THEATRE DESIGN AND TECHNOLOGY - M.F.A.

College of the Arts
School of Theatre and Dance - Theatre Division
www.kent.edu/theatredance

Examples of Possible Careers*
Art, drama, and music teachers, postsecondary
• 5.6% faster than the average
• 116,300 number of jobs
• $69,690 potential earnings

Film and video editors
• 21.6% much faster than the average
• 38,300 number of jobs
• $67,250 potential earnings

Lighting technicians and media and communication equipment workers, all other
• 4.9% about as fast as the average
• 26,600 number of jobs
• $70,980 potential earnings

Set and exhibit designers
• 1.2% slower than the average
• 15,200 number of jobs
• $58,180 potential earnings

Contact Information
• Program Coordinator: Jakyung Seo | jseo1@kent.edu | 330-672-2055
• Graduate Coordinator: Yuko Kurahashi | ykurahas@kent.edu | 330-672-9483
• Chat with an Admissions Counselor

Fully Offered
• Kent Campus

Admission Terms
• Fall
• Spring
• Summer

Description
The Master of Fine Arts degree in Theatre Design and Technology is a terminal degree designed for those who are interested in achieving the artistry and skills necessary to qualify as practicing professionals in the entertainment industry and/or professional theatre educators. The program is a three-year course of study with a flexible curriculum for students to explore areas of special interest.

The Theatre Design and Technology major comprises the following concentrations:

• The Costume Design and Technology concentration prepares students for careers in the entertainment industry, professional theatre or theatre education. Students study both design and technology, including related areas such as dye techniques, costume crafts and wigs and makeup. Students also design costumes for main-stage departmental productions. The curriculum includes core classes in theatre history, dramatic theory and historical periods.

• The Lighting Design concentration balances instruction and experience in lighting design with instruction and experience in lighting technology. Studies include digital rendering, CAD, lighting technology and automated lighting. Students research and study all aspects of theatrical lighting, including the design process from concept to execution, communication skills, integration of technology into design, documentation of the work and critical evaluation of the work.

• The Scene Design concentration balances focused classroom instruction with practical design and production experience. Students also study related artisan areas such as digital and traditional rendering techniques, 3D CAD, props, fabrication, scene painting and presentation techniques with particular emphasis on integrating contemporary digital techniques into the design process. The curriculum contains courses in construction theory, rigging, costume crafts and projection/media design.

• The Technical Direction concentration provides students with training and practical experiences in planning main stage productions for the School of Theatre and Dance. Studies focus on safety and all logistics of production assembly, including touring and dance. Technical directors have the opportunity work in four very different theatre spaces: black box, large proscenium, thrust and open outdoor.

Accreditation
National Association of Schools of Theatre

Admission Requirements
• Bachelor’s degree from an accredited college or university for unconditional admission
• Minimum 3.000 undergraduate GPA on a 4.000 point scale for unconditional admission
• Official transcript(s)
• Résumé
• Goal statement
• Three letters of recommendation
• Portfolio review
• Interview
• English language proficiency - all international students must provide proof of English language proficiency (unless they meet specific exceptions) by earning one of the following:
Program Learning Outcomes

Graduates of this program will be able to:

1. Acquire creative and technical ability to develop the design of a production from concept to finished product.
2. Acquire advanced abilities in the unification of all design elements used in professional production.
3. Understand analytical or academically oriented theatre studies in areas related to and supportive of the work in the major field such as history, theory, dramatic literature and performance studies.
4. Understand information resources associated with theatrical design and production.
5. Produce full working drawings for mounted productions.
6. Analyze text, music and dance and the ways that historical, critical and theoretical content inform playwriting, acting, directing and design.
7. Communicate ideas clearly and effectively to the theatre community, production teams and the public.
8. Know the history of their area of specialization and have the ability to integrate that history into production design.
9. Know current technology, tools and methods in their area of specialization and have the ability to integrate technology into production design.
10. Know health and safety practices associated with theatre production.
11. Communicate and navigate effectively within the field of professional theatrical production design.
12. Demonstrate an understanding of professional ethics and practice.

Program Requirements

Major Requirements

- Minimum 525 TOEFL PBT score (paper-based version)
- Minimum 71 TOEFL IBT score (Internet-based version)
- Minimum 74 MELAB score
- Minimum 6.0 IELTS score
- Minimum 50 PTE score
- Minimum 100 Duolingo test score

For more information about graduate admissions, please visit the Graduate Studies website. For more information on international admission, visit the Office of Global Education website.

Costume Design and Technology Concentration Requirements

<table>
<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Credit Hours</th>
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<tbody>
<tr>
<td>THEA 5140</td>
<td>DRAPPING FOR THE THEATRE I</td>
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<td>THEA 5162</td>
<td>PRESENTATION MEDIA</td>
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<td>THEA 6601</td>
<td>COSTUME DESIGN I: SCRIPT ANALYSIS</td>
<td>2</td>
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<tr>
<td>THEA 6602</td>
<td>COSTUME DESIGN II: PERFORMANCE GENRES</td>
<td>2</td>
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<tr>
<td>THEA 6603</td>
<td>COSTUME DESIGN III: THEATRICAL STYLES</td>
<td>2</td>
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<td>THEA 6604</td>
<td>COSTUME DESIGN IV: ADVANCED RENDERING</td>
<td>2</td>
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<td>THEA 6605</td>
<td>COSTUME DESIGN V: RESEARCH METHODS</td>
<td>2</td>
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<tr>
<td>THEA 6606</td>
<td>COSTUME DESIGN VI: TEXTILES</td>
<td>2</td>
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<tr>
<td>THEA 66092</td>
<td>PRODUCTION COLLABORATION: COSTUME DESIGN/TECHNOLOGY (repeatable)</td>
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</table>

Concentration Electives, choose from the following:

- ARTS 55300 TEXTILES: JACQUARD WEAVING
- THEA 51095 SPECIAL TOPICS
- THEA 5125 PROP S AND CRAFTS
- THEA 5129 ADVANCED WIG AND MAKEUP TECHNIQUES-STAGE AND SCREEN
- THEA 5141 DRAPPING FOR THE THEATRE II
- THEA 5173 COSTUME PRODUCTION MANAGEMENT
- THEA 5201 DYE TECHNIQUES AND FABRIC MODIFICATION
- THEA 52150 THREE-DIMENSIONAL CHARACTERS: FOAM FABRICATION AND FIGURE FINISHING TECHNIQUES
- THEA 60196 INDIVIDUAL INVESTIGATION: HISTORIC TEXTILES
- THEA 60992 PROFESSIONAL THEATRE INTERNSHIP I
- THEA 61992 PROFESSIONAL THEATRE INTERNSHIP II
- THEA 65192 TEACHING PRACTICUM

Minimum Total Credit Hours: 36

Lighting Design Concentration Requirements

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<th>Credit Hours</th>
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<td>THEA 5123</td>
<td>SOUND DESIGN AND TECHNOLOGY I</td>
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<td>THEA 51562</td>
<td>ADVANCED PROJECTION DESIGN</td>
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Minimum Total Credit Hours: 36
Scene Design Concentration Requirements

Concentration Electives, choose from the following:

<table>
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<th>Credit Hours</th>
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<td>THEA 65001</td>
<td>LIGHTING DESIGN I: DRAMA</td>
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<td>THEA 65002</td>
<td>LIGHTING DESIGN II: MUSICAL THEATRE</td>
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<td>THEA 65003</td>
<td>LIGHTING DESIGN III: DANCE AND OPERA</td>
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<td>THEA 65004</td>
<td>LIGHTING DESIGN IV: NON-TRADITIONAL PRODUCTIONS</td>
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<td>THEA 65005</td>
<td>LIGHTING DESIGN V: ARCHITECTURAL AND INTERIOR LIGHTING</td>
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<td>THEA 65006</td>
<td>LIGHTING DESIGN VI: NEW TECHNOLOGY</td>
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<td>PRODUCTION COLLABORATION: LIGHTING DESIGN (repeatable)</td>
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Minimum Total Credit Hours: 36

Technical Direction Concentration Requirements

Concentration Electives, choose from the following:

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<th>Title</th>
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<td>THEA 51420</td>
<td>THEATRICAL DRAFTING II</td>
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<td>THEA 51430</td>
<td>ADVANCED CONSTRUCTION THEORY</td>
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<td>THEA 51521</td>
<td>ADVANCED LIGHTING TECHNOLOGY I</td>
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<td>THEA 51524</td>
<td>DESIGN STUDIO: COSTUME</td>
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<td>THEA 51525</td>
<td>PROPS AND CRAFTS</td>
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<td>THEA 51526</td>
<td>ADVANCED LIGHTING TECHNOLOGY II</td>
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<tr>
<td>THEA 51527</td>
<td>SOUND AND DESIGN TECHNOLOGY II</td>
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<tr>
<td>THEA 51531</td>
<td>THEATRICAL RIGGING</td>
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<td>THEA 51560</td>
<td>THEATRE FABRICATION TECHNOLOGY</td>
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<td>THEA 51621</td>
<td>PRESENTATION MEDIA</td>
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<tr>
<td>THEA 60992</td>
<td>PROFESSIONAL THEATRE INTERNSHIP I</td>
<td>2</td>
</tr>
<tr>
<td>THEA 61096</td>
<td>INDIVIDUAL INVESTIGATION: THEATRE AND DRAMA</td>
<td>2</td>
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<tr>
<td>THEA 61992</td>
<td>PROFESSIONAL THEATRE INTERNSHIP II</td>
<td>2</td>
</tr>
<tr>
<td>THEA 65192</td>
<td>TEACHING PRACTICUM</td>
<td>2</td>
</tr>
</tbody>
</table>

Minimum Total Credit Hours: 36

Progression Requirements

Students must pass semester reviews and are expected to participate in at least one main-stage production each semester, which may be in addition to any production design assignment.

Graduation Requirements

The culminating project requirements include documentation, portfolio presentation and an exit interview. Documentation consists of a design analysis, process journal, relevant research and other supporting materials (e.g., photos, links to the candidate's website). The scope of work may include, but not necessarily be limited to, evidence of research, drawing and drafting, rendering and associated digital image, video or audio files, which will be presented at an exit interview. The topic of each M.F.A. candidate's culminating project will be proposed by the candidate and based on faculty feedback from yearly portfolio and academic assessments. The student will register for THEA 61310 for
the student's project assignment. The process is then documented in a format appropriate for the project and presented to the faculty advisor.