

Theatre Design and Technology Master of Fine Arts Degree

FULL PROPOSAL

Submitted to: Chancellor's Council on Graduate Studies
Ohio Department of Higher Education

Submit date: *to come*

Submitted by: College of the Arts
Kent State University



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Basic Characteristics of the Proposed Program

1. Brief description of the disciplinary purpose and significance of the proposed degree.

Since 1994, Kent State University's School of Theatre and Dance has offered a terminal M.F.A. degree in Theatre Studies with concentrations in two areas: Acting and Design and Technology (the latter with emphases in costume design, lighting design, scene design and technical direction). This proposal seeks to create a separate M.F.A. degree program in Theatre Design and Technology to replace the current concentration.

The Design and Technology concentration has undergone course updates over the years, and faculty agree that separating the program from the acting curriculum will more accurately reflect the program as it has evolved. The three concentrations of the current M.F.A. (Acting, Design/Technology and Acting for the Returning Professional) no longer share a robust common core, have different entrance criteria and are offered in different cycles. "Theatre Studies" is too broad a term for the discipline and does not identify the high degree of specialization available.

Under a separate proposal, the School of Theatre and Dance is establishing an M.F.A. degree in Acting for the Returning Professional.

Theatre programs in the School of Theatre and Dance are accredited by the National Association of Schools of Theatre. The school offers a B.A. degree in Theatre Studies, a B.F.A. degree in Musical Theatre and B.F.A. degree in Theatre Design, Technology and Production. Additionally, the school offers seven distinct theatre-related undergraduate minors. In fall 2019 (15th day census) 340 students were declared in a theatre degree program in the school.

2. Definition of the focus of the program

The proposed three-year terminal degree program provides the candidate opportunity to study theatrical design and technology in a specialized area. M.F.A. candidates select one of four concentrations to study: costume, lighting, scene design, lighting design, technical direction or costume design and technology

Students are offered ample opportunities to design for theatre and dance productions, and coursework teaches the skills that align with their area of specialization. The curriculum will allow students to exercise advanced design skills and apply these to the production process. Additionally, M.F.A. students on a assistantship will have the opportunity to teach undergraduate classes and mentor less advanced students through the production process.

3. Rationale for the degree name.

Per the National Association of Schools of Theatre, *"The Master of Fine Arts degree title is appropriate only for graduate-level programs that emphasize full-time, professionally-oriented study of some aspect of theatre practice that prepares the student as an advanced professional practitioner or a professional teacher of theatre practice."*¹

¹ National Association of Schools of Theatre (April 19, 2019). Handbook 2019-20. Retrieved from <https://nast.arts-accredit.org/wp-content/uploads/sites/4/2019/05/NAST-Handbook-2019-20-Current-08-30-2019.pdf> (page 119).

The proposed M.F.A. degree program aligns with that definition.

4. Duration of the program.

a. Total credit hours for completion of the program:

The degree program will be 60 semester credit hours.

b. Normal or typical length of time for students to complete the program:

Length of the program will be three years (six semesters) for full-time students.

5. Proposed initial date for implementation of the program.

Proposed implementation for the degree program is fall 2020.

6. Admission requirements and admission timing.

The program will admit in fall semester only. Applicants must hold a bachelor's degree, earn a minimum 3.000 undergraduate GPA (on a 4.000 point scale) and submit a résumé of theatre experience, goal statement and three letters of recommendation. In addition, they must complete an interview and portfolio review.

7. Primary target audience for the program.

The audience for the program is theatrical designers with professional or academic experience who seek a full-time, terminal degree program.

8. Special efforts to enroll and retain underrepresented groups.

a. Plan to ensure recruitment, retention and graduation of groups underrepresented within the discipline.

Kent State University is a member of the University Resident Theatre Association, and faculty recruit students through that organization's national recruitment initiatives as well as through United States Institute for Theatre Technology and Southeastern Theatre Conference unified events.

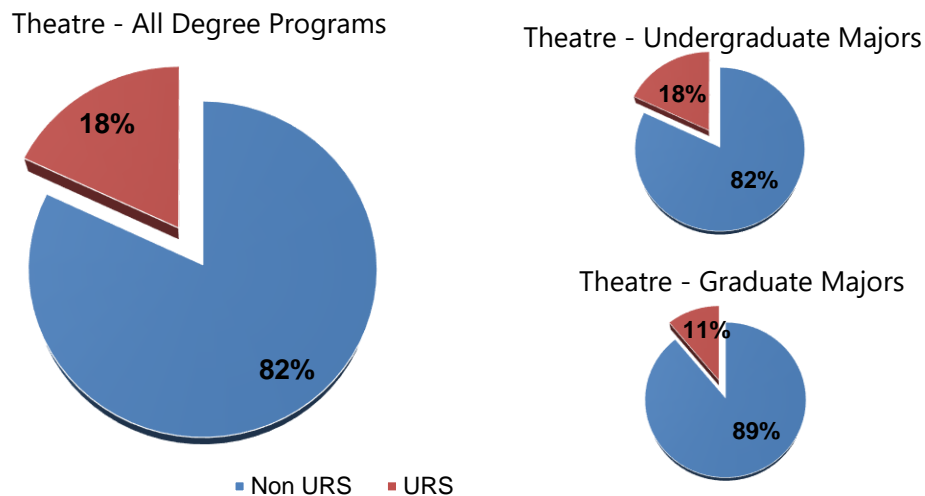
Leveraging its vast alumni network in colleges and universities throughout the country, the School of Theatre and Dance seeks out underrepresented students and recruits competitively, offering a full tuition waiver, stipend and subsidized health coverage. The M.F.A. in Design and Technology has been successful over the past 25 years in recruiting international students in the Design and Technology program from South Korea, China, Iran, Turkey, Thailand and Great Britain.

Kent State's Division of Graduate Studies supports underrepresented students with the Graduate Dean's Travel Award (for recruitment travel) as well as the Graduate Dean's Award (additional to the assistantship). The School of Theatre and Dance has also increased the diversity of its faculty body over the past five years by 13 percent. Currently 29 percent of the faculty are from underrepresented populations.

- b. Provide as background a general assessment of the following: (1) institution and departmental profiles of total enrollment and graduate student enrollment of underrepresented groups within discipline; and (2) comparison with nationally reported values from National Center for Educational Statistics, Council of Graduate Schools or other authoritative sources. Supply data by demographic group where available.

Eleven percent of underrepresented students made up the fall 2019 enrollment in Kent State's graduate theatre degree programs, see figures below. ²

Figures: Enrolled underrepresented (URS) students in theatre majors in Kent State's School of Theatre and Dance (Fall 2019 Semester)



Institutional Planning for Program Change

1. What are the physical facilities, equipment and staff needed to support the program?

Physical facilities, staffing and equipment for the M.F.A. degree were determined as meeting accreditation standards from a 2019 review from the National Association of Schools of Theatre. The Center for the Performing Arts on the Kent Campus houses three theatres, performance and rehearsal space, a costume shop, an extensive scene shop with ventilation and dust collection, a prop studio with spray hood, a welding lab, a scenery construction studio, a dye room, laundry facilities and laboratories for costumes, drafting, lighting, scenery and CAD and other software. A performing arts library in the center provides students access to scores, scripts, audio and video recordings, journals, monographs and texts.

The School of Theatre and Dance oversees the professional venue Porthouse Theatre in Cuyahoga Falls. Porthouse Theatre operates in summers under an Actors' Equity Association agreement through the University Resident Theatre Association.

² Source: Kent State Office of Institutional Research; numbers based on student self-reporting of ethnicity/race and gender at time of admission.

2. What is the evidence that a market for the new program exists?

a. How has estimated program demand been factored into realistic enrollment projections?

Enrollment in the M.F.A. Design/Technology program has averaged 11 students each semester for the past eight semesters. The population of competitive applicants is identified annually through the University Resident Theatre Association and other unified recruitment events, as well as graduates of undergraduate theatre programs. Kent State University has a substantial alumni base embedded in higher education across the country who refer students. Additionally, the school recruits to attract working professionals in the early stages of careers who are interested in graduate study in theatre.

b. How has this evidence been used in planning and budgeting processes to develop a quality program that can be sustained?

Over the past 10 years, the School of Theatre and Dance has developed the following to grow and sustain its programs:

- Construction in 2010 of a \$16-million facility expansion, which included renovations to existing shops, laboratories, theatres and classrooms and new black box theatre
- Upgrades to equipment and safety measures to include automated and LED fixtures and shop ventilation and dust collection
- Hires of one full-time faculty in sound, one full-time faculty in stage management and one full-time and one part-time faculty in costume technology
- Securement of an endowed guest director series to sustain one professional director per year for mainstage productions
- Approval of an arts fee for undergraduate students, which gives them free admission to all arts events and allows the school to maintain production budgets
- Provision of travel grants to students to encourage their participation and presentations at national conferences

c. Provide evidence of need for the new degree program, including the opportunities for employment of graduates. Examples of potential metrics of program need include: (1) Student interest and demand: potential enrollment; ability to sustain the critical mass of students; (2) institutional need: plan for overall development of graduate programs at the university; and (3) societal demand: intellectual development; advancement of the discipline; employment opportunities to meet regional, national needs and/or international needs.

Since 2006, the school has successfully placed 100 percent of its design and technology students upon graduation. More than half go into higher education and achieve tenure. Some have become department chairs. The competition for design and technology graduate students is high, and Kent State has competed successfully in the past to fill enrollment slots. The School of Theatre and Dance subsidizes a majority of graduate students for three years. Considering that the cost of living in Northeast Ohio is low, many students graduate with much lower debt than from other M.F.A. degree programs.

Regarding market trends for designers and technical directors, below are the few studies on the subject:

- The Theatre Communications Group estimates that, in 2017, 1,759 professional non-profit theatres nationwide employed artists as the majority of its workforce.³
- The Associate for Theatre in Higher Education reports the market for college faculty positions in theatre has remained reasonably consistent between 1996 and the present.⁴
- The U.S. Bureau of Labor Statistics projects that employment in entertainment and sports occupations will grow five percent between 2018 to 2028, about as fast as the average for all occupations. Employment of actors is projected to show little or no change from 2018 to 2028. The number of Internet-only platforms, such as streaming services, is likely to increase, along with the number of shows produced for these platforms. This growth may lead to more work for actors:⁵

Statewide Alternatives

1. What programs are available at other institutions, and how do they differ from the program being proposed?

Four universities in Ohio offer a graduate degree program in theatre design and technology, all accredited by the National Association of Schools of Theatre, see table.

Table: NAST-Accredited M.F.A. degree programs in theatre design/technology in Ohio

University	Graduate Program	Career Objective	Characteristics
Kent State Univ.	M.F.A., Theatre Studies (Design/Technology [Costume Design, Lighting Design, Scene Design, Theatre Technology])	professional designers and educators	Three years, 60 credit hours, thesis project
Ohio State Univ.	M.F.A., Design (Costume, Lighting, Scene)	professional designer	Three years, 67 credit hours, comp exam
Ohio Univ.	M.F.A., Production Design M.F.A. Production Technology	professional designers and technicians	Three years, 90 credit hours, exit portfolio
Univ. of Cincinnati	M.F.A., Theatre Design and Production (Costume Design and Technology, Lighting Design and Technology, Make-up and Wig Design, Sound Design, Stage Design, Stage Management)	professional designers	Three years, 60 credit hours, thesis portfolio

³ Voss, Z.G., Voss, G.B., Fonner, D., Rose, I.B. & Baskin, L. (2018) Theatre facts 2018. Retrieved from www.tcg.org/pdfs/tools/TCG_TheatreFacts_2018.pdf.

⁴ Bial, H. (n.d.) The new normal. Association for Theatre in Higher Education. Retrieved from www.athe.org/page/About_Jobs.

⁵ U.S. Bureau of Labor Statistics (4 September 2019). Occupational Outlook Handbook. Retrieved from www.bls.gov/ooh/entertainment-and-sports/home.htm.

The primary difference between Kent State's program and the others is reflected in the career objective. Kent State students begin developing a teaching portfolio in their first year in order to prepare them for jobs in higher education. Graduate assistants in design and technology teach introductory labs, mentor undergraduate students and serve as shop assistants. As students matriculate, they have the opportunity to teach the lecture portion of a fundamentals course and/or the general education course The Art of the Theatre.

Another unique aspect of Kent State's M.F.A. degree program is Porthouse Theatre, where graduate students are able to design and hold staff leadership positions.

2. Explain the appropriateness of the specific locale for the program.

The Kent Campus is located 40 minutes from downtown Cleveland and 20 minutes from Akron, both of which offer vibrant theatre and arts opportunities. The area is home to two League of Resident Theatres Equity theatres (Great Lakes Theatre and Cleveland Playhouse), a number of smaller Equity theatres and other theatres that provide Equity contracts. In addition, the School of Theatre and Dance produces Porthouse Theatre, a summer professional theatre program less than 30 minutes from the Kent Campus.

3. Are there opportunities for inter-institutional collaboration to offer the program?

Kent State does not foresee any collaborations with other universities at this time but welcomes a opportunity for partnerships with other NAST-accredited programs.

Growth of the Program

1. What future growth do you anticipate over several years?

Enrollment in the program traditionally has been based on the availability of assistantships for students. Since fall 2018, there have been nine students enrolled in the program: three students in scene design, two students in costume design, two students in technical direction and two students in lighting design—all with assistantships dedicated to design and technology areas. The expectation is that the program will grow to 12 students with assistantships. See Appendix A for the program's fiscal impact statement.

2. How do you plan to manage this growth?

As the courses are existing and offered by existing faculty, current resources are sufficient for the initial year, with the expectation that if the program grows more than predicted, the college dean will evaluate additional full-time hires. The current facilities and staff serve existing students, with room to accommodate more.

3. When do you expect the program to be self-sufficient?

The M.F.A. Theatre Studies concentration in design and technology has been sustained for 25 years at Kent State. The faculty and staff teach not only in this program but in the undergraduate theatre programs as well. Graduate assistants in design and technology teach introductory courses and labs, mentor undergraduate students and serve as shop assistants. This service component of each assistantship contributes to the program's sustainability.

Curriculum and Instructional Design

1. Description of the proposed curriculum, including any concentrations, cognates or specializations within the major.

The school's recent (spring 2019) accreditation review from National Association of Schools of Theatre confirmed the need for more graduate student-only design courses throughout the curriculum. The design and technology faculty have created seven new, 2-credit courses for each concentration. These new courses will fulfill the need for unique graduate student-only courses, ensure low student/faculty ratios in classroom instruction (approximately 1:3) and add breadth and depth to the design curriculum in each concentration. Many of the courses in the proposed curriculum are existing and have been offered for the M.F.A. degree in Theatre Studies.

For the full curriculum as well as admission and graduate requirements, see the catalog page in Appendix B. Course descriptions are in Appendix C.

2. Description of a required culminating, or integrated learning, experience.

The culminating project is THEA 61310: Master of Fine Arts in Design and Technology Culminating Project. This is a realized project of scale requiring successful completion, documentation, a public performance and a formal presentation. Documentation consists of a design analysis, process journal, relevant research and other supporting materials (e.g., photos, links to the candidate's website). The presentation may include, but is not limited to, research, drawing and drafting, rendering and associated digital images, video or audio files. A committee of graduate faculty evaluates the project and the assessment reported to the College of the Arts. The project serves not only as a capstone but also as a fully realized project of scale that demonstrates the artistry and skills learned in the program and contributes to their professional portfolio.

Past culminating projects include the following:

- Set design for *Macbeth*
- Set design for *The Mystery of Edwin Drood*
- Set design for *Into the Woods*
- Set design for *Next To Normal* (at Porthouse Theatre)
- Costume design for *Any Resemblance*
- Costume design for *Emilie: La Marquise du Châtelet Defends Her Life Tonight*
- Costume design for *Sideshow*
- Technical direction for *Newsies* (at Porthouse Theatre)
- Technical direction for *Little Women*
- Lighting design for *The Mystery of Edwin Drood*
- Lighting design for *West Side Story* (at Porthouse Theatre)
- Lighting design for *Into the Woods*

Institutional Staffing, Faculty and Student Support

1. How many and what types of faculty (full and part time) will be employed in the program? Describe how number and type of faculty is sufficient to support the program (especially if the program contains a research or heavily mentored activity).

Nine full-time faculty (six tenured and tenure-track, three non-tenure track) teach the courses in the program, see table below. In addition, there are five full-time professional staff members with the following titles:

- Production Manager
- Lighting and Sound Supervisor
- Scene Shop Supervisor
- Costume Shop Supervisor
- Assistant Costume Shop Supervisor

M.F.A. degree candidates will design in theatre productions, directed by additional full-time faculty at Kent State. All faculty who are teaching or involved in the program also teach for other degree programs in the School of Theatre and Dance. Faculty capacity and credentials are appropriate for the program as a concentration current and projected for the future as a separate degree program. All faculty teaching in the program have graduate faculty status and are eligible to direct thesis projects and/or serve on thesis committees. See Appendix D for faculty CV.

Faculty Member	Terminal Degree	Courses Taught and/or Proposed
Kerry Jo Bauer Assistant Professor <i>Non-tenure track</i>	M.F.A., Costume Design, Ohio University, 1995 Years teaching: 6	THEA 52101 Dye Techniques and Fabric Modification THEA 52150 Three-Dimensional Characters THEA 61096 Individual Investigation
Nicholas Drashner Assistant Professor <i>Tenure track</i>	M.F.A., Sound Design, University of California-San Diego, 2012 Years teaching: 6	THEA 51523 Sound Design and Technology I THEA 51527 Sound Design and Technology II THEA 51562 Advanced Projection Design THEA 61096 Individual Investigation
Tamara Honesty Assistant Professor <i>Tenure track</i>	M.F.A., Scenic Design, West Virginia University, 1996 Years teaching: 9	THEA 51525 Props and Crafts THEA 60196 Individual Investigation THEA 61310 Design Technology Culminating Project THEA 61531 Period Style for Theatre Designers THEA 61623 Digital Rendering Theatre Design THEA 61992 Professional Internship II THEA 63001 Scene Design I THEA 63002 Scene Design II THEA 63003 Scene Design III THEA 63004 Scene Design IV THEA 63005 Scene Design V THEA 63006 Scene Design VI THEA 63092 Production Collaboration

Faculty Member	Terminal Degree	Courses Taught and/or Proposed
Grace Keenan Assistant Professor <i>Non-tenure rack</i>	M.F.A., Costume Technology, Pennsylvania State University, 2012 Years teaching: 6	THEA 51540 Draping for the Theatre I THEA 51541 Draping for the Theatre II THEA 51624 History of Costume and Textiles THEA 51734 Costume Production Management THEA 61096 Individual Investigation
Yuko Kurahashi Professor and Graduate Coordinator <i>Tenured</i>	Ph.D., Theatre and Drama, Indiana University–Bloomington, 1996 Years teaching: 23	THEA 51113 Theatre in a Multicultural America THEA 61000 Intro to Graduate Study in Theatre THEA 61094 College Teaching in Theatre THEA 61096 Individual Investigation THEA 65000 History, Historicism, Theory and Practice in Theatre and Drama
Daniel-Raymond Nadon Professor <i>Tenured</i>	Ph.D., Theatre, University of Colorado–Boulder, 1993 Years teaching: 29	THEA 51115 LGBTQ Theatre THEA 51191 Variable Content Seminar THEA 65192 Teaching Practicum
Steve Pauna Associate Professor <i>Non-tenure track</i>	M.F.A., Theatre Studies (Technical Direction), Kent State University, 2000 Years Teaching: 19	THEA 51420 Theatrical Drafting II THEA 51430 Advanced Construction Theory THEA 51531 Theatrical Rigging THEA 51560 Theatre Fabrication Technology THEA 61096 Individual Investigation THEA 61310 Design Technology Culminating Project THEA 61992 Professional Theatre Internship II THEA 64001 Theatre Technical Direction I THEA 64002 Theatre Technical Direction II THEA 64003 Theatre Technical Direction III THEA 64004 Theatre Technical Direction IV THEA 64005 Theatre Technical Direction V THEA 64006 Technical Direction VI THEA 64092 Production Collaboration
Jakyung Seo Associate Professor, Design, Technology and Production Coordinator <i>Tenured</i>	M.F.A., Lighting Design, University of Illinois– Urbana-Champaign, 2004 Years teaching: 14	THEA 51521 Advanced Lighting Technology I THEA 51526 Advanced Lighting Technology II THEA 60992 Professional Theatre Internship I THEA 61096 Individual Investigation THEA 61306 Professional Aspects THEA 61310 Design Technology Culminating Project THEA 61992 Professional Internship II THEA 65001 Lighting Design I THEA 65002 Lighting Design II THEA 65003 Lighting Design III THEA 65004 Lighting Design IV THEA 65005 Lighting Design V THEA 65006 Lighting Design VI THEA 65092 Production Collaboration Lighting Design

Faculty Member	Terminal Degree	Courses Taught and/or Proposed
Michelle Souza Assistant Professor <i>Tenure track</i>	M.F.A., Costume Design, University of California– San Diego 2007* Years teaching: 5	THEA 51524 Design Studio: Costume THEA 51529 Advanced Wig and Makeup Techniques THEA 51621 Presentation Media THEA 61096 Individual Investigation THEA 61310 Design Technology Culminating Project THEA 61992 Professional Internship II THEA 66001 Costume Design I THEA 66002 Costume Design II THEA 66003 Costume Design III THEA 66004 Costume Design IV THEA 66005 Costume Design V THEA 66006 Costume Design VI THEA 66092 Production Collaboration

** Transcript not on file in the Kent State Office of Academic Personnel*

2. How many, if any, new faculty will be hired for the program?

As the proposal is to elevate an existing concentration taught by existing faculty, to a separate degree program, there are no anticipated new hires for the program.

3. What are the administrative arrangements for the proposed program, including oversight at the program, department/school and college level?

The theatre graduate coordinator oversees administration of the program, including curriculum design. The coordinator reports to the director of the School of Theatre and Dance, who in turn, reports to the dean of the College of the Arts. The School of Theatre and Dance is one of four schools in the college, with the others being the School of Art, the School of Music and the School of Fashion Design and Merchandising. The associate dean of the College of the Arts provides oversight of all graduate programs in the college.

4. Where will any needed financial support and staffing come from?

Most courses for the proposed degree program are existing; seven new courses will be created for each concentration (total 28 new courses). A recent NAST review from accrediting body National Association of Schools of Theatre highlighted a concern with insufficient number graduate-only classes for each concentration. As a result, faculty have developed new 2-credit graduate-only design-focused coursework to be offered each semester during the three years of the MFA program. Practical application of production work will be incorporated into the curriculum through a series of four new courses. Since the cohorts for this program purposefully are kept small, there is no anticipated need for additional resources. Faculty have been supporting both undergraduate and graduate programs in the school. See Appendix A for the program's fiscal impact statement.

Academic Quality Assessment

- 1. What are the admission criteria in addition to the traditionally required transcripts, standardized test scores, letter of recommendation and personal statements of purpose — that will be used to assess the potential for academic and professional success of prospective students?**

In addition to submitting the standard requirements for admission to a Kent State master's degree, applicants must submit their portfolio and interview with program faculty. The interview generally consists of a presentation of applicant's own portfolio in one of the four concentration areas, scene design, lighting design, technical direction or costume design and technology

- 2. Will there be special consideration of student experience and extant practical skills within the admission process? If so, please elaborate.**

Skills and experience in the student's desired concentration will be evaluated through submission of a portfolio and interview with program faculty.

- 3. Is a field/clinical experience subsumed within the academic experience?**

Students are required to complete an internship with a professional theatre company or professional scenic house, typically in the summer. The internship must be proposed and approved by the faculty, and the internship experience must be graduate level work.

Kent State M.F.A. candidates have frequently fulfilled internships at the following venues:

- Berkshire Theatre Festival (Massachusetts)
- Colorado Shakespeare Festival
- Goodspeed Opera House (Connecticut)
- Porthouse Theatre (Ohio)
- Santa Fe Opera (New Mexico)
- Spoleto Festival USA (S. Carolina)
- Utah Shakespeare Festival
- Williamstown Theatre Festival (Massachusetts)

- 4. How are the qualifications of the faculty associated with the professional graduate degree appropriate? Provide the specific qualifications for such faculty.**

Each faculty member holds a terminal degree of Master of Fine Arts in their area of expertise as well as having significant professional experience.

- 5. How does accreditation by the appropriate professional organization relate to the academic curriculum and experience outlined in the program plan?**

- a. Describe the specific aspects of the program plan, if any, that are necessary to achieve professional accreditation.**

Kent State University is accredited by the National Association of Schools of Theatre (NAST), and the proposed Theatre Design and Technology major follows NAST guidelines for the Master of Fine Arts degree.

A proposal for plan approval will be submitted once all curricular approvals are granted, and a proposal for final listing will be submitted once transcripts are available for the first cohort.

b. Is completion of the degree program required for professional accreditation in the field?

Graduates do not need to secure accreditation to work in the field.

6. How are theory and practice integrated within the curriculum?

The discipline, by nature, integrates theory and practice. Theory and practice are components of all courses in the curriculum. Students apply design theory and research in all aspects of their class projects and realized work. Students explore pedagogical theories of teaching and apply it to their own teaching assignments. In history and criticism classes, emphasis is placed on practical application of theory and acquiring the skills necessary for entering the academy.

7. What is the national credit hour norm for this degree program?

The National Association of Schools of Theatre requires the terminal M.F.A. degree to be at a minimum of 60 semester credit hours (or 90 quarter credit hours).⁶

8. Describe the required culminating academic experience and how it will contribute to the enhancement of the student's professional preparation.

See item 2 in the Curriculum and Instruction Design section (page 9) for a full description of the culminating requirement.

⁶ National Association of Schools of Theatre (July 2002). Advisory regarding credit hour requirements for the Master of Fine Arts degree in theatre. Retrieved from <https://nast.arts-accredit.org/wp-content/uploads/sites/4/2016/03/NAST-Advisory-on-Credit-Hour-Requirements-for-the-MFA.pdf>.

Appendix A: Fiscal Impact Statement

	Year 1	Year 2	Year 3	Year 4
I. Projected Enrollment				
Headcount full-time	9	11	12	14
Headcount part-time	0	0	0	0
Full-time equivalent (FTE) enrollment	9	11	12	14
II. Projected Program Income				
Tuition	\$151,731	\$185,449	\$202,308	\$236,126
Expected state subsidy	\$67,824	\$82,896	\$90,432	\$105,504
Externally funded stipends, as applicable	\$—	\$—	\$—	\$—
Other Income:	\$—	\$—	\$—	\$—
Total Projected Program Income	\$219,555	\$268,345	\$292,740	\$341,630
III. Program Expenses				
New personnel				
Instruction				
Full-time: 0	\$—	\$—	\$—	\$—
Part-time: 0	\$—	\$—	\$—	\$—
Non-instruction				
Full-time: 0	\$—	\$—	\$—	\$—
Part-time: 0	\$—	\$—	\$—	\$—
Current personnel				
Instruction				
Full-time: 7.5 @ .333 FTE (<i>see note</i>)	\$167,595	\$170,355	\$173,990	\$178,659
Reduction in costs for part-time teaching at the undergraduate level:	(\$108,000)	(\$132,000)	(\$144,000)	(\$168,000)
Non-instruction				
Full-time: 0	\$—	\$—	\$—	\$—
Part-time: 0	\$—	\$—	\$—	\$—
Benefits for all personnel (<i>see note</i>)	\$18,785	\$19,010	\$19,457	\$19,660
New facilities/building/space renovation	\$—	\$—	\$—	\$—
Scholarship/stipend support	\$81,000	\$99,000	\$108,000	\$126,000
Additional library resources	\$—	\$—	\$—	\$—
Additional technology or equipment needs	\$—	\$5,000	\$—	\$5,000
Other expenses (from below)	\$79,000	\$79,000	\$83,000	\$85,000
Total Projected Program Expenses	\$238,380	\$242,565	\$240,447	\$246,319
Projected Program Net	\$(18,825)	\$25,780	\$52,293	\$95,311
Other Expenses				
Allocation of expenses covered by general fee	\$2,000	\$2,000	\$2,000	\$2,000
RCM overhead - estimated at 50%	\$75,000	\$77,000	\$79,000	\$81,000
RCM tuition allocation to other colleges	\$—	\$—	\$—	\$—
Professional development	\$1,000	\$1,000	\$1,000	\$1,000
Supplies (office, computer software, printing)	\$750	\$750	\$750	\$750
Telephone, network and lines	\$1,250	\$1,250	\$1,250	\$1,250
Other info and communication pool	\$—	\$—	\$—	\$—
Total Other Expenses	\$79,000	\$81,000	\$83,000	\$85,000

Note: Financial amount for the five full-time faculty represents 33 percent since all instruct in three programs.

Appendix A: Program Catalog Page

College of the Arts

School of Theatre and Dance - Theatre Division

B141 Center for the Performing Arts

Kent Campus

330-672-2082

theatre@kent.edu

www.kent.edu/theatredance

Description

The Master of Fine Arts degree in Theatre Design and Technology is a terminal degree designed for those who are interested in achieving the artistry and skills necessary to qualify as practicing professionals in the entertainment industry and/or professional theatre educators. The program is a three-year course of study with a flexible curriculum for students to explore areas of special interest.

The Theatre Design and Technology major comprises the following concentrations:

- The **Costume Design and Technology** concentration prepares students for careers in the entertainment industry, professional theatre or theatre education. Students study both design and technology, including related areas such as dye techniques, costume crafts and wigs and makeup. Students also design costumes for main-stage departmental productions. The curriculum includes core classes in theatre history, dramatic theory and historical periods.
- The **Lighting Design** concentration balances instruction and experience in lighting design with instruction and experience in lighting technology. Studies include digital rendering, CAD, lighting technology and automated lighting. Students research and study all of aspects of theatrical lighting, including the design process from concept to execution, communication skills, integration of technology into design, documentation of the work and critical evaluation of the work. Students have the opportunity to work in four distinct theatre spaces: black box, large proscenium, thrust and open outdoor.
- The **Scene Design** concentration balances focused classroom instruction with practical design and production experience. Students also study related artisan areas such as digital and traditional rendering techniques, 3D CAD, props, fabrication, scene painting and presentation techniques with particular emphasis on integrating contemporary digital techniques into the design process. The design curriculum contains a core education in history, dramatic theory and historic periods in addition to courses in construction theory, rigging, costume crafts and projection/media design.
- The **Technical Direction** concentration provides students with training and practical experiences in planning main stage productions for the School of Theatre and Dance. Studies focus on safety and all logistics of production assembly, including touring and dance. Technical directors have the opportunity work in four very different theatre spaces: black box, large proscenium, thrust and open outdoor.

FULLY OFFERED AT:

- Kent Campus

Accreditation Body

National Association of Schools of Theatre

Admission Requirements

- Bachelor's degree from an accredited college or university for [unconditional admission](#)
- Minimum 3.000 undergraduate GPA on a 4.000 point scale for [unconditional admission](#)
- Official transcript(s)
- Résumé
- Goal statement
- Three letters of recommendation
- Portfolio review
- Interview
- English language proficiency - all international students must provide proof of English language proficiency (unless they meet specific exceptions) by earning one of the following:
 - Minimum 525 TOEFL PBT score (paper-based version)
 - Minimum 71 TOEFL IBT score (Internet-based version)
 - Minimum 74 MELAB score
 - Minimum 6.0 IELTS score
 - Minimum 50 PTE score

For more information about graduate admissions, please visit the [Graduate Studies](#) website. For more information on international admission, visit the [Office of Global Education](#) website.

Program Learning Outcomes

Graduates of this program will be able to:

1. Acquire creative and technical ability to develop the design of a production from concept to finished product.
2. Acquire advanced abilities in the unification of all design elements used in professional production.
3. Understand analytical or academically oriented theatre studies in areas related to and supportive of the work in the major field such as history, theory, dramatic literature and performance studies.
4. Understand information resources associated with theatrical design and production.
5. Produce full working drawings for mounted productions.
6. Analyze text, music and dance and the ways that historical, critical and theoretical content inform playwriting, acting, directing and design.
7. Communicate ideas clearly and effectively to the theatre community, production teams and the public.
8. Know the history of their area of specialization and have the ability to integrate that history into production design.
9. Know current technology, tools and methods in their area of specialization and have the ability to integrate technology into production design.
10. Know health and safety practices associated with theatre production.
11. Communicate and navigate effectively within the field of professional theatrical production design.
12. Demonstrate an understanding of professional ethics and practice.

Program Requirements

MAJOR REQUIREMENTS

Major Requirements		
THEA 51113	Theatre in A Multicultural America	3
or THEA 51115	LGBTQ Theatre	
or THEA 51191	Variable Content Seminar: Theatre History, Literature and Theory	
or THEA 51624	History of Costume and Textiles for Theatre	
or THEA 61531	Period Style for Theatre Designers	
THEA 60992	Professional Theatre Internship I	3
or THEA 61992	Professional Theatre Internship II	
THEA 61000	Introduction to Graduate Study in Theatre	3
THEA 61310	Master of Fine Arts Design and Technology Culminating Project	3
THEA 61306	Professional Aspects: Design and Technology	3
THEA 61623	Digital Rendering Theatre Design	3
THEA 65000	History, Historicism, Theory and Practice in Theatre and Drama	3
THEA 61094	College Teaching in Theatre ¹	3
Concentrations		
Choose from the following:		36
Costume Design and Technology		
Lighting Design		
Scene Design		
Technical Direction		

Minimum Total Credit Hours: 60

¹ THEA 61094 is required for graduate assistants only; students not required to take the course will complete an advisor-approved elective to graduate with 60 credit hours.

COSTUME DESIGN AND TECHNOLOGY CONCENTRATION REQUIREMENTS

Concentration Requirements		
THEA 51540	Draping for the Theatre I	3
THEA 51621	Presentation Media	3
THEA 66001	Costume Design I: Script Analysis NEW	2
THEA 66002	Costume Design II: Performance Genres NEW	2
THEA 66003	Costume Design III: Theatrical Styles NEW	2
THEA 66004	Costume Design IV: Advanced Rendering NEW	2
THEA 66005	Costume Design V: Research Methods NEW	2
THEA 66006	Costume Design VI: Textiles NEW	2
THEA 66092	Production Collaboration: Costume Design/Technology (repeatable) NEW	8
Concentration Electives, choose from the following		10
ARTS 55300	Textiles: Jacquard Weaving	
THEA 51095	Special Topics	
THEA 51525	Props and Crafts	
THEA 51529	Advanced Wig and Makeup Techniques – Stage and Screen	
THEA 51541	Draping for the Theatre II NEW	
THEA 51734	Costume Production Management	
THEA 52101	Dye Techniques and Fabric Modification NEW	
THEA 52150	Three-Dimensional Characters: Foam Fabrication and Figure Finishing Techniques NEW	
THEA 60196	Individual Investigation: Historic Textiles	
THEA 60992	Professional Theatre Internship I	
THEA 61992	Professional Theatre Internship II	
THEA 65192	Teaching Practicum	

Minimum Total Credits: 36

LIGHTING DESIGN CONCENTRATION REQUIREMENTS

Concentration Requirements		
THEA 51523	Sound Design and Technology I	3
THEA 51562	Advanced Projection Design	3
THEA 65001	Lighting Design I: Drama NEW	2
THEA 65002	Lighting Design II: Musical Theatre NEW	2
THEA 65003	Lighting Design III: Dance and Opera NEW	2
THEA 65004	Lighting Design IV: Non-Traditional Productions NEW	2
THEA 65005	Lighting Design V: Architectural and Interior Lighting NEW	2
THEA 65006	Lighting Design VI: New Technology NEW	2
THEA 65092	Production Collaboration Lighting Design (repeatable) NEW	8
Concentration Electives, choose from the following:		10
THEA 51095	Special Topics	
THEA 51420	Theatrical Drafting II	
THEA 51430	Advanced Construction Theory	
THEA 51521	Advanced Lighting Technology I	
THEA 51524	Design Studio: Costume	
THEA 51525	Props and Crafts	
THEA 51526	Advanced Lighting Technology II	
THEA 51527	Sound and Design Technology II	
THEA 51531	Theatrical Rigging	
THEA 51560	Theatre Fabrication Technology	
THEA 51621	Presentation Media	
THEA 60992	Professional Theatre Internship I	
THEA 61096	Individual Investigation: Theatre and Drama	
THEA 61992	Professional Theatre Internship II	
THEA 65192	Teaching Practicum	

Minimum Total Credits 36

SCENE DESIGN CONCENTRATION REQUIREMENTS

Concentration Requirements		
THEA 51420	Theatrical Drafting II	3
THEA 51525	Props and Crafts	3
THEA 51621	Presentation Media	3
THEA 63001	Scenic Design I: Foundations in Single Set Scenic Design NEW	2
THEA 63002	Scenic Design II: Advanced Single Set Scenic Design NEW	2
THEA 63003	Scenic Design III: Designing Beyond Drama NEW	2
THEA 63004	Scenic Design IV: Advanced Multi-Setting Design NEW	2
THEA 63005	Scenic Design V: Entertainment and Production Design NEW	2
THEA 63006	Scenic Design VI: Non-Traditional and Site-Specific Performances NEW	2
THEA 63092	Production Collaboration: Scenic Design (repeatable) NEW	8
Concentration Electives, choose from the following:		7
THEA 51095	Special Topics	
THEA 51430	Advanced Construction Theory	
THEA 51521	Advanced Lighting Technology I	
THEA 51526	Advanced Lighting Technology II	
THEA 51527	Sound and Design Technology II	
THEA 51531	Theatrical Rigging	
THEA 51560	Theatre Fabrication Technology	
THEA 51562	Advanced Projection Design	
THEA 60992	Professional Theatre Internship I	
THEA 61096	Individual Investigation: Theatre and Drama	
THEA 61992	Professional Theatre Internship II	
THEA 65192	Teaching Practicum	

Minimum Total Credits: 36

TECHNICAL DIRECTION CONCENTRATION REQUIREMENTS

Concentration Requirements		
THEA 51420	Theatrical Drafting II	3
THEA 51430	Advanced Construction Theory	3
THEA 51531	Theatrical Rigging	3
THEA 64001	Theatre Technical Direction I: Foundations I NEW	2
THEA 64002	Theatre Technical Direction II: Foundations II NEW	2
THEA 64003	Theatre Technical Direction III: Touring Productions NEW	2
THEA 64004	Theatre Technical Direction IV: Educational Theatre NEW	2
THEA 64005	Theatre Technical Direction V: Mechanics and Automation NEW	2
THEA 64006	Theatre Technical Direction VI: Health and Safety NEW	2
THEA 64092	Production Collaboration: Technical Direction (repeatable) NEW	8
Concentration Electives, choose from the following		7
THEA 51095	Special Topics	
THEA 51521	Advanced Lighting Technology I	
THEA 51525	Props and Crafts	
THEA 51526	Advanced Lighting Technology II	
THEA 51560	Theatre Fabrication Technology	
THEA 51621	Presentation Media	
THEA 60992	Professional Theatre Internship I	
THEA 61096	Individual Investigation: Theatre and Drama	
THEA 61992	Professional Theatre Internship II	
THEA 65192	Teaching Practicum	

Minimum Total Credits: 36

PROGRESSION REQUIREMENTS

Students must pass semester reviews and are expected to participate in at least one main-stage production each semester, which may be in addition to any production design assignment.

GRADUATION REQUIREMENTS

The culminating project requirements include documentation, portfolio presentation and an exit interview. Documentation consists of a design analysis, process journal, relevant research and other supporting materials (e.g., photos, links to the candidate's website). The scope of work may include, but not necessarily be limited to, evidence of research, drawing and drafting, rendering and associated digital image, video or audio files, which will be presented at an exit interview. The topic of each M.F.A. candidate's culminating project will be proposed by the candidate and based on faculty feedback from yearly portfolio and academic assessments. The student will register for THEA 61310 for the student's project assignment. The process is then documented in a format appropriate for the project and presented to the faculty advisor.

Appendix B: Course Descriptions

THEA 51095 Special Topics (1-3 Credit Hours)
(Repeatable for credit) (Slashed with THEA 41095)
Offered irregularly when unusual resources permit a topic. Prerequisite: Graduate standing.

THEA 51113 Theatre in a Multicultural America
(1-3 Credit Hours) (Slashed with THEA 41113) A study of theatre and drama in the Native-American, Hispanic-American, African American and Asian-American communities in the United States from 1980 to the present. Prerequisite: Graduate standing.

THEA 51115 LGBTQ Theatre (3 Credit Hours)
(Slashed with THEA 41115) Studies of various theatrical representations of Lesbian, Gay, Bisexual, Transgender and Queer people as seen through the frameworks of history, gender theory, identity, politics, psychology, law, and justice. Prerequisite: Graduate standing.

THEA 51191 Variable Content Seminar: Theatre History, Literature and Theory (3 Credit Hours)
(Repeatable for credit) (Slashed with THEA 41191)
Seminar focuses on selected topics in these areas, for example performance art, performance theory or theatre in a multicultural society. Prerequisite: Graduate standing.

THEA 51420 Theatrical Drafting II (3 Credit Hours)
(Slashed with THEA 41420) Advanced 2D and 3D drafting techniques for technical directors and theatre designers. Representation of scenery through drafting using current AutoCAD software. Prerequisite: Graduate standing.

THEA 51430 Advanced Construction Theory
(3 Credit Hours) (Slashed with THEA 41430) The theory and practice of structural and mechanical design for theatre production. Related issues in resource management for the professional shop, including reliably predicting the performance of untraditional, unusual or unfamiliar structures and use of mathematical models, formulas, and representative diagrams. Graduate Students will cover steel construction, and cables.

THEA 51521 Advanced Lighting Technology I
(3 Credit Hours) Advanced study of the technologies used in lighting design; conventional and intelligent fixtures, electricity, projection techniques and special effects. Prerequisite: Graduate standing; and special approval.

THEA 51523 Sound Design and Technology I
(3 Credit Hours) (Slashed with THEA 41523) Sound design for the theatre, sound production and sound reinforcement techniques. Introduction to electronic equipment, mixing consoles, amplifiers, speakers. Prerequisite: Graduate standing; and special approval.

THEA 51524 Design Studio: Costume (3 Credit Hours) (Slashed with THEA 41524) Advanced study in costume design. Genres, styles, in the context of performance spaces with an emphasis on research, practical considerations of costume production and communication between designer/shop personnel and designer/ director. Prerequisite: Graduate standing; and special approval.

THEA 51525 Props and Crafts (3 Credit Hours)
(Slashed with THEA 41525) Examination of the processes related to the creation and procurement of scenic and costume props. Prerequisite: Graduate standing; and special approval of instructor.

THEA 51526 Advanced Lighting Technology II
(3 Credit Hours) (Slashed with THEA 41526) Course focuses both on the practice of intelligent lighting programming and the technology of intelligent lighting fixtures. Prerequisite: Graduate standing; and special approval.

THEA 51527 Sound And Design Technology II
(3 Credit Hours) (Slashed with THEA 41527) Studies in sound design, sound production and reinforcement for live performance. Advanced software applications will be explored. Prerequisite: THEA 51523; and graduate standing; and special approval.

THEA 51529 Advanced Wig and Makeup Techniques-Stage and Screen (3 Credit Hours)
(Slashed with THEA 41529) Advanced study of the process of designing and executing wigs and makeup with an emphasis on standards in the profession. Some prosthetic work required. Prerequisite: Graduate standing; and special approval of instructor.

THEA 51531 Theatrical Rigging (3 Credit Hours)
(Slashed with THEA 41531) Course is designed to teach students the principles of stage rigging, knot tying and counterweight rigging systems used in theatrical and other live entertainment situations. Students examine the process involved in overhead applications for the theatre industry. Students learn the proper method to design and rig in theatrical environments through the explanation of tools, equipment, hardware and safety practices.

THEA 51540 Draping for the Theatre I (3 Credit Hours)
(Slashed with THEA 41540) The course is designed to provide an introduction to the basics of draping and building flat patterning techniques from this knowledge as they apply to theatre. More in-depth content for this graduate level course. Prerequisite: Graduate standing; and special approval.

THEA 51541 Draping for the Theatre II (3 Credit Hours) (Slashed with THEA 41541) Course is designed to build upon skills developed in Draping for the Theatre I. Emphasis is placed on learning to drape over period undergarments such as corsetry, panniers, bustles, etc. Prerequisite: Graduate standing. **NEW**

THEA 51560 Theatre Fabrication Technology
(3 Credit Hours) (Slashed with THEA 51560) History of technical production practice, materials theory and application in scenic construction technology. Prerequisite: Graduate standing; and special approval of instructor.

THEA 51562 Advanced Projection Design (3 Credit Hours) (Slashed with THEA 41562) Studies in projection design, digital media, and related technologies. Advanced software applications will be explored. Prerequisite: Graduate standing; and special approval.

THEA 51621 Presentation Media (3 Credit Hours) (Slashed with THEA 41621) Advanced process techniques in rendering, model building and design presentation for the scenic costume and lighting designer in traditional and new media. Prerequisite: Graduate standing; and special approval.

THEA 51624 History of Costume and Textiles for Theatre (3 Credit Hours) (Slashed with THEA 41624) Overview of the history of period costume and textiles in Western civilization from 1700 to 1970, a span of time commonly regarded as "popular time periods" in the practice and cannon of Western drama and the history of costume. Emphasis is placed on how theatre practitioners recreate the silhouettes of these periods in ways that make sense to a contemporary audience while using textiles available today. Students examine the social and cultural influences of clothing, recognition of historic silhouette and parallels in the artwork, literature, politics, economy and craft movements of each era of study. Prerequisite: Graduate standing; and special approval.

THEA 51734 Costume Production Management (3 Credit Hours) (Slashed with THEA 41734) The course is designed to provide an introduction to managerial processes as they apply to costumes, the role of a shop manager, the role of a wardrobe supervisor and the wardrobe crew, the running of a smooth technical rehearsal and production. Prerequisite: Graduate standing; and special approval.

THEA 52101 Dye Techniques and Fabric Modification (3 Credit Hours) (Slashed with THEA 42101) This course is designed to enable the artisan to identify fiber content and determine appropriate mediums for fabric dyeing. The course explores various techniques such as shabori, stamping, rubbing, and surface lifting in order to create special effects on fabrics. A collection of dye fabric samples and information will be created so student may use as a reference book. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 52150 Three-Dimensional Characters: Foam Fabrication and Figure Finishing Techniques (3 Credit Hours) (Slashed with THEA 42150) This course provides knowledge and application of the different types of plastics/foams used for 3D character building. This course is designed to enable the artisan to work with a range of materials when building atypical pieces for costumes or props. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 60992 Professional Theatre Internship I (3, 6 Credit Hours) (Repeatable once) Intensive advanced training in practical aspects of production. Periodic seminars, laboratory sessions and performance in the Porthouse Theatre Company.

THEA 61000 Introduction to Graduate Study in Theatre (3 Credit Hours) Orientation to bibliography and research in the field of theatre with emphasis on application of research to performance. Prerequisite: Graduate standing; and special approval.

THEA 61094 College Teaching in Theatre (3 Credit Hours) (Repeatable for credit) Strategies for teaching, issues on implications of pedagogical practice and responsibilities of academic leadership. Prerequisite: Graduate standing; and special approval.

THEA 61096 Individual Investigation: Theatre and Drama (1-4 Credit Hours) (Repeatable for maximum 6 Credit Hours) Independent study of an area or problem approved by divisional graduate coordinator in consultation with project director. Prerequisite: Graduate standing; and special approval.

THEA 61098 Research (1-15 Credit Hours) (Repeatable for credit) Research or individual investigation for master's-level graduate students. Credits may be applied toward meeting degree requirements with school approval. Prerequisite: Graduate standing; and special approval.

THEA 61992 Professional Theatre Internship II (3,6 Credit Hours) (Repeatable for credit) Intensive advanced training in practical aspects of production. Periodic seminars, laboratory sessions and performance in a professional theatre company. Prerequisite: Graduate standing; and special approval.

THEA 61306 Professional Aspects: Design and Technology (3 Credit Hours) A study of the practical demands and requirements of a professional career in design and technology, including portfolio development, resumes, unions, job market, financial matters and career prospects. Emphasis is placed on developing skills and materials for finding employment and the use of marketing communication techniques. Prerequisite: Graduate standing; and special approval.

THEA 61310 Master of Fine Arts Design and Technology Culminating Project (3 Credit Hours) An intensive experience in the development of design and/or technical aspects of a theatrical production; the scope of work may include but not necessarily be limited to research, drawings and drafting, renderings and associated digital image, video or audio files. Documentation (appropriate for the area and project) is presented at an exit interview. Prerequisite: THEA 61000; and graduate standing; and special approval of instructor.

THEA 61531 Period Style for Theatre Designers (3 Credit Hours) An exploration of the relationship of period style, historical context and the designer's artistic choices in contemporary interpretations of period plays. Prerequisite: Theatre studies major; and concentration in design/technology-costume design, design/technology-lighting design, design/technology-scene design or design/technology-technical direction. Prerequisite: Graduate standing; and special approval.

THEA 61623 Digital Rendering Theatre Design (3 Credit Hours) Explores a variety of digital rendering methods for artistic 2D and 3D graphics visualization of theatrical design concepts. Prerequisite: Theatre studies major; and concentration in design/technology-costume design, design/technology-lighting design, design/technology-scene design or design/technology-technical direction; and graduate standing; and special approval.

THEA 63001 Scenic Design I: Foundations Single Set Design (2 Credit Hours) Introduction to the methodology and practice of professional scene design. Application of knowledge will be through a series of design projects. Script Analysis, Perspective rendering and model-making techniques will be emphasized for single set productions. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63002 Scenic Design II: Advanced Single Set Design (2 Credit Hours) Inquiry to the methodology and practice of professional scene design. Application of knowledge will be through a series of design projects. Script analysis, drafting, perspective rendering and more advanced model-making techniques will be emphasized. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63003 Scenic Design III: Designing Beyond Drama (2 Credit Hours) Advanced approach to professional scene design as it applies to opera, musical theatre, and the entertainment industry. Advanced design communication techniques applied through a series of design projects. Textual analysis, conceptual unit/multi-set productions, storyboarding, and advanced visual communication/presentation techniques will be emphasized. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63004 Scenic Design IV: Advanced Multi-Setting Design (2 Credit Hours) Advanced approach to professional scene design as it applies to opera, musical theatre, and the entertainment industry in non-traditional spaces. Advanced design communication techniques will be applied through a series of design projects. Analysis, conceptual unit/multi-set productions, storyboarding, and advanced visual communication/presentation techniques will be emphasized. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63005 Scenic Design V: Themed Entertainment and Production Design (2 Credit Hours) An advanced approach to professional scene design as it applies to industrials and the entertainment industry. Knowledge of techniques will be applied through a series of design projects, analysis, conceptual approaches, storyboarding, and advanced visual communication/presentation techniques. This course will focus on refinement of the theoretical and practical skills of the professional scenic designer. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63006 Scenic Design VI: Non-Traditional and Site-Specific Design (2 Credit Hours) Advanced approach to professional scene design as it applies to industrials and the entertainment industry. Site specific design communication techniques will be applied through a series of design projects. Analysis, conceptual approaches, storyboarding, and advanced visual communication/presentation techniques will be emphasized. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 63092 Production Collaboration: Scenic Design (1-2 Credit Hours) (Repeatable for maximum 8 credit hours) Practical preparation, design and production work as applied to Scenic design within the School of Theatre and Dance. This course will serve as both a time to cultivate management of resources and synthesize information in developing solutions to production-related issues in scenic design. Repeatable to a maximum of 8 credits. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64001 Theatre Technical Direction I: Foundations I (2 Credit Hours) Investigation of publications in the field of technical theatre and their relevance to examining the technical manager as planner, artist, creative thinker positive leader and colleague. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64002 Theatre Technical Direction II: Foundations II (2 Credit Hours) Continued Investigation of publications in the field of technical theatre and their relevance to examining the technical manager as planner, artist, creative thinker positive leader and colleague. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64003 Theatre Technical Direction III: Touring Productions (2 Credit Hours) Course covers the logistics of transporting a theatrical production, the concepts and needs of touring productions and different construction techniques needed for disassembly and quick reassembly. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64004 Theatre Technical Direction IV: Educational Theatre (2 Credit Hours) Examination of the roles of the technical director in academia, including the evolution of and current state of technical theatre education. Course will explore the work and presentations of the USITT Education Commission. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64005 Theatre Technical Direction V: Mechanics and Automation (2 Credit Hours) Examination of the techniques and applications of automated scenery and stage mechanics. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64006 Theatre Technical Direction VI: Health and Safety (2 Credit Hours) Focus on the health and safety concerns of live performance, including organizations, OSHA, NFPS, ANSI, Red Cross and their relation to theatre. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 64092 Production Collaboration: Technical Direction (1-2 Credit Hours) (Repeatable for maximum 8 credit hours) Practical preparation, design and production work as applied to technical direction within the School of Theatre and Dance. This course will serve as both a time to cultivate management of resources and synthesize information in developing solutions to production-related issues in technical direction. Repeatable to a maximum of 8 credits. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65000 History, Historicism, Theory and Practice in Theatre and Drama (3 Credit Hours)

Course covers the breadth of theatre history and historicism and application of theatre theory to practice by focusing on the six major stylistic periods: Greek and Roman, Medieval, Renaissance, Romanticism, Realism and Non Realism (symbolism, expressionism, surrealism, absurdism) and contemporary period (postmodernism, feminism and interculturalism, multiculturalism). Using lecture, scholarly articles, video viewing and practical writing projects, students learn about and practice each style, as well apply the style to students' respective areas of graduate study (i.e. actor, director, designer). Prerequisite: Graduate standing.

THEA 65001 Lighting Design I: Drama (2 Credit Hours) Advanced exploration and development of artistic processes and method for lighting design in drama. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65002 Lighting Design II: Musical Theatre (2 Credit Hours) Advanced exploration and development of artistic processes and methods for lighting design in musical theatre. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65003 Lighting Design III: Dance and Opera (2 Credit Hours) Advanced exploration and development of artistic processes and methods for lighting design in classical and contemporary dance and opera. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65004 Lighting Design IV: Non-Traditional Productions (2 Credit Hours) Exploration and development of artistic processes and methods in lighting design for non- traditional works, including multidisciplinary and devised productions. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65005 Lighting Design V: Architectural and Interior Lighting (2 Credit Hours) Exploration and development of artistic processes and methods in lighting design for architectural and commercial interiors. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65006 Lighting Design VI: New Technology (2 Credit Hours) Exploration of innovative technology and technological tools and their application to lighting design. The course includes exploration of non-conventional, automated, projection and LED technologies. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 65092 Production Collaboration Lighting (1-2 Credit Hours) (Repeatable for maximum 8 credit hours) Practical preparation, design and production work as applied to lighting design within the School of Theatre and Dance. This course will serve as both a time to cultivate management of resources and synthesize information in developing solutions to production-related issues in lighting. **NEW**

THEA 65192 Teaching Practicum (3 Credit Hours) (Repeatable for maximum 6 Credit Hours) Application of strategies for teaching at the college level. Development of advanced skills in course preparation, classroom management and pedagogical practice. Major work done teaching or assisting with undergraduate classes. Prerequisite: Graduate standing; and special approval.

THEA 66001 Costume Design I: Script Analysis (2 Credit Hours) Exploration and development of different methods and artistic processes for costume design. By focusing on textual analysis, the costume student will be able to explore a wide variety of performance types. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66002 Costume Design II: Performance Genres (2 Credit Hours) Exploration and development of different methods and artistic processes for costume design in diverse genres, including dance, opera and circus. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66003 Costume Design III: Theatrical Style (2 Credit Hours) Advanced exploration of costume designs which incorporate both historical and thematic stylized conventions. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66004 Costume Design IV: Advanced Rendering (2 Credit Hours) Development of advanced figure drawing study and rendering techniques in order to strengthen the students' skill and facility in producing costume renderings. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66005 Costume Design V: Research Methods (2 Credit Hours) Intensive focus on the variety of research methodologies and their application to both contemporary and period costume designs. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66006 Costume Design VI: Textiles (2 Credit Hours) An understanding of the appropriate use of many common and specialty fabrics used in costume design. Prerequisite: Graduate standing; and special approval. **NEW**

THEA 66092 Production Collaboration Costume Design and Technology (1-2 Credit Hours) (Repeatable for maximum 8 credit hours) Practical preparation, design and production work as applied to costuming within the School of Theatre and Dance. This course will serve as both a time to cultivate management of resources and synthesize information in developing solutions to production-related issues in costumes. Prerequisite: Graduate standing; and special approval. **NEW**

Appendix D: Faculty Curriculum Vitae

See separate attachment.