

# THEATRE MAJOR: DESIGN & THEATRE TECHNOLOGY OPTION (B.A.)

<https://cola.unh.edu/theatre-dance/program/ba/theatre-major-design-theatre-technology-option>

## Description

Design and theatre technology students who show significant progress and ability may earn the opportunity to demonstrate practical application of their studies through the department's main stage production design assignments. Through classwork, production assignments and problem-solving, this option prepares students for both practical skills and aesthetic sensibilities needed for the creation of visual and technical elements for the performing arts. The challenging coursework provides both fundamental knowledge and critical thinking practice, which are skills that help students pursue a successful profession in theatre and related fields; the core principles of hard work, problem-solving and creativity are transferable to other career paths as well. UNH-trained graduates hold careers across the nation as designers, technical directors, stage managers, property masters, head electricians and scenic artists.

Contact [Szu-Feng Chen \(szu-feng.chen@unh.edu\)](mailto:szu-feng.chen@unh.edu), Paul Creative Arts Center, (603) 862-4445.

## Requirements

### Degree Requirements

**Minimum Credit Requirement:** 128 credits

**Minimum Residency Requirement:** 32 credits must be taken at UNH

**Minimum GPA:** 2.0 required for conferral\*

**Core Curriculum Required:** Discovery & Writing Program Requirements

**Foreign Language Requirement:** Yes

All Major, Option and Elective Requirements as indicated.

\*Major GPA requirements as indicated.

### Major Requirements

In the freshman and sophomore years, students should enroll for at least two major and two Discovery courses per semester. The minimum grade requirement for major courses is C- per course. Any grade lower than C- will not count toward the major. Under department policy, students who complete both COMM 401 American Sign Language I and COMM 502 American Sign Language II satisfy the bachelor of arts language proficiency requirement. All majors must take courses in the following areas: performance, design/theatre technology and theory/history as well as fulfill between four and eight practicums and complete a capstone course. Although timing will vary with each option, it is strongly suggested that all introductory courses be taken prior to the end of the student's sophomore year. Students must also complete a digital

portfolio that demonstrates fulfillment of student learning outcomes related to their area of study.

The required minimum overall GPA in major coursework is 2.0.

Candidates for a degree must satisfy all of the University Discovery Program requirements in addition to satisfying the requirements of each individual major program. Bachelor of arts candidates must also satisfy the foreign language proficiency requirement.

Theatre department majors may use one major-required course to satisfy one Discovery category requirement.

All UNH B.A. degrees require a minimum of 128 credit hours.

Code	Title	Credits
<b>Required Courses</b>		
THDA 436	History of Theatre I	4
or THDA 438	History of Theatre II	
THDA 459	Stagecraft	4
THDA 460	Elements of Design	4
THDA 462	Ballet I	4
or THDA 463	Theatre Dance I	
THDA 551	Acting I	4
THDA 589	Practicum (A- D) <sup>1</sup>	4-8
THDA 799	Capstone Project	2
Select 12 credits of the following:		12
THDA 546	Costume Design for the Theatre	
THDA 548	Stage Lighting Design and Execution	
THDA 641	Stage Management	
THDA 652	Scene Design	
Select 12 credits of the following:		12
THDA 458	Costume Construction	
THDA 475	Stage Makeup	
THDA 541	Arts Administration and Entrepreneurship	
THDA 546	Costume Design for the Theatre	
THDA 548	Stage Lighting Design and Execution	
THDA 549	Vectorworks Computer-Aided Design Drafting for the Theatre	
THDA 641	Stage Management	
THDA 650	Scene Painting for the Theatre	
THDA #651	Rendering for the Theatre	
THDA 652	Scene Design	
THDA 741	Directing	
Select 8 credits of the following:		8
ARTS 510	Principles of Design	
ARTS 532	Introductory Drawing	
ARTS 546	Painting Design I: Perceptual Painting and Color Theory	
ARTS 552	Introductory Digital Photography	
ARTS 567	Introductory Sculpture	
ARTS 613	Design and Place	
THDA 532	The London Experience	
THDA 791	Internship in Theatre and Dance	
THDA 795 & THDA 796	Independent Study and Independent Study	
INCO 590 & INCO 790	Student Research Experience and Advanced Research Experience	
<b>Total Credits</b>		<b>58-62</b>

<sup>1</sup> The practicum ensures a breadth of experience in the major, including sets, costumes, lighting, props, box office, marketing, and performing. Students must register for practicum every semester. They are notified of their practicum assignment at the beginning of each semester.

## Student Learning Outcomes

### Core Student Learning Outcomes for the Bachelor of Arts in Theatre

**major:** On completion of the B.A. in Theatre, students will:

- Recognize and distinguish between various styles and forms of theatre or dance that have shaped the evolution of these disciplines.
- Effectively communicate artistic ideas and/or critical analysis of theatre or dance works through appropriate oral, written or practical means.
- Demonstrate knowledge and fundamental skill level of the basic areas of theatre or dance production in areas related to performance, design, technology or management.
- Create and demonstrate informed and personal artistic choices in coursework and productions (i.e., design, dance, directing, acting).

### Additional Student Learning Outcomes for Option in Design and Theatre

**Technology:** In addition to the shared department learning outcomes for all THDA students, upon completion of the major with an Option in Design and Theatre Technology, students will:

- Exhibit an understanding of the general principles and practices for the design/tech area.
- Apply knowledge of design/tech skills and technologies to the production of theatrical creations.
- Demonstrate skills in script analysis, research, and critical thinking for design development.
- Demonstrate development of a creative process as well as practical problem-solving skills for artistic work.
- Effectively use communication and collaboration skills in writing, speaking, and visual presentation.
- Utilize critical assessment skills to evaluate the work of other students and to show improvement on their own work as a result of the collective feedback process.
- Develop a resume, portfolio, and interview skills that reflect professional standards.