

Theatre Design and Technology, B.F.A

Degree Offered

- Bachelor of Fine Arts

Nature of the Program

The B.F.A. in Theatre Design & Technology introduces the student to all aspects of theatre and is coupled with an extensive breadth of liberal arts requirements drawing from many other disciplines throughout the University. The program is designed for the student who intends to pursue a professional theatre career, graduate study in theatre, or who may choose to enter a related profession where design and technology skills are highly desirable.

The core curriculum in this B.F.A. program allows the student to learn all facets of theatre design and technology. Through upper level courses and elective options students can hone their skills in a specified career path such as costumes, lighting, scenery, sound, or technical direction. Throughout the course of study, students must demonstrate a talent and ability in more than one area of the art form. Training also involves active participation in the production program and the opportunity to design fully-produced mainstage productions. Emphasis on hands-on learning in the theatre and laboratories with state-of-the-art equipment is at the core of the Design & Technology Program.

In addition to completing the required coursework, students enrolled in the design and technology program must participate in a portfolio review at the end of each semester beginning with their sophomore year. Furthermore, additional mid-term assessments may be required at the discretion of the Director or the Design & Technology Program Director. Students must successfully complete these assessments to be allowed to continue in the program.

Admissions for 2025-2026

Students must meet all WVU Undergraduate Admissions entrance requirements. Prior to admission into the BFA Theatre Design and Technology program, applicants must successfully pass an interview and portfolio review. The portfolio review consists of theoretical and/or realized production work.

The School of Theatre & Dance will administer these interviews and portfolio reviews typically in November and early spring semester in Morgantown. Additional interview and review dates may also be scheduled. Audition information can be found on the College's website or by contacting the CCAM Office of Recruitment at (304) 293-4339.

Major Code: 3713

General Education Foundations

Please use this link to view a list of courses that meet each GEF requirement. (<http://registrar.wvu.edu/gef/>)

NOTE: Some major requirements will fulfill specific GEF requirements. Please see the curriculum requirements listed below for details on which GEFs you will need to select.

Code	Title	Hours
General Education Foundations		
F1 - Composition & Rhetoric		3-6
ENGL 101 & ENGL 102 or ENGL 103	Introduction to Composition and Rhetoric and Composition, Rhetoric, and Research Accelerated Academic Writing	
F2A/F2B - Science & Technology		4-6
F3 - Math & Quantitative Reasoning		3-4
F4 - Society & Connections		3
F5 - Human Inquiry & the Past		3
F6 - The Arts & Creativity		3
F7 - Global Studies & Diversity		3
F8 - Focus (may be satisfied by completion of a minor, double major, or dual degree)		9
Total Hours		31-37

Please note that not all of the GEF courses are offered at all campuses. Students should consult with their advisor or academic department regarding the GEF course offerings available at their campus.

Curriculum Requirements

Code	Title	Hours
	University Requirements	37
	Theatre Design & Technology Major Requirements	83
	Total Hours	120

University Requirements

Code	Title	Hours
	General Education Foundations (GEF) 1, 2, 3, 4, 5, 6, 7, and 8 (31-37 Credits)	
	Outstanding GEF Requirements 1, 2, 3, 4, 5, and 8	25
THET 191	First-Year Seminar	2
	General Electives	10
	Total Hours	37

Theatre Design & Technology Major Requirements

Code	Title	Hours
Theatre Studies		
	Select one of the following (GEF 6):	3
THET 102	Acting	
THET 144S	Fundamentals of Acting	
THET 100	First-Year Practicum	1
THET 170	World Theatre and Drama (GEF 7)	3
THET 301	History of Western Theatre (GEF 8)	3
THET 302	Directing	3
THET 327S	History of Costume and Decoration 1	3
THET 328S	History of Costume and Decoration 2	3
THET 365	Western Theatre History 2: Enlightenment to Contemporary (Fulfills Writing and Communication Skills Requirement)	3
Design & Technology		
Foundation		
THET 103	Stagecraft	3
THET 104	Stagecraft Lab	1
THET 105	Costuming	3
THET 106	Costuming Lab	1
THET 113	Stage Management Principles	3
THET 220	Fundamentals of Lighting	3
THET 222S	Drafting for the Stage	3
THET 225S	Introduction to Stage Design 1	3
THET 226S	Introduction to Stage Design 2	3
THET 315S	Portfolio Development	3
Intermediate Technical		
	Select three from the following:	9
THET 219S	Intermediate Costume Construction	
THET 221	Theatre Makeup	
THET 310S	Stagecraft 2	
THET 312	Theatrical Rigging	
THET 321S	Stage Properties	
THET 329S	Computer Assisted Design for the Stage	
THET 330S	Rendering Techniques	
THET 375S	Puppet Construction	
THET 433S	Model Building	

Advanced Technical

Select three of the following:		9
THET 422S	Advanced Stage Makeup	
THET 423S	Costume Crafts	
THET 424	Advanced Technical Production	
THET 425S	Advanced Costume Construction	
THET 426	Automation	
THET 427	Lighting Technology	
THET 428S	Scene Painting	
THET 429S	Sound Seminar	
THET 435	Theatre Health and Safety	

Design

Select three of the following:		9
THET 322S	Scene Design	
THET 323S	Advanced Scene Design	
THET 324S	Costume Design 1	
THET 325S	Lighting Design	
THET 326S	Advanced Costume Design	
THET 421S	Lighting Design 2	

Practicum

Practicum Courses		5
THET 200	Production Practicum (Repeat twice for 2 credit hours total)	
THET 400	Advanced Production Practicum (Repeat three times for 3 credits hours total)	

Capstone

THET 401	Capstone Experience	3
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Total Hours		83
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* Actual number of credits will be determined by the number and level of the elected GEF courses.

SUGGESTED PLAN OF STUDY DESIGN/TECHNOLOGY EMPHASIS

First Year

Fall	Hours	Spring	Hours
THET 100		1 ENGL 101 (GEF 1)	3
THET 103 & THET 104		4 THET 105 & THET 106	4
THET 170 (GEF 7)		3 THET 113	3
THET 191		2 GEF 3	3
GEF 4		3 THET 144S or 102 (GEF 6)	3
		13	16

Second Year

Fall	Hours	Spring	Hours
ENGL 102 (GEF 1)		3 THET 200	1
THET 200		1 THET 226S	3
THET 220		3 THET 301 (GEF 8)	3
THET 222S		3 Intermediate Tech Course 2	3
THET 225S		3 GEF 2	4
Intermediate Tech Course 1		3 Elective	1
		16	15

Third Year

Fall	Hours	Spring	Hours
THET 302		3 Select one of the following:	3
Select one of the following:		3 THET 323S	

THET 322S	THET 326S	
THET 324S	THET 421S	
THET 325S	THET 328S	3
THET 327S	3 THET 400	1
THET 400	1 Advanced Tech Course 1	3
Intermediate Tech Course 3	3 GEF 5	3
GEF 8	3 Elective	3
	16	16

Fourth Year

Fall	Hours	Spring	Hours
THET 365		3 THET 315S	3
THET 400		1 THET 401	3
Select one of the following:		3 Advanced Tech Course 3	3
THET 322S		Elective	3
THET 323S		GEF 8	3
THET 325S			
Advanced Tech Course 2	3		
Elective	3		
	13		15

Total credit hours: 120

Major Learning Outcomes

THEATRE DESIGN AND TECHNOLOGY

Common Body of Knowledge and Skills for B.F.A. Theatre students

Students must acquire:

Technical skills requisite for artistic self-expression in at least one major area of production (for example, acting, design/technology, playwriting, musical theatre) and those skills must be progressively developed to the highest level appropriate to the particular area of concentration.

1. An overview understanding of the major aspects, techniques, and directions in the area of concentration.
2. Fundamental, comprehensive understanding of the various elements and basic interrelated processes of creation, interpretation, performance, and production.
3. Fundamental, conceptual understanding of the expressive possibilities of theatre.
4. Knowledge and skills sufficient to work in both collaborative and individual roles in matters of theatre interpretation.
5. Growth in artistry, technical skills, collaborative competence, and knowledge of repertory through regular performance and production experiences. Students must have such experiences throughout the degree program.
6. Repertory. Students must acquire:
 - a. Familiarity with theatre literature of various historical periods, cultural sources, and modes of presentation.
 - b. Experience with specific repertories and comparative standards of production quality through performance, academic study, and attendance at productions.
7. Theoretical and Historical Studies
 - a. Students must acquire:
 - i. The ability to analyze plays perceptively and to evaluate them critically.
 - ii. An understanding of the common elements and vocabulary of theatre and of the interaction of these elements, and be able to employ this knowledge in analysis, including analyses of their productions.

- iii. The ability to place works of theatre in historical and stylistic contexts and have some understanding of the cultural milieu in which they were created.
 - iv. The ability to develop and defend informed judgments about theatre.
- b. Technology. Students must acquire a working knowledge of technologies and equipment applicable to their area(s) of specialization.
8. Synthesis. While synthesis is a lifetime process, by the end of undergraduate studies students should be able to work independently on a variety of professional problems by combining, as appropriate to the issue, their capabilities in performance, repertory, theory, history, and technology, as well as other fields they have studied.

Upon completion of any B.F.A. professional undergraduate degree program:

1. Students must demonstrate achievement of professional, entry-level competence in the area of specialization including significant technical mastery, the capability to produce work and solve professional problems independently, and a coherent set of artistic/intellectual goals that are evident in their work.
2. Students must demonstrate their competence by developing a body of work for evaluation in the major area of study. A senior project or presentation in the major area is required in many concentrations, and strongly recommended for all others.
3. Students must have the ability to communicate ideas, concepts, and requirements to theatre professionals and laypersons related to the practice of the major field. Such communication may involve oral, written, visual, and musical media.

Bachelor of Fine Arts in Design & Technology

Essential Competencies, Experiences, and Opportunities (in addition to those stated for all degree programs above)

1. Ability to conceptualize and realize a design aesthetic consistent with the overall artistic concepts of a production.
2. Ability to understand and articulate basic elements and principles of design theory.
3. Ability to understand and articulate basic elements and principles of composition related to line, shape, color, texture, and sound
4. Understanding of the aesthetic use of color.
5. Understanding of the aesthetic use of sound.
6. Ability to communicate design ideas and realities to other personnel involved in the production, including directors, other designers, stage managers, and actors.
7. Ability to produce and communicate design ideas with freehand drawings.
8. Ability to provide formalized, accurate production models and drawings by hand and/or through the use of current industry standard software programs.
9. Fundamental knowledge of the total design process, including the progression of raw materials through multiple design “shops” and the roles that various craftspeople play in the creation of a finished product.
10. Fundamental knowledge of décor, architecture, furniture, dress, crafts, and art as they relate to various historical periods.
11. Ability to demonstrate an understanding of basic engineering principles (electrical, mechanical, and/or structural) as they relate to chosen design specializations.
12. Knowledge of federal, state, and local health and safety codes, best practices, and industry standards as they relate to theatrical venues and production elements.
13. Preparation and presentation of a professional résumé and a portfolio of design- and technology-related work that demonstrate one’s abilities, strengths, processes, and experiences.
14. Opportunities for experience in the design/technology aspects of theatre in a variety of formal and informal settings throughout the entire degree program, including an opportunity to design and/or create the technology for at least one fully realized production that will be presented before an audience prior to graduation.