THEATRE: DESIGN AND TECHNOLOGY, MFA

for the degree of Master of Fine Arts in Theatre, Design & Technology concentration

Admission
Candidates should apply to one of the ten graduate areas offered: Master of Fine Arts in Theatre with specialization in acting, costume design, costume technology, lighting design, scenic design, sound design and technology, stage management, or scenic technology; the Master of Arts in Theatre with specialization in theatre history; or the Doctor of Philosophy in Theatre with specialization in theatre history. All applicants should present transcripts documenting undergraduate or graduate study of theatre practice, dramatic literature, and theatre history with a cumulative grade point average in these subjects of at least 3.0 (A = 4.0). Applicants whose first language is not English must submit recent Test of English as a Foreign Language (TOEFL) scores; the current minimum score for consideration is 550 on the paper-based test (213 on the computer-based version).

Candidates for the M.F.A. degree must demonstrate talent in theatrical performance or production by audition or by the presentation of a portfolio of their work to an admissions committee of the faculty, either on campus or at one of the regional University/Resident Theatre Association (U/RTA) audition sites. M.F.A. candidates are admitted in the fall term only.

Master's and doctoral candidates should present records of at least a 3.0 grade point average in all subjects studied at the undergraduate and graduate levels, supply samples of their scholarly writing, and submit recent Graduate Record Examination (GRE) scores. In addition to the Test of English as a Foreign Language (TOEFL) scores required of all foreign students, master's and doctoral candidates whose first language is not English are encouraged to submit scores of the Test of Written English (TWE). Ph.D. candidates should hold a master's degree in theatre or in a related field. Master's and doctoral candidates are normally admitted in the fall term.

Graduate Teaching Experience
Although teaching is not a general Graduate College requirement, experience in teaching is considered an important part of the graduate experience in this program.

Other Requirements
Requirement Description
Other requirements may overlap
A concentration is not required
Minimum 500-level Hours Required 12

Must be in residence six semesters
Minimum GPA: 3.0

The M.F.A. is a terminal degree in theatre practice. Approved areas of specialization include acting, costume design, costume technology, lighting design, scenic design, scenic technology, sound design and technology, and stage management. Only full-time students will be admitted to the program. With departmental and Graduate College approval, up to two semesters of residency and 32 hours of coursework may be waived on the basis of the student’s prior professional experience, although such cases are rare.

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specialization in Stage Management

• Demonstrate the ability to analyze, interpret, write critically and creatively, and contribute to the body of knowledge in the field of theatre and performance.
• Demonstrate mastery of the concepts of professional production practices in rehearsal, design and performance as it relates to management across theatre, musical theatre, opera, and dance.
• Demonstrate practical application of learned methodologies including the ability to communicate ideas, concepts, and requirements in order to successfully fulfill a role related to the stage management of a production.
• Demonstrate necessary skills and knowledge to acquire a midlevel position in professional stage management.
• Demonstrate practical application of learned methodologies to successfully fulfill a leadership role or artistic proficiency for stage production.

specialization in Sound Design & Technology

• Demonstrates a mature, effective ability to analyze, interpret, write critically and creatively, and discuss thoughtfully in the field of theatre and performance.
• Demonstrates ability to actively engage in the collaborative process in preparation, construction, and performance of works for the stage.
• Demonstrates practical application of learned methodologies including the ability to communicate ideas, concepts, and requirements in order to successfully fulfill a role related to sound design for a stage production.
• Demonstrates working knowledge of professional practices across genres of theatre, musical theatre, opera, and dance.

For additional details and requirements refer to the department’s Graduate Programs and the Graduate College Handbook (http://www.grad.illinois.edu/gradhandbook/).

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<thead>
<tr>
<th>Code</th>
<th>Title</th>
<th>Hours</th>
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<tbody>
<tr>
<td></td>
<td>Courses in a student’s area of specialization</td>
<td>32</td>
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<tr>
<td></td>
<td>Theatre history and dramatic literature</td>
<td>12</td>
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<tr>
<td></td>
<td>Departmental approved electives</td>
<td>28</td>
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<tr>
<td></td>
<td><strong>Total Hours</strong></td>
<td><strong>72</strong></td>
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Information listed in this catalog is current as of 12/2023
• Demonstrates necessary skills and knowledge to acquire a masters level position in the field of sound design and technology including significant technical mastery, showing the capacity to produce work and solve problems independently.

specialization in Costume Technology

• Demonstrates proficiency in fitting and patterning costumes made of traditional and nontraditional materials.
• Acquire a practical understanding for the workings of a professional costume shop health and safety operations.
• Demonstrates necessary skills and knowledge to acquire a mid-level position in the field of Costume Technology or Costume Management including significant mastery; showing the capacity or produce work and solve problems independently within the parameters of time.
• Acquire skills to initiate research and apply the knowledge to the realization of the costume designs.
• Execute creative ideas of professional costume designer with accurate historical details.

specialization in Lighting Design & Technology

• Demonstrates the ability to analyze and interpret creative, critical, choreographic and theoretical works within the areas of theatre, dance, opera and other forms of live performance.
• Demonstrates the ability to communicate design and technical ideas through graphic skills, language and research to fellow collaborators including directors, choreographers, other designers and technicians in the industry.
• Demonstrates mastery in the area of practical application of learned methodologies, including the ability to effectively implement ideas, concepts, and requirements through the entire design, load-in and tech process in order to successfully fulfill a role related to lighting design for a stage production.
• Demonstrates working knowledge of professional practices across genres of theatre, musical theatre, opera, and dance and non-traditional venues and styles of design.
• Demonstrates necessary skills and knowledge to acquire an entry-level position in the field of lighting design and technology including significant technical mastery, showing the capacity to produce work and solve problems independently.

specialization in Scenic Design

• Demonstrates practical application of learned methodologies to successfully fulfill the role of scene designer and/or related fields for stage production.
• Demonstrates a mature, effective ability to analyze, interpret, and discuss creative and theoretical works with a stage director and creative team.
• Demonstrates necessary skills and knowledge required by a scene designer to communicate visual ideas and concepts to creative and technical collaborators.
• Demonstrates a working knowledge of professional practices across genres of theatre, musical theater, and opera with the capacity to produce work and solve problems independently.
• Demonstrates a strong understanding of historical periods and cultural influences with regard to theatre, dramatic literature, performance, design, art, architecture, and furniture.

• Demonstrates practical application of learned methodologies to successfully fulfill leadership roles for stage productions.
• Demonstrate proficiency in technical, managerial and leadership skills required to attain professional, mid-level positions in Technical Direction or Project Management within the live entertainment industry.
• Demonstrate the ability to effectively communicate ideas, concepts and outcomes through the pre-production, build, load in, tech, and performance of a stage production.
• Demonstrate the ability to research and synthesize independently acquired knowledge through the successful execution of a thesis project.
• Demonstrates a working knowledge of professional practices across the genres of theatre, musical theatre, opera, and dance. Also displaying a strong understanding of historical periods with regard to architecture and styles of interior decor and theatrical paint techniques and processes.

specialization in Media Design and Technology

• Demonstrates practical application of learned methodologies to successfully fulfill the role of media designer for stage production.
• Demonstrates a mature, effective ability to analyze, interpret, and discuss creative and theoretical works with a stage director and creative team.
• Demonstrates necessary skills and knowledge required by a media designer to communicate visual ideas and concepts to creative and technical collaborators.
• Demonstrates a working knowledge of professional practices across genres of theatre, musical theater, and opera with the capacity to produce work and solve problems independently.
• Demonstrates a strong understanding of historical periods and cultural influences with regard to theatre, dramatic literature, performance, design, art, and architecture.

Graduate Degree Programs in Theatre

• Theatre, MA (http://catalog.illinois.edu/graduate/faa/theatre-ma/)
• Theatre, MFA (http://catalog.illinois.edu/graduate/faa/theatre-mfa/)
  • concentrations
    • Acting (http://catalog.illinois.edu/graduate/faa/theatre-mfa/acting/)
    • Design & Technology (p. 1)
• Theatre, PhD (http://catalog.illinois.edu/graduate/faa/theatre-phd/)

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Theatre
Department Head: Valleri Robinson;
Director of Graduate Studies: Jeffrey Eric Jenkins
Theatre Department website (https://theatre.illinois.edu)
Theatre Department faculty (https://theatre.illinois.edu/people/meet-our-faculty/)
4-122 Krannert Center for the Performing Arts, 500 South Goodwin Avenue, Urbana, IL 61801
(217) 333-2371
Theatre email (theatre@illinois.edu)

College of Fine & Applied Arts
College of Fine & Applied Arts website (https://faa.illinois.edu/)
Graduate College Admissions Requirements (https://grad.illinois.edu/admissions/apply/)