

BFA in Performing Arts - Design and Technical Theater

The Bachelor of Fine Arts (BFA) in performing arts – design and technical theatre is a professional degree focused on theatre design and technology, including training in the areas of costuming, scenery, lighting and leadership. Additional courses include history and theory complimented by applied courses and mentorship in production design, technology, management and professional internships.

Interviews and portfolio reviews are required for acceptance into the design and technical theatre program.

Program Requirements

A minimum total of 120 credit hours is required for the BFA in design and technical theatre with a minimum overall grade point average of 2.000 (2.500 for department scholarship consideration). A C or better is required for all major required courses, including THEA and/or DANC electives. Students must complete 45 credit hours of upper-division courses. In addition to meeting the requirements of the WSU General Education Program (<http://catalog.wichita.edu/undergraduate/academic-information/general-education-program/>) and the requirements of the School of Performing Arts, students in the BFA in design and technical theatre must take the following courses:

Course	Title	Hours
General Education		
Select courses to meet General Education requirements ¹		34-35
School of Performing Arts Core		
THEA 180E	Performing Arts Seminar	1
THEA 150P	Production Experience	1
THEA 150R	Production Processes	1
THEA 280	Inclusion in Performing Arts	1
THEA 368	Collaborative Community Project	1
THEA 370	Professional Practices for the Performing Arts	2
THEA 499	Capstone Project	1
Acting Course		
THEA 243	Acting 1 - Foundations	3
Design and Technical Theatre: Foundation Courses		
THEA 228	Script Analysis	3
THEA 231	Foundations: Theatre Design and Technology	3
THEA 272	Stage Management	3
THEA 285	Period Styles	3
THEA 300	Design Drawing, Rendering and Drafting	3
Design and Technology Courses		
THEA 244	Stagecraft and Scenic Technology	3
THEA 245	Stage Lighting Technology	3
THEA 253	Costume and Wardrobe Technology	3
THEA 344	Scene Design	3
THEA 346	Lighting Design	3
THEA 357	Costume Design	3
Design and Technical Theatre: Applied Courses		
THEA 380A	Practicum: Stagecraft	1
THEA 380B	Practicum: Costume	1
THEA 451	Portfolio Review (take two semesters for 1 credit hour each)	2

THEA 480	Theatre Internship (Two semesters required for 3 credit hours each. Internships must be with two different professional theatre companies.)	6
Select 6 additional credit hours from the following three courses		6
THEA 375C	Directed Projects - Stage Management (repeatable for a maximum of 12 credit hours)	
THEA 410	Design Project (repeatable for a maximum of 12 credit hours)	
THEA 480	Theatre Internship (repeatable for a maximum of 15 credit hours)	
Theatre History		
THEA 323	Theatre History I	3
THEA 324	Theatre History II	3
Design and Technical Theatre: Electives		
Select 17 credit hours from the following courses		17
THEA 254	Stage Makeup	
THEA 350A-Z	Workshops in Theatre	
THEA 375C	Directed Projects - Stage Management (repeatable for a maximum of 12 credit hours)	
THEA 378	Independent Projects in Theatre	
THEA 380A	Practicum: Stagecraft	
THEA 380B	Practicum: Costume	
THEA 380C	Practicum: Management	
THEA 410	Design Project (repeatable for a maximum of 12 credit hours)	
THEA 445	Scene Painting	
THEA 480	Theatre Internship (repeatable for a maximum of 15 credit hours)	
ARTF 136	Foundation 2-D Design	
ARTF 145	Foundation Drawing	
ARTF 189	Foundation 3-D Design	
ARTG 110	Vector Applications	
ARTG 111	Pixel-Based Applications	
ARTH 125A	Play and Art History	
ARTH 125B	Bodies and Art History	
ARTH 125C	Power and Art History	
ARTH 125D	Dress and Art History	
ARTH 387	Theories of Art and Culture	
ARTS 240	Introduction to Life Drawing	
ARTS 245	Digital Studio	
ARTS 252	Introduction to Painting Media	
ARTS 282	Introduction to Sculpture and Extended Media	
ARTS 283	Digital 3-D Tools in Sculpture	
FA 301	An Introduction to Entrepreneurship in the Arts	
MART 102	Introduction to Media Aesthetics and Analysis	
MART 107	Introduction to the Recording Studio	

MART 109	Aural Skills for Audio Engineers	
MART 110	Introduction to Music Technology and Industry	
MART 130	Film History	
MART 270	Figure Drawing for Animators	
MART 311	Introduction to Sound for Digital Media	
MART 343	Audio Science and Acoustics	
MART 347	Modern Audio Production	
MART 365	Props and Character Design	
MART 414	Microphones	
MART 419	Immersive Audio	
MART 571	Live Sound Design	
MART 572	Analog Audio	
Open Electives		
Select enough electives to reach 120 credit hours		2-3
Total Credit Hours		120

¹ Required major courses may also count towards General Education requirements. Students will need to select additional electives to reach 120 credit hours required for graduation with assistance from an advisor.

Applied Learning

All students in a School of Performing Arts bachelor degree track or concentration are required to complete an applied learning or research experience to graduate from the program. The requirement can be met by completing a formal capstone project. Students create a major project whether self-generated, an extension of coursework, or through advanced participation in producing a public performance. Through the capstone experience, students develop and demonstrate, in a hands-on, real world context, the skills, knowledge and competencies required in their area of emphasis. Students in the School of Performing Arts develop a diverse portfolio of experiences, materials and intellectual properties through a broad offering of applied experiences in their four years. The capstone project provides a practical context for academic, experiential and personal growth through the college experience. The final, real product of the SPA's program of applied learning is a young professional prepared for the future.