



## **Course Description**

### **DAA2611 | Dance Composition & Improvisation II | 3.00 credits**

This course provides further exploration of choreographic tools established in Dance Composition and Improvisation I, emphasizing group forms, usage of space, and orchestrations of movement. It emphasizes the formal study of compositional principles of choreographic invention with emphasis on developing personal style. Prerequisite: Successful completion of DAA2610.

### **Course Competencies:**

**Competency 1:** The student will demonstrate a deeper understanding of the relationship between improvisation and choreography by:

1. Learning more advanced principles of dance improvisation
2. Learning more advanced techniques employed in choreography
3. Developing a further understanding of how methods of dance improvisation and choreographic methods are employed in the creation of dance works

**Competency 2:** The student will develop a deeper awareness of spatial relationships as related to a choreographic phrase by:

1. Examining compositions as they evolve in light of space and spatial relationships
2. Using space and spatial relationships as a means of supporting artistic communication
3. Fulfilling more advanced compositional assignments that are centered around space and spatial relationships

**Competency 3:** The student will create increasingly complex studies utilizing movement qualities and dynamics using time and energy and effectively evaluate these studies through written analysis by:

1. Continuing to explore the use of time, energy, and dynamics in movement studies in more complex ways
2. Effectively evaluating these studies through more detailed written analysis
3. Providing constructive feedback to others based on observation and analysis

### **Learning Outcomes:**

- Communicate effectively using listening, speaking, reading, and writing skills
- Demonstrate an appreciation for aesthetics and creative activities
- Describe how natural systems function and recognize the impact of humans on the environment