

EXPOSITION:	Dialogue which gives the audience the background information it needs to follow the action of the play; most of it occurs early in the play.
IMPROVISATION:	To make up as you go along; often used as a rehearsal technique to make the actors more comfortable with their characters; may be part of some performance situations.
MONOLOGUE:	Long speech spoken by one actor without interruption.
MOTIVATION:	A character's reason for saying or doing something; the actor searches for this in his/her study of a role and uses voice and movement to interpret it to the audience.
NARRATOR:	One who tells the story; speaks directly to the audience.
PLOT:	The story of the play. The playwright chooses the incidents which tell the story best and arranges those incident to form the dramatic action of the play.
PROP:	Any moveable item used on the set of play or handled by an actor (i.e. a can, a letter, a book, a vase, a suitcase)
PROSCENIUM:	A form of staging in which an arch frames the stage; the stage is at one end of a room and the audience sits in front of it, watching the play through the arch which frames the action.
PROTAGONIST:	The main character; the person whose success or failure the audience is most concerned with.
REHEARSAL:	The time period before a play opens involving practice of the dialogue, movement, rhythms and interpretation of the play.
SCENE:	A division of a play representing a single episode or unit of action; sub-part of an act.
SCENIC ARTIST:	The painter or machinist who reproduces the scene designer's drawing in full scale on the stage.
SCRIPT:	The written words and stage directions created by a playwright; the starting point of a production.
SET:	The scenery of a play; depicts time, place, mood.
STAGE BUSINESS:	Small pieces of action; often humorous; put into a scene to heighten its appeal or suspense.