

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 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, scenic technology, or properties design & management; 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.

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

Code	Title	Hours
	Courses in a student's area of specialization	32
	Theatre history and dramatic literature	12

Departmental approved electives	28
Total Hours	72

Other Requirements

Requirement	Description
Other requirements may overlap	
A concentration is not required	
Minimum 500-level Hours Required	12
Overall:	
Must be in residence six semesters	
Students in the MFA Program participate continuously in the production program of the Department of Theatre, which presents six to eight productions annually at Krannert Center for the Performing Arts.	
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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The Design and Technology concentration has 9 specializations which students choose from:

specialization in Costume Design

- **Mastery of Process-** Students will demonstrate advanced costume design skills, showcasing creativity and innovation through comprehensive character and script analysis. They will incorporate directorial concepts and dramaturgical insights into their designs.
- **Research and Historical Context-** Students will acquire the ability to conduct period research and apply historical and cultural knowledge to costume design and technology. This includes an understanding of historic patterns, fabrics, and color schemes. They will cultivate curiosity, sensitivity, and respect for diverse cultures and their customs.
- **Storytelling and Conceptual Development-** Students will enhance their storytelling abilities by creating compelling visual narratives that convey character identity and thematic elements. They will utilize a range of design aesthetics and techniques to support storytelling in both design and technology contexts.
- **Technical Proficiency-** Students will demonstrate proficiency in rendering and visualization techniques using both traditional and digital tools to effectively communicate design concepts.
- **Leadership and Creative Collaboration-** Students will cultivate leadership abilities in collaborative settings, effectively managing design and technology projects within diverse production teams, both locally and remotely. They will develop communication skills

necessary for successful interaction with directors, other designers, actors, and production teams.

- Professional Preparedness and Industry Engagement- Students will prepare for professional practice by engaging in real-world production experiences, fostering project management skills, and understanding the workings of a professional costume shop, including health and safety protocols. They will build a professional portfolio, engage with industry networks, and participate in internships or residencies to gain real-world experience.
- Ethical and Sustainable Practices- Students will develop an understanding of ethical considerations and sustainable practices in costume design and technology. They will address environmental and social impacts while promoting responsible artistry, ensuring that both design and technology practices are aligned with sustainability goals.

specialization in Costume Technology

- Mastery of Process- Students will exhibit mastery in costume construction techniques, demonstrating expertise in pattern drafting, draping, and tailoring. They will apply innovative solutions to technical challenges and integrate new technologies into costume production.
- Research and Historical Context- Students will acquire the ability to conduct period research and apply historical and cultural knowledge to costume design and technology. This includes an understanding of historic patterns, fabrics, and color schemes. They will cultivate curiosity, sensitivity, and respect for diverse cultures and their customs.
- Storytelling and Conceptual Development- Students will enhance their storytelling abilities by creating compelling visual narratives that convey character identity and thematic elements. They will utilize a range of design aesthetics and techniques to support storytelling in both design and technology contexts.
- Technical Proficiency- Students will gain a deep understanding of costume construction, fabric selection, and craft production. They will develop skills in advanced sewing techniques, fabric manipulation, and costume fitting, collaborating effectively with the costume design team.
- Leadership and Creative Collaboration- Students will cultivate leadership abilities in collaborative settings, effectively managing design and technology projects within diverse production teams, both locally and remotely. They will develop communication skills necessary for successful interaction with directors, other designers, actors, and production teams.
- Professional Preparedness and Industry Engagement- Students will prepare for professional practice by engaging in real-world production experiences, fostering project management skills, and understanding the workings of a professional costume shop, including health and safety protocols. They will build a professional portfolio, engage with industry networks, and participate in internships or residencies to gain real-world experience.
- Ethical and Sustainable Practices- Students will develop an understanding of ethical considerations and sustainable practices in costume design and technology. They will address environmental and social impacts while promoting responsible artistry, ensuring that both design and technology practices are aligned with sustainability goals.

specialization in Lighting Design and 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, 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 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.

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.

specialization in Scenic Technology

- 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 Sound Design and 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.
- 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 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 Properties Design and Management

- Demonstrate proficiency in creating and building hand props, furniture, set dressing, drapery, ephemera, and other related items using traditional and nontraditional materials.
- Demonstrate ability to analyze, interpret, and discuss creative work with a scenic designer or project designer/coordinator. Also, communicate effectively with all members of the creative and technical team.
- Demonstrate necessary skills and knowledge to acquire a mid-level position in the field of properties design or properties management, including mastery of craft techniques and methods as well as the capacity to produce work and solve problems independently.
- Demonstrate a working knowledge of professional practices across performance genres and between historical periods related to architecture and interior décor.
- Demonstrate a working knowledge of how to manage a staff of artisans, create projected outcomes for shop labor, and grow in their knowledge of time management related to the production process.

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

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 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
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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/>)