THEATRE PRODUCTION

The B.F.A. in theatre performance is also offered at the New World School of the Arts in Miami.

About this Program
• **College:** Arts (http://catalog.ufl.edu/UGRD/colleges-schools/UGART)
• **Degree:** Bachelor of Fine Arts
• **Specializations:** Costume Design (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA01) | Lighting Design (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA02) | Scene Design (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA03)
• **Credits for Degree:** 124
• **Contact:** Email (kaustin@ufl.edu)
• **Additional Information**
• **Related Theatre Programs**

To graduate with this major, students must complete all university, college, and major requirements.

The BFA Theatre Production program has 3 specialization areas: costume design, lighting design, and scene design.

Students enrolled in Theatre Production will complete coursework in all three areas. Selected independent studies, advanced electives, and production assignments in THE 4950 focus on the specialization.

Today’s theatre design and production depends heavily on complex electronic mechanical systems used in professional theatres, film, and television. Students must pass a portfolio review for admission to any production program. For more information consult the department handbook or the academic advisor.

All theatre majors should consult the academic advisor as early as possible.

Related Theatre Programs
• Bachelor of Arts in Theatre (http://catalog.ufl.edu/UGRD/colleges-schools/UGART)
• Bachelor of Fine Arts in Theatre Performance (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/THF_BFA)
• Theatre minor (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/THE_UMN)
• Theatre Production minor (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_UMN)

Academic Learning Compact
The Bachelor of Fine Arts in theatre production meets the diverse aesthetic and technological demands of contemporary society. Today’s theatre design and production depend heavily on the complex electronic and mechanical systems used in professional theatres. This curriculum provides academic instructing and professional training in costume design and technology, scenic design and lighting design. The program provides a laboratory environment where students can apply the skills learned in classroom exercises and theories.

Before Graduating Students Must
• Present a senior project and review your portfolio with representatives from the appropriate faculty. You must pass the senior project and portfolio review with a satisfactory rating.
• Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major will Learn to

Student Learning Outcomes (SLOs)

Content
1. Apply principles of two and three-dimensional design aesthetics to costume, lighting or scene design for live performance as a method of bringing text, choreographic work or public exposition to the stage.

Critical Thinking
2. Organize, develop and participate in the art, craft and process of moving the script onto the stage by organizing, developing and participating in a creative process resulting in a live performance that incorporates successful application of design and technological principles.

Communication
3. Use effective communication and collaboration skills throughout the creative process.

Curriculum Map

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<th>Courses</th>
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<td>ARH 2050 and ARH 2051</td>
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<td>THE 2000</td>
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<td>THE 4110 and THE 4111</td>
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<td>THE 4260 and THE 4285</td>
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<td>THE 4959 (capstone)</td>
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<td>TPA 2074</td>
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<td>TPA 2202C, TPA 2232C and TPA 3217</td>
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<td>TPA 3208 or TPA 4239 (based on focus area)</td>
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<td>TPA 4020, TPA 4049 and TPA 4066</td>
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<td>TPA 4201 or TPA 4930 or TPA 4XXX (based on focus area)</td>
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Assessment Types
• Exams
• Senior paper and project
- Design/technical portfolio reviews
- BFA design juries