

MFA in Theatre

Technical Direction Plan of Study

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

Core: 15 cr. hrs.

3 cr. hrs.	THTR 67100	Modern Theory and Criticism
6 cr. hrs.	THTR 66900	Tutorial Internship for M.F.A.
6 cr. hrs.	THTR 69700	M.F.A. Terminal Project

Professional Practice Courses: 12 credit hours

12 cr. hrs.	THTR 59700	Production and Design Seminar
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Area of Specialization Courses: 18 credit hours

18 cr. hrs. THTR 55000 Advanced Scenery Technology
Rotating topics include: structural design, mechanical design, automation control systems, data communication and show networks, project planning, arena rigging.

Electives: 15 credit hours†

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

† 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.