

M.F.A. in Theatre: Technical Direction

Advised Plan of Study

Technical Direction M.F.A. [60 credit hours, minimum]

Core: 36 cr. hrs.

12 cr. hrs.	THTR 597	Design and Technology Seminar
3 cr. hrs.	THTR 550	Advanced Scenery Technology
3 cr. hrs.	THTR 570	Structural Design I (Wood)
3 cr. hrs.	THTR 570	Structural Design II (Metals)
3 cr. hrs.	THTR 574	Theatre Management Techniques
3 cr. hrs.	THTR 575	Automation and Mechanisms
3 cr. hrs.	THTR 669	Tutorial Internship for M.F.A.
6 cr. hrs.	THTR 697	M.F.A. Terminal Project

Area of Specialization Courses: 24 credit hours*

3 cr. hrs.	ENGL 421**	Technical Writing
3 cr. hrs.	IT 281**	Industrial Safety
3 cr. hrs.	MET 334**	Advanced Fluid Power
3 cr. hrs.	MET 382**	Controls and Instrumentation for Automation
3 cr. hrs.	THTR 263**	Intro to Sound Studios
3 cr. hrs.	THTR 554	CAD for the Stage
3 cr. hrs.	THTR 560	Advanced Scenic Design
3 cr. hrs.	THTR 562	Advanced Lighting Design

* *The courses listed are suggestions only. Any courses related to Theatre Technology which support the needs of the individual student are possibilities depending on availability and approval of the graduate committee.*

** *Only 6 credit hours of courses below the 500 level, and within the Department of Visual and Performing Arts can be counted toward the 60 credit hour minimum. The Graduate School defines "Department" as "Visual and Performing Arts," not "Division of Theatre." A case can be made for lower-level courses from other areas of the University, such as Engineering, Apparel Technology, or the Business School. The Graduate School accepts the argument that a theatre person might need a course in, for example, accounting, but would not be prepared or allowed to take a graduate-level accounting course.*