

Characterization: The observable traits of a character.

Character Objectives: What a character hopes to achieve in a play or scene; the goals of a character; what a character wants.

Obstacles: What is in the way of a character obtaining his/her objective; the struggle the character must endure in order to obtain his/her objective.

Conflict: The clash of forces in a play.

Dramatic Arc: The changes a character chooses to make or is forced to make during the course of a play.

Engaged Listening: Visible evidence that a character is receiving, absorbing, processing and reacting to information and events in a play.

Emotional Context: How the information and events in a play affect the emotions of a character.

Physicality: The physical and external traits and qualities that define a character. These include the posture of a character, how a character walks and gestures, the tempo and rhythm of a character's energy.

Actions: What a character does to another character.

Tactics: Specific maneuvers a character executes to achieve an objective.

Projection: The ability of a performer to use the appropriate vocal volume level to compliment the required believability of the play as well as to be heard by all audience members.

Articulation: The clarity of the words a performer speaks.

Vocal Dynamics: Variety and color in the vocal characteristics of tone, volume, pitch and rate.

Ensemble: The entire company of performers in a production.

Cohesiveness: The ability of the ensemble to participate in and exhibit the collective energy and believability of a production.

Unity of Purpose: The ability of the ensemble to illustrate a collective understanding of the story, style, objectives and themes of a play. The ability of the ensemble to perform as a team.

Relationship: The degree of kinship between two or more characters in a play and how that kinship develops and changes during the course of a play.

Cue Pickups: The overall timing of the dramatic action. This usually refers to the timing of the spoken dialogue but can also be applied to timing of the physical and non-verbal action.

Tempo: The rate at which information is given and/or action is executed in a play.

Motivation: What causes a character to act. The driving force behind a character's actions and pursuit of his/her objective(s).

Spontaneity: The ability of the ensemble to create the illusion that the characters are experiencing the events of the play for the first time.

Use of Space: The effective use of the entire stage area with regard to the environmental requirements of the play.

Blocking: The movement and business of the actors/characters in a play.

Composition: The arrangement of the actors/characters on the stage.

Exposition: The events that precede, cause and/or influence the immediate action of a play.

Rising Action: The increased tension in a play caused by events that produce conflict.

Climax: The highest point of tension in a play.

Moment: An event that causes a change in the course of action of a play.

Theme: The underlying idea and/or purpose of a play.

Style: The social influences that govern and influence the general behavior of the characters. This usually refers to behavior in historical periods or geographical locations; however, it can also refer to the dramatic genre of the play.

Ground Plan: The arrangement of the scenic/environmental elements of a production.

Focus: The area of the stage that contains significant action and should be the principal point of attention for the audience.