

# THEATRE: ARTS & ENTERTAINMENT TECHNOLOGY, BFA

for the Bachelor of Fine Arts Major in Theatre, Arts & Entertainment Technology Concentration

Level 21 reflects the design, technology and management disciplines in theatre arts. It has seven unique yet inter-related concentrations in: Arts + Entertainment Technology, Costume Design + Technology, Lighting Design + Technology, Scene Design, Scenic Technology, Sound Design + Technology, and Stage Management. Freshman and sophomore students learn the foundations of theatrical production with a focus on acquiring practical skills for application in advanced course work and in theatre productions. Junior and senior students participate in advanced study in their chosen discipline supported by one-on-one faculty mentoring of assigned projects. Students in this area are the designers, technicians, managers, artisans and crew for over a dozen theater, musical theater, dance and opera productions at Krannert Center for the Performing Arts and work on these shows in various roles throughout their entire course of study.

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A minimum of 128 hours of credit is required for the degree.

**Twelve hours of 300 and 400-level courses in the major must be taken on this campus.**  
**40 credits hours in degree required in 300-400 level coursework to meet IBHE requirements.**

## General Education Requirements for all University Students

Code	Title	Hours
<b>General Education Requirements: (40 hrs with Language requirements fulfilled)</b>		
	Composition I	4
	Advanced Composition	3
	Cultural Studies: Western Comparative Cultures	3
	Cultural Studies: U.S. Minority Culture(s)	3
	Cultural Studies: Non-Western Cultures	3
	Quantitative Reasoning I	3
	Quantitative Reasoning II	3
	Humanities and the Arts	6
	Natural Sciences and Technology	6
	Social and Behavioral Sciences	6
	Language Requirement <sup>1</sup>	0-12
<b>Electives</b>		
	General, Non-Theatre Electives	9
	Open Electives (as needed to total a minimum of 128 hours to earn the degree)	

<sup>1</sup> General Education Language Requirement: Options to satisfy this requirement are noted in the Course Explorer. (<https://courses.illinois.edu/gened/DEFAULT/DEFAULT/>)

## Core Requirements for all Theatre Majors

Code	Title	Hours
FAA 101	Arts at Illinois	1
THEA 100	Practicum I	2
THEA 200	Practicum II	2
THEA 121	Theatre Foundations: Performance	3
THEA 122	Theatre Foundations: Theory and Practice	3
THEA 123	Theatre Foundations: Production	3
THEA 208	21st Century Dramaturgy	3
THEA 304	Global Theatre Performance	3
THEA 364	Topics in Theatre History	3
THEA 404	Professional Career Development	1
<b>Total Hours</b>		<b>24</b>

## Summary of Credits for BFA in Theatre

Code	Title	Hours
Core Requirements for All Theatre Majors		24
General Education Requirements		31-40
Language Requirements, if needed		0-12
Concentration Requirements (see tables below for individual concentrations)		49-52
General Non-Theatre Electives		9
Open Electives as needed to total 128 hours		0-18
<b>Total Credits for BFA in Theatre</b>		<b>128</b>

Code	Title	Hours
<b>Required Courses:</b>		
	<b>Total Required Courses:</b>	<b>32</b>
THEA 100	Practicum I (in addition to the THEA 100 credits required in the theatre core)	1
THEA 119	BFA Production Seminar (repeated for 4 total hours)	4
THEA 126	Stagecraft	3
THEA 153	Introduction to Theatre Sound	3
THEA 220	Survey of Theatrical Design	3
THEA 223	Introduction to Stage Rigging	3
THEA 231	Intro to Lighting Design	3
THEA 300	Practicum III (repeated for 4 total hours)	4
THEA 400	Practicum IV (repeated for 4 total hours)	4
THEA 495	Capstone Project (repeated for 2 total hours)	2
THEA 496	Professional Exploration (repeated for 2 total hours)	2
<b>Choose 6 credits from the following courses:</b>		<b>6</b>
THEA 419	Theatrical CAD Drafting	2
THEA 421	Welding for the Stage	4
THEA 424	Automation for the Stage	3
THEA 429	Scenic Technology Topics	2
THEA 435	Professional Lighting Systems	2
THEA 497	Audio Engineering I	3

Choose 12 credits from the following courses:		12
THEA 151	Introduction to Digital Audio Workstations	3
THEA 419	Theatrical CAD Drafting (in addition to 6 cr requirement)	2
THEA 420	Shop Practice	4
THEA 421	Welding for the Stage (in addition to 6 cr requirement)	4
THEA 422	Structures for the Stage	3
THEA 424	Automation for the Stage (in addition to 6 cr requirement)	3
THEA 429	Scenic Technology Topics (may be repeated for various topics)	2
THEA 430	Technical Direction I	3
THEA 435	Professional Lighting Systems (in addition to 6 cr requirement)	2
THEA 437	Software for Lighting Design	2
THEA 461	Introduction to Media Design	3
THEA 492	Digital Rendering for Lighting	3
THEA 494	Advanced Problem Solving for Lighting Designers	3
THEA 497	Audio Engineering I (in addition to 6 cr requirement)	3
THEA 498	Audio Engineering II	3
RST 460	Event Management in Recreation, Sport and Tourism	3
RST 465	Event Implementation and Evaluation in Recreation, Sport and Tourism	3
PHYS 102	College Physics: E&M & Modern (Nat Sci & Tech and Quant Reasoning II Gen Ed)	5
PHYS 193	Physics of Music	2
PHYS 211	University Physics: Mechanics (Nat Sci & Tech Gen Ed)	4
PHYS 212	University Physics: Elec & Mag (Nat Sci & Tech Gen Ed)	4
<b>Total Credits for Arts and Entertainment Technology Concentration</b>		<b>50</b>

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### Sample Sequence

This sample sequence is intended to be used only as a guide for degree completion. All students should work individually with their academic advisors to decide the actual course selection and sequence that works best for them based on their academic preparation and goals. Enrichment programming such as study abroad, minors, internships, and so on may impact the structure of this four-year plan. Course availability is not guaranteed during the semester indicated in the sample sequence.

Students must fulfill their Language Other Than English requirement by successfully completing a third level of a language other than English. For more information, see the corresponding section on the Degree General and Education Requirements page.

First Year			
First Semester	Hours	Second Semester	Hours
THEA 100		1 THEA 100	1
THEA 121		3 THEA 122	3
THEA 126		3 THEA 223	3
Comp. I or Language Other than English (3rd level)		4 Comp. I or Language Other than English (3rd level)	4
General Education course		3 General Education course	3
FAA 101		1 General Education course	3
		<b>15</b>	<b>17</b>

Second Year			
First Semester	Hours	Second Semester	Hours
THEA 200		1 THEA 200	1
THEA 123		3 THEA 208	3
THEA 153		3 THEA 100	1
THEA 220		3 THEA 231	3
General Education course		3 General Education course	3
General Education course		3 General Education course	3
		Free Elective course	3
		<b>16</b>	<b>17</b>

Third Year			
First Semester	Hours	Second Semester	Hours
THEA 304		3 THEA 364	3
THEA 300		2 THEA 300	2
THEA 119		1 THEA 119	1
THEA 496		1 AET 'choose 6 credits from' course	3
AET 'choose 6 credits from' course		3 General Non-Theatre Elective	3
AET 'choose 12 credits from' course		3 General Education course	3
AET 'choose 12 credits from' course		3 Free Elective course	1
		<b>16</b>	<b>16</b>

Fourth Year			
First Semester	Hours	Second Semester	Hours
THEA 404		1 THEA 400	2
THEA 400		2 THEA 119	1
THEA 495		1 THEA 495	1
THEA 496		1 General Non-Theatre Elective	3
THEA 119		1 AET 'choose 12 credits from' course	3

General Non-Theatre Elective	3 AET 'choose 12 credits from' course	3
General Education course	3 Free Elective course	3
Free Elective	3	
	<b>15</b>	<b>16</b>

**Total Hours 128***for the Bachelor of Fine Arts Major in Theatre, Arts & Entertainment Technology Concentration*


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By the end of the program, students will be able to:

1. Analyze, interpret, write critically and creatively, and discuss thoughtfully in the field of theatre, performance and other genres of live entertainment.
2. Understand professional practices in project conception, technical design, construction, equipment specification, programming and show control and run protocols in the performing arts and live entertainment.
3. Synthesize independently acquired knowledge through the successful execution of a capstone project.
4. Demonstrate proficiency and practical application of learned methodologies including the ability to communicate ideas, articulate concepts and project requirements, and execute problem-solving strategies in order to successfully fulfill a skilled technology role in a stage production.
5. Demonstrate necessary skills and knowledge including significant technical mastery to acquire an entry-level skilled technologist position in professional live entertainment.

*for the Bachelor of Fine Arts Major in Theatre, Arts & Entertainment Technology Concentration***Theatre**

Theatre Department website (<https://theatre.illinois.edu/people/meet-our-faculty/>)

Theatre Department faculty

4-122 Krannert Center for the Performing Arts, 500 South Goodwin Avenue, Urbana, IL 61801

(217) 333-2371

Theatre email ([theatre@illinois.edu](mailto:theatre@illinois.edu))

**College of Fine & Applied Arts**

FAA College Website (<https://faa.illinois.edu/>)

**Admissions**

Overview of the College of Fine & Applied Arts Admissions & Requirements (<https://faa.illinois.edu/student-resources/future-students/>)

University of Illinois Undergrad Admissions (<https://www.admissions.illinois.edu/>)

[admissions@illinois.edu](mailto:admissions@illinois.edu)