National University of Engineering (UNI)
School of Artificial Intelligence
Syllabus 2027-I

1. COURSE

FG106. Theater (Mandatory)

2. GENERAL INFORMATION

2.1 Course	:	FG106. Theater
2.2 Semester	:	3rd Semester.
2.3 Credits	:	2
2.4 Hours	:	1 HT; 2 HP;
2.5 Duration of the period	:	16 weeks
2.6 Type of course	:	Mandatory
2.7 Learning modality	:	Face to face
2.8 Prerrequisites	:	None

3. PROFESSORS

Meetings after coordination with the professor

4. INTRODUCTION TO THE COURSE

Theater as a comprehensive performing art invites the student to recognize themselves as a creative and social human being. Through theatrical practice, the student develops their physical, verbal, and emotional expression; strengthens their self-confidence and personal security; and cultivates communication, empathy, and teamwork skills. This course provides practical tools for artistic expression that contribute to the comprehensive education of the university student, stimulating their sensitivity, creativity, and imagination. At the same time, it integrates them into their academic community through shared experiential activities, opening paths of self-discovery and authentic communication with others.

5. GOALS

- Develop the student's body awareness and non-verbal communication skills through theatrical expression techniques.
- Foster creativity, spontaneity, and teamwork through dramatic play and improvisation.
- Learn about the historical trajectory of theater from its origins to its contemporary manifestations, including Peruvian theater.
- Value theatrical art as a tool for social integration, self-discovery, and expression of personal and collective identity.
- Apply the theatrical techniques learned in the creation and public presentation of a group stage proposal.

6. COMPETENCES

AG-C02) Ethics: Applies ethical principles and commits to professional ethics and the standards of professional computing practice. (Usage)

AG-C04) Communication: Communicates effectively in complex computing activities. (Usage)

7. TOPICS

Unit 1: Art, Creativity, and Theater (6 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• What is Art? An experiential and personal experience. • The master key: creativity. • The importance of theater in personal and professional development. • Utility and approach of theatrical art. • Theater as a pedagogical tool and personal development instrument.	• Recognize the relevance of art and creativity in personal and social development [Usar]. • Connect the student with their group, valuing the importance of human communication and the social collective [Usar]. • Identify basic notions of theater and its function in university life [Usar].
Readings : [**Majorana**], [**PAVIS**], [**Miravalles1998**]	

Unit 2: Play: The Actor's Craft (6 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• I play, therefore I exist. Play as a universal language. • Child's play and dramatic play. • Group integration games and creativity games. • Spontaneous improvisation. • The theatrical sequence and body warm-up.	• Recognize play as a fundamental tool of theater [Usar]. • Internalize and revalue play as creative learning [Usar]. • Approach the theatrical experience spontaneously and naturally [Usar].
Readings : [**PAVIS**], [**Miravalles1998**]	

Unit 3: Body Expression and Dramatic Use of Objects (9 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• Body awareness: the body as an instrument. • Awareness of the stage space. • Awareness of time and rhythm. • Creation of individual and collective sequences: body, space, and time. • The dramatic use of objects: theatrical play. • Theatrical performances using objects.	• Experiment with new forms of body expression and communication [Usar]. • Develop mechanisms for controlling and managing the body in stage space [Usar]. • Cultivate imagination and the ability to respond to auditory, rhythmic, and visual stimuli [Usar]. • Explore emotional states and collective atmospheres through movement [Usar].
Readings : [**PAVIS**], [**Grotowski1970**]	

Unit 4: Non-Verbal Communication in Theater (9 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• Relaxation, concentration, and breathing. • Disinhibition and interaction with the group. • Improvisation: techniques and exercises. • Balance, weight, time, and body rhythm. • Movement analysis: types and qualities. • Stage presence and the actor's energy. • Dance and theatrical choreography. • Expressive gesture and the use of masks.	• Practice non-verbal communication skills [Usar]. • Engage in games and exercises of individual and group body language [Usar]. • Express emotions and feelings freely and creatively through original performances [Usar]. • Distinguish different types of acting and their technical foundations [Usar].
Readings : [**PAVIS**], [**Stanislavski1983**], [**Grotowski1970**]	

Unit 5: Traces of Theater Through Time (6 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• The origin of theater: ritual and performance in Greece and Rome. • Medieval theater and Commedia dell'Arte. • Spanish Golden Age theater and English Elizabethan theater. • Romanticism, Naturalism, and Realism: Ibsen and Chekhov. • Brecht's epic theater and Stanislavski's psychological theater. • Theater of the absurd, contemporary theater, and total theater. • Theater in Peru: Yuyachkani, La Tarumba, Pataclaun, and others.	• Understand the influence that society has exerted on theater throughout history [Usar]. • Appreciate the value and contribution of fundamental playwrights and theater directors [Usar]. • Analyze the social and historical context of theatrical art in different eras [Usar]. • Reflect on Peruvian theater and its contemporary expressions [Usar].
Readings : [**PAVIS**], [**Balta2001**]	

Unit 6: Theatrical Production (12 hours)	
Competences Expected: AG-C02,AG-C04	
Topics	**Learning Outcomes**
• Theatrical appreciation: attendance and critical analysis of plays. • The stage space: types of stages and their dramatic use. • The dramatic text: reading, analysis, and adaptation. • Character construction: technique and psychology. • Directing and staging: basic fundamentals. • Production elements: costumes, makeup, set design, and props. • Public presentation of group theatrical exercises.	• Employ theatrical creation as a manifestation of ideas and feelings before society [Usar]. • Apply the techniques practiced in a concrete and meaningful stage proposal [Usar]. • Exchange experiences and present brief group theatrical performances before an audience [Usar].
Readings : [**PAVIS**], [**Miravalles1998**], [**Brook1969**], [**Balta2001**]	

8. WORKPLAN

8.1 Methodology

Individual and team participation is encouraged to present their ideas, motivating them with additional points in the different stages of the course evaluation.

8.2 Theory Sessions

The theory sessions are held in master classes with activities including active learning and roleplay to allow students to internalize the concepts.

8.3 Practical Sessions

The practical sessions are held in class where a series of exercises and/or practical concepts are developed through problem solving, problem solving, specific exercises and/or in application contexts.

9. EVALUATION SYSTEM

********* EVALUATION MISSING ********

10. BASIC BIBLIOGRAPHY