

Sample Plan of Study: Scenic Design and Technology

The following is a representative program of study for a hypothetical student over the three years of the MFA program in Scenic Design and Technology. Specifics will vary according to the perceived need of the individual student and the availability of faculty.

Fall, First Year

Scenic Design and Technology Studio (3 credits)
Textual Analysis (3 credits)
Group Studio (3 credits)
Scenic Painting (3 credits)
(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)

Spring, First Year

Scenic Design and Technology Studio (3 credits)
Production Assignment (3 credits)
Elective (3 credits)
(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)

Fall, Second Year

Scenic Design and Technology Studio (3 credits)
Production Assignment (3 credits)
World Repertory #1 (3 credits)
Elective (3 credits)
(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)

Spring, Second Year

Scenic Design and Technology Studio (3 credits)
World Repertory #2 (3 credits)
History of Design (2 credits)
(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)

Fall, Third Year

Scenic Design and Technology Studio (3 credits)
Production Assignment (3 credits)
Elective (3 credits)
Elective (3 credits)
(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)

Spring, Third Year

Scenic Design and Technology Studio (3 credits)
Thesis (3 credits)
Puppet Theater (3 credits)

(TA-ship: teach sections of Theater 160 and fill technical positions on departmental productions)