

# MINOR IN THEATRE DESIGN AND TECHNOLOGY

Code	Title	Hours
<b>Select Two From Below</b>		<b>6</b>
THR 1030	Stagecraft and Theatre Technology	
THR 1040	Stage Lighting and Sound Technology	
THR 1050	Costume Technology	
<b>Required</b>		
THR 2000	Theatre Production Practicum	0
THR 2200	Script Analysis	3
THR 2400	Fundamentals of Design	3
THR 3250	Theatre and Stage Management	3
<b>Select Two From Below</b>		<b>6</b>
THR 1030	Stagecraft and Theatre Technology <sup>1</sup>	
THR 1040	Stage Lighting and Sound Technology <sup>1</sup>	
THR 1050	Costume Technology <sup>1</sup>	
THR 2420	Stage Makeup	
THR 3410	Stage Lighting Design	
THR 3430	Advanced Stagecraft and Technical Production	
THR 3440	Stage Scenic Design	
THR 3450	Scene Painting	
THR 3460	Advanced Costume Construction	
THR 3470	Stage Sound Design	
THR 3480	Stage Costume Design	
THR 3800	Production	
<b>Total Hours</b>		<b>21</b>

<sup>1</sup> You may use any of these course not already used in the category above. Course may only be used once

- PLO 1. Students will examine and investigate a diverse selection of theatrical voices, traditions and practices in service of creating a more comprehensive and expansive knowledge of their craft.
- PLO 2. Students will construct critical perspectives about text, performance, production and design in both practice and theory.
- PLO 3. Students will skillfully apply the best practices in their area of concentration (performance, production, design and administration), and in theatre making as a whole.
- PLO 4. Students will develop and integrate theatrical storytelling skills and effective collaborative production processes.
- PLO 5. Students will investigate theatre theory practices and history in order to develop and articulate their individual creative voice.
- PLO 6. Students will compile the skill sets that best prepare them to meet the professional standards and expectations in the theatre arts.