

Theatre Arts, MFA

Learning Outcomes

All graduates must:

- acquire advanced knowledge of a wide range of plays, performance genres, and theoretical frameworks from various historical and global contexts over time;
- develop advanced awareness of historical, social, and cultural dynamics of representation;
- develop and broaden artistic vision;
- improve critical thinking and writing skills;
- increase knowledge of resources and opportunities for artists in the department, the University, and the profession.

Acting Subprogram

Graduates must demonstrate:

- the ability to employ a broad range of acting knowledge and skills in the creation and presentation of roles;
- the ability to perform in plays and roles of various types, and from various periods;
- the acquisition of advanced understanding and capabilities in voice and speech, movement, and play analysis;
- a working knowledge of historical, critical, and theoretical content and the ways they inform playwriting and dramatic writing, the creation of roles, and other aspects of production;
- the ability to utilize digital media as a creative platform for self-promotion and in live performance;
- a working knowledge of skill sets and business-related tools to manage a professional acting career; and
- the ability to collaborate at a professional level with actors, directors, designers, playwrights, dramaturgs, and stage managers in the processes of production.

Design Subprogram

Graduates must demonstrate:

- development of new work and new artists through a creative, collaborative process; and advanced abilities in the unification of all design elements used in professional production through effective collaboration with artists and technicians with a range of life experiences and perspectives;
- thorough knowledge of health and safety practices associated with theatre production;
- with respect for the great global traditions, the ability to push the boundaries of theatre, using sophisticated tools and technologies; the ability to exhibit advanced knowledge in and to integrate the history of décor/fashion and cultural modes; skills drawing, color theory, lighting; analog and digital facility in 2D and 3D design in tactile, lighting and audio arts; and aesthetic, theoretical, and/or technical approaches to creating compelling stories and experiences that incorporate new technologies and digital art-making practices in live performance, interactive art installations, and user-based live events;
- creative and technical ability to develop the design of a production from concept to finished product, and produce full design packages for at least two realized productions;
- the capacity to provide space to foster social responsibility and change through a working knowledge of script

analysis, which includes the ways that historical, critical, cultural, and theoretical perspectives and content inform playwrights, actors, stage managers, directors, and designers; and

- the ability to work with theatre professionals in their processes of production.

Directing Subprogram

Graduates must demonstrate advanced professional competence in directing including, but not limited to:

- the ability to integrate advanced understanding and capabilities in play analysis, performance, and design in creating the concept of a production;
- the ability to develop and guide fully mounted productions of a wide variety of performance styles and plays from statement of concept through public performance;
- a broad knowledge of dramatic literature and/or theatre history, including a demonstrated ability to undertake inquiry, investigation, or research associated with various aspects of performance and production;
- the ability to work with collaborators (actors/performers, playwrights/dramaturgs, and designers) in the processes of production, including the ability to conduct rehearsals effectively;
- an understanding of basic design principles and of aural and visual comprehension in the theatre and other dramatic media;
- an understanding of all the theatre arts and crafts at a sufficient level of knowledge to communicate with other artists and producers and to make informed critical judgments in all areas of the theatre;
- a basic understanding of the aesthetic, theoretical, and/or technical approaches to create compelling stories and experiences that incorporate new technologies and digital artmaking practices in live performance, interactive art installations, and user-based live events;
- the ability to develop and direct various forms of new work that engage diverse writers with multiple life experiences and perspectives; and
- directing at least two full-length, public productions, one of which must receive full technical support.

Dramaturgy Subprogram

Graduates must demonstrate:

- a broad knowledge of the various elements of theatrical production;
- a broad knowledge of theatre history, theory, criticism, and performance studies;
- awareness of current issues and developments in the fields of theatre, playwriting, and dramaturgy;
- advanced skills in the practice of production dramaturgy, including dramaturgical research and writing, and script analysis;
- advanced skills in the practice of new play dramaturgy, including awareness of the creative and dramaturgical potential of digital media in the making of new work; and
- advanced competence in theatrical collaboration, including evidence of collaborating successfully with playwrights, directors, actors, designers, and stage managers in the development and production of new work; and an understanding of professional ethics and practice.

Playwriting Subprogram

Graduates must demonstrate advanced professional competence in playwriting and dramatic writing including, but not limited to:

- advanced technical skills in dramatic construction;
- the ability to employ and integrate a broad range of knowledge and skills in the various elements of theatrical production;
- the acquisition of advanced understanding and abilities to use theories and methods of script analysis, criticism, and dramaturgy in the development of theatrical and dramatic works;
- the ability to develop a work from concept to finished product and working knowledge of theatre history and theory, as well as of the creative and dramaturgical potential of digital media and various ways each may influence the creative process;
- an original full-length or equivalent work for their MFA thesis; and
- advanced competence in theatrical collaboration, including evidence of collaborating successfully with directors, dramaturgs, actors, designers, and stage managers in the development and production of new work; and an understanding of professional ethics and practice.

Stage Management Subprogram

Graduates must demonstrate:

- advanced knowledge of all production elements and the ways professionals combine and integrate them, including digital media;
- advanced ability to coordinate multiple aspects of production both in rehearsal and in performance, including digital media;
- an understanding of stage management for a broad range of genres including drama, musical theatre, dance, opera, and special events;
- the ability to collaborate with a wide range of artists—including actors, designers, directors, musical directors, dramaturgs, choreographers, and special events planners—by supporting their creative, performance, and planning processes; committing to fostering environments where everyone values varied perspectives, encourages dialogue, and allows artistic work to contribute to social awareness and positive change; and
- an understanding of professional ethics, practices, union rules and industry policies and procedures relevant to the field.