

# MFA in Theatre

## Sound Design Plan of Study

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**M.F.A.** [60 credit hours, minimum]

**Core: 15 cr. hrs.**

|            |            |                                       |
|------------|------------|---------------------------------------|
| 3 cr. hrs. | THTR 67100 | <b>Modern Theory and Criticism</b>    |
| 6 cr. hrs. | THTR 66900 | <b>Tutorial Internship for M.F.A.</b> |
| 6 cr. hrs. | THTR 69700 | <b>M.F.A. Terminal Project</b>        |

**Professional Practice Courses: 12 credit hours**

|             |            |                                      |
|-------------|------------|--------------------------------------|
| 12 cr. hrs. | THTR 59700 | <b>Production and Design Seminar</b> |
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**Area of Specialization Courses: 14 credit hours**

|            |            |                                |
|------------|------------|--------------------------------|
| 3 cr. hrs. | THTR 55300 | Advanced Audio Technology      |
| 3 cr. hrs. | THTR 56300 | Advanced Sound Design          |
| 2 cr. hrs. | THTR 56800 | Dance Sound Design             |
| 6 cr. hrs. | THTR 56900 | Special Topics in Sound Design |

**Electives: 19 credit hours†**

To be determined in consultation with student's major professor and student's graduate committee.

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† Note: Only 6 credit hours of courses below the 500 level from within the Department can be counted toward the 60 credit hour minimum. The Graduate School defines "Department" as "Rueff School of Design, Art, and Performance" not "Department of Theatre and Dance." 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 student might need a course in accounting, for example, but would not be prepared or allowed to take a graduate-level accounting course.