze, critique, and understand dramatic performances.

**Traditional forms.** Forms that use time-honored theatrical practices.

**Unified production concept.** A brief statement, metaphor, or expression of the essential meaning of a play that orders and patterns all the play's parts; a perceptual device used to evoke associated visual and aural presuppositions serving to make physical/real and unify the production values of a play.