DESIGN/TECHNOLOGY, THEATRE ARTS (BFA)

Degree: Bachelor of Fine Arts
Major: Theatre Arts
Concentration: Design/Technology
Program Code: 3269

About This Major . . .

The Department of Theatre Arts offers one of the most successful theatre training degree programs in Colorado. Theatre Arts majors choose from four distinct concentrations in the Bachelor of Fine Arts degree in Theatre Arts (Acting/Directing, Design/Tech, Dance, or Music Theatre), or a concentration in the BA (Theatre Arts), and acquire a sound understanding of the performing arts in state-of-the-art facilities.

The BFA in Design/Technology exposes students to the visual and technical aspects of Theatre, including Costume, Lighting, Sound, Scenery, and Stage Management. The first-year centers on courses that develop aesthetic sensitivity and technical proficiency. Subsequent years are devoted to studio work that continues to develop a student’s visual storytelling, creative problem solving and collaborative processes.

Coursework focuses on the development of the student as a theatre professional, whether they lean toward technology or design areas, and will include classroom and hands-on production experiences in drafting, rendering, scenic and costume construction and craft work, and other methods of communicating, collaborating, and contributing to the theatrical production process. The program culminates in a final design or technology project during the fourth year.

Students can expect personalized instruction and supervised “hands-on” design experiences that stretch from designs on paper to fully realized Black Box and Mainstage productions. Graduates of the Design/Technology concentration will have the necessary skills for success in graduate studies or the professional theatre.

For more information on what you can do with this major, visit Career Services’ What to Do with a Major? resource.

All CMU baccalaureate graduates are expected to demonstrate proficiency in specialized knowledge/applied learning, quantitative fluency, communication fluency, critical thinking, personal and social responsibility, and information literacy. In addition to these campus-wide student learning outcomes, graduates of this major will be able to:

a. Communicate verbally contemporary and enduring concepts concerning Human Culture through participation and/or observation of the performing arts and speech. (Specialized Knowledge/Communication)

b. Communicate non-verbally contemporary and enduring concepts concerning Human Culture through participation and/or observation of the performing arts and speech. (Specialized Knowledge/Communication)

c. Create progressively more challenging projects through the use of intellectual and/or practical skills. (Applied Learning)

d. Demonstrate teamwork and problem solving skills through collaboration and cooperation on creative projects. (Critical Thinking)

e. Demonstrate the knowledge, skills, and versatility of the discipline from conceptualization to application. (Applied Learning)

Requirements

Each section below contains details about the requirements for this program. Select a header to expand the information/requirements for that particular section of the program’s requirements.

To print or save an overview of this program’s information, including the program description, learning outcomes, requirements, suggested course sequencing (if applicable), and advising and graduation information, scroll to the bottom of the left-hand navigation menu and select “Print Options.” This will give you the options to either “Send Page to Printer” or “Download PDF of This Page.” The “Download PDF of This Page” option prepares a much more concise presentation of all program information. The PDF is also printable and may be preferable due to its brevity.

Institutional Degree Requirements

The following institutional degree requirements apply to all CMU baccalaureate degrees. Specific programs may have different requirements that must be met in addition to institutional requirements.

- 120 semester hours minimum.
- Students must complete a minimum of 30 of the last 60 hours of credit at CMU, with at least 15 semester hours in major discipline courses numbered 300 or higher.
- 40 upper-division credits (an alternative credit limit applies to the Bachelor of Applied Science degree).
- 2.00 cumulative GPA or higher in all CMU coursework.
- A course may only be used to fulfill one requirement for each degree/certificate.
- No more than six semester hours of independent study courses can be used toward the degree.
- Non-traditional credit, such as advanced placement, credit by examination, credit for prior learning, cooperative education and internships, cannot exceed 30 semester credit hours for a baccalaureate degree. A maximum of 15 of the 30 credits may be for cooperative education, internships, and practica.
- Pre-collegiate courses (usually numbered below 100) cannot be used for graduation.
- Capstone exit assessment/projects (e.g., Major Field Achievement Test) requirements are identified under Program-Specific Degree Requirements.
- The Catalog Year determines which program sheet and degree requirements a student must fulfill in order to graduate. Visit with your advisor or academic department to determine which catalog year and program requirements you should follow.
- See “Requirements for Undergraduate Degrees and Certificates” in the catalog for a complete list of graduation requirements.

Essential Learning Requirements

(31 semester hours)

See the current catalog for a list of courses that fulfill the requirements below. If a course is an Essential Learning option and a requirement for your major, you must use it to fulfill the major requirement and make a different selection for the Essential Learning requirement.
<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ENGL 111</td>
<td>English Composition I-GTCO1</td>
<td>3</td>
</tr>
<tr>
<td>ENGL 112</td>
<td>English Composition II-GTCO2</td>
<td>3</td>
</tr>
<tr>
<td>MATH 110</td>
<td>Mathematical Investigations-GTMA1</td>
<td>3</td>
</tr>
</tbody>
</table>

**History**
Select one History course 3

**Humanities**
Select one Humanities course 3

**Social and Behavioral Sciences**
Select one Social and Behavioral Sciences course 3
Select one Social and Behavioral Sciences course 3

**Fine Arts**
Select one Fine Arts course 3

**Natural Sciences**
Select one Natural Sciences course 3
Select one Natural Sciences course with a lab 4

**Total Semester Credit Hours** 31

1 Must receive a grade of “C” or better and must be completed by the time the student has 60 semester hours.
2 One course must include a lab.

### Other Lower Division Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>KINE 100</td>
<td>Health and Wellness</td>
<td>1</td>
</tr>
</tbody>
</table>

Select one Activity course 1

**Essential Learning Capstone**

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>ESSL 290</td>
<td>Maverick Milestone</td>
<td>3</td>
</tr>
<tr>
<td>ESSL 200</td>
<td>Essential Speech</td>
<td>1</td>
</tr>
</tbody>
</table>

**Total Semester Credit Hours** 6

1 Essential Learning Capstone must be taken after completion of the Essential Learning English and Mathematics requirements, and when a student has earned between 45 and 75 hours.

### Foundation Courses
(18 semester hours, must earn a grade of “C” or better in each course. Students must take Theatre courses prior to their Junior Year.)

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 102</td>
<td>Introduction to Theatre Technology: Stagecraft</td>
<td>3</td>
</tr>
<tr>
<td>THEA 103</td>
<td>Introduction to Theatre Technology: Costume</td>
<td>3</td>
</tr>
<tr>
<td>THEA 104</td>
<td>Introduction to Theatre Technology: Lighting</td>
<td>3</td>
</tr>
</tbody>
</table>

**Program Specific Requirements**

(59 semester hours, must maintain a 2.5 cumulative GPA or higher in coursework in this area, and must earn a grade of “C” or better in all courses.)

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Semester Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 145</td>
<td>Introduction to Dramatic Literature-GTAH1</td>
<td>3</td>
</tr>
<tr>
<td>THEA 217</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 218</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 313</td>
<td>Rendering for Theatre</td>
<td>3</td>
</tr>
<tr>
<td>THEA 323</td>
<td>Computer Aided Drafting for the Theatre</td>
<td>3</td>
</tr>
<tr>
<td>THEA 317</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 318</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 322</td>
<td>Stage Management</td>
<td>3</td>
</tr>
<tr>
<td>THEA 331</td>
<td>Theatre History I: 400 B.C. to 1642</td>
<td>3</td>
</tr>
<tr>
<td>THEA 332</td>
<td>Theatre History II: From 1642 to the Present</td>
<td>3</td>
</tr>
<tr>
<td>THEA 333</td>
<td>Art, Architecture and Fashion: Prehistory to the Present</td>
<td>3</td>
</tr>
<tr>
<td>THEA 340</td>
<td>Costume Design</td>
<td>3</td>
</tr>
<tr>
<td>THEA 342</td>
<td>Sound Design</td>
<td>3</td>
</tr>
<tr>
<td>THEA 343</td>
<td>Scene Design</td>
<td>3</td>
</tr>
<tr>
<td>THEA 344</td>
<td>Lighting Design</td>
<td>3</td>
</tr>
<tr>
<td>THEA 381</td>
<td>Directing I</td>
<td>3</td>
</tr>
<tr>
<td>THEA 401</td>
<td>Career Preparation</td>
<td>3</td>
</tr>
<tr>
<td>THEA 417</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 418</td>
<td>Play Production</td>
<td>1</td>
</tr>
<tr>
<td>THEA 445</td>
<td>Senior Tech/Design Capstone</td>
<td>3</td>
</tr>
<tr>
<td>THEA 446</td>
<td>Senior Tech/Design Capstone</td>
<td>3</td>
</tr>
</tbody>
</table>

**Design/Technology Emphasis Options**

Select 6 credit hours from the following: 6

- THEA 142 Make-up
- THEA 323 Computer Aided Drafting for the Theatre 1
- THEA 325 Rigging and Special Effects
- THEA 327 Multimedia Technology for the Theatre
- THEA 360 Advanced Costume Technology
- THEA 496 Topics

**Performance Options**

Select 8 credit hours from the following: 8

- THEA 119 Technical Performance
- THEA 120 Technical Performance
- THEA 219 Technical Performance
- THEA 220 Technical Performance
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THEA 319 Technical Performance
THEA 320 Technical Performance
THEA 419 Technical Performance
THEA 420 Technical Performance
THEA 147 Drama Performance
THEA 148 Drama Performance
THEA 247 Drama Performance
THEA 248 Drama Performance
THEA 347 Drama Performance
THEA 348 Drama Performance
THEA 447 Drama Performance
THEA 448 Drama Performance
DANC 156 Dance Performance
DANC 256 Dance Performance
DANC 356 Dance Performance
DANC 456 Dance Performance

Total Semester Credit Hours 59

1. THEA 313/THEA 323 may not be double counted from the list of Core Courses.

General Electives
All college level courses appearing on your final transcript, not listed above that will bring your total semester hours to 120 hours, including 40 upper-division hours. 6 semester hours, additional upper-division hours may be needed.

Select electives (see recommendations below) 6

Total Semester Credit Hours 6

Recommended Electives
ARTE 101 Two-Dimensional Design-GTAH1 3
ARTE 102 Three-Dimensional Design-GTAH1 3
ARTE 115 Art Appreciation-GTAH1 3
ARTE 118 History of Art, Prehistory to Renaissance-GTAH1 3
ARTE 119 History of Art, Renaissance to Present-GTAH1 3
ARTG 122 Design It 3
ARTG 215 Graphic Design I 3
ARTG 221 Graphic Design II 3
ARTG 337 Illustration III 3
Any ARTH Course Varies
ARTS 151 Foundation Drawing I 3
ARTS 221 Metalsmithing 3
ARTS 251 3
ARTS 252 Mixed Media Drawing 3
HMGT 101 Travel Industry I 3
HMGT 103 Travel and Tourism Marketing Techniques 3
MANG 410 Effective Workplace Communication 3
MARK 231 Principles of Marketing 3
MARK 332 Promotion 3
MARK 340 Creating Marketing Materials 3
MASS 140 Media Theory Introduction 3
MASS 144 Multimedia Storytelling 3
MASS 251 Mass Media: Advertising and Promotions 3
THEA 499 Internship 1-9
WELD 110 Shielded Metal Arc Welding 4
WELD 151 Introduction to Welding 3
WELD 133 Fabrication & Blueprints for Welders 4

Suggested Course Plan

First Year
Fall Semester
ENGL 111 English Composition I-GTCO1 3
MATH 110 Mathematical Investigations-GTMA1 (or higher) 3
THEA 202 Elements of Theatrical Design 3
KINA Activity 1
Introduction to Theatre Technology course 3
Introduction to Theatre Technology course 3
Technical, Drama, or Dance Performance 1
Semester Credit Hours 17

Spring Semester
Essential Learning - Fine Arts
ENGL 112 English Composition II-GTCO2 3
KINE 100 Health and Wellness 1
THEA 130 Script Analysis 3
Introduction to Theatre Technology course 3
Technical, Drama, or Dance Performance 1
Semester Credit Hours 14

Second Year
Fall Semester
Essential Learning - Natural Science with Lab 4
THEA 150 Fundamentals of Acting 3
THEA 217 Play Production 1
THEA 313 Rendering for Theatre or THEA 323 or Computer Aided Drafting for the Theatre 3
THEA 344 Lighting Design 3
Technical, Drama, or Dance Performance 1
Semester Credit Hours 15

Spring Semester
Essential Learning - Social and Behavioral Sciences 3
THEA 145 Introduction to Dramatic Literature-GTAH1 3
THEA 218 Play Production 1
THEA 333 Art, Architecture and Fashion: Prehistory to the Present 3
THEA 342 Sound Design 3
Technical, Drama, or Dance Performance 1
Semester Credit Hours 14

Third Year
Fall Semester
ESSL 290 Maverick Milestone 3
ESSL 200 Essential Speech 1
THEA 317 Play Production 1
THEA 331 Theatre History I: 400 B.C. to 1642 3
THEA 343 Scene Design 3
THEA 381 Directing I 3
Technical, Drama, or Dance Performance 1
Semester Credit Hours 15
**Advising and Graduation**

**Advising Process and DegreeWorks**

Documentation on the pages related to this program is intended for informational purposes to help determine what courses and associated requirements are needed to earn a degree. The suggested course sequencing outlines how students could finish degree requirements. Some courses are critical to complete in specific semesters, while others may be moved around. Meeting with an academic advisor is essential in planning courses and altering the suggested course sequencing. It is ultimately the student's responsibility to understand and fulfill the requirements for their intended degree(s).

DegreeWorks is an online degree audit tool available in MAVzone. It is the official record used by the Registrar's Office to evaluate progress towards a degree and determine eligibility for graduation. Students are responsible for reviewing their DegreeWorks audit on a regular basis and should discuss questions or concerns with their advisor or academic department head. Discrepancies in requirements should be reported to the Registrar’s Office.

**Graduation Process**

Students must complete the following in the first two months of the semester prior to completing their degree requirements:

- Review their DegreeWorks audit and create a plan that outlines how unmet requirements will be met in the final semester.
- Meet with their advisor and modify their plan as needed. The advisor must approve the final plan.
- Submit the “Intent to Graduate” form to the Registrar’s Office to officially declare the intended graduation date and commencement ceremony plans.

Submission deadlines and commencement details can be found at [http://www.coloradomesa.edu/registrar/graduation.html](http://www.coloradomesa.edu/registrar/graduation.html).

If a student’s petition for graduation is denied, it will be their responsibility to consult the Registrar’s Office regarding next steps.