UMBC UGC Program Changes & Other Request: BA Theatre Concentration Design and Production

Date Submitted: Proposed Effective Date: Fall 2019

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<th>Phone</th>
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THTR 100 Introduction to Theatre Scenography (3)  
THTR 104 Introduction to Costume (3)  
THTR 110 Introduction to Acting (3) or THTR 220 Craft of Acting (3)  
THTR 120 Introduction to Theatre: Theory and Production (3)  
THTR 202 Introduction to Dramatic Literature (3)  
THTR 231 Drafting for the Theatre (3)  
One of the Following (3)  
THTR 230 Drawing for the Theatre (3)  
THTR 231 Drafting for the Theatre (3)

Two of the Following (6)  
THTR 232 Scene Design  
THTR 233 Costume Design  
THTR 235 Lighting Design

Three of the Following (9)  
THTR 232 Scene Design  
THTR 233 Costume Design  
THTR 235 Lighting Design  
THTR 237 Sound Design

One of the Following (2/3)  
THTR 234 Make-up for the Stage  
THTR 237 Sound Design

THTR 241 Ensemble I (3)  
THTR 244 Script Analysis (3)  
THTR 261 Theatre Production: Running Crew (1)  
THTR 262 Theatre Production: Lighting & Sound (1)  
THTR 263 Theatre Production: Costumes (1)  
THTR 264 Theatre Production: Scenery (1)  
THTR 310 History of Theatre (3)  
One of the Following (3)  
THTR 332 Advanced Scene Design  
THTR 335 Advanced Lighting Design  
THTR 336 Advanced Costume Design

One of the Following (3)  
THTR 332 Advanced Scene Design (3)  
THTR 335 Advanced Lighting Design (3)  
THTR 336 Advanced Costume Design (3)  
THTR 337 Advanced Sound Design (3)

THTR 411 Modern Theatre: History and Practice (3)  
THTR 460 Senior Capstone (3)  
THTR 353 Stage Management (3)  
Two of the Following (6-7)  
THTR 330 Scene Painting (3)  
THTR 306 Fashion in Culture (3)  
THTR 332 Advanced Scene Design (3)  
THTR 336 Advanced Costume Design (3)  
THTR 335 Advanced Lighting Design (3)  
THTR 337 Advanced Sound Design (3)  
THTR 350 Directing (4)  
THTR 353 Stage Management (3)
### Production Requirement: Credits (3-9)

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<td>THTR 370 Theatre Practicum</td>
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<td>THTR 390 Theatre in Production</td>
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<td>THTR 400 Theatre Studies</td>
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<td>THTR 439 Advanced Design Techniques</td>
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<td>THTR 490 Production Workshop</td>
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As part of their final four semesters, all students in the BA concentration in Design & Production must complete three semesters of production coursework. These may be fulfilled with any of the following:

*courses taken for repeat credit cannot count twice

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#### Rationale:

**CHANGES to the CORE**

Changes to THTR 100 and THTR 104 require each student in our major to learn more practical, hands-on training in both scenery and costume construction. By moving this practical skill set into the 100 level courses, we are allowing students to choose between THTR 263 Theatre Production: Costumes and THTR 264 Theatre Production: Scenery for additional practice in the area best suited to the skills and interests, while assuring they have received better generalist training at the 100 level.

Both THTR 244 Script Analysis and THTR 241 Ensemble I have been changed to 300-level course. In the case of Ensemble I, the course already had a 100 or 200 level pre-req. Script Analysis was built on skills acquired in THTR 120: Introduction to Theatre: Theory and Production, but the preparation was not enforced as a pre-req. Now, both courses have 100 or 200 level requirements. Also, they require a high level of analysis, synthesis and interpretation. With this change students will be appropriately credited with doing this 300-level work.

In order to clarify confusion within the curriculum, we are eliminating THTR 400 Theatre Studies as an option to fulfill production requirements. Students use THTR 400 for a variety of independent academic investigation across the curriculum, from scholarly inquiry to Linehan Artist service projects. All students were receiving production credit for any use of THTR 400, sometimes granting students a credit towards graduation that may have been misaligned to its intended purpose.

Students intending to receive credit towards the production requirement still have four clear options of courses usually offered each semester, covering all aspects of design, performance, and production.

**CHANGES specific to DESIGN and PRODUCTION**

Following the 2013 roll-out of our new concentration in Design and Production and our move into new facilities, the department made new hires in scenic and costume design, and costume technology. These changes expanded the pedagogical possibilities available to students. This revised concentration better prepares a more generalized design and production student who is ready for specialized graduate training and/or who possesses the range of creative thinking and aesthetic abilities needed to adapt to ever changing technologies.

We have expanded the possibilities of coursework within the major by eliminating the “OD” series and the requirement of THTR 353 Stage Management with a robust series of electives. This not only will better facilitate graduation timelines but will also better honor the variety of professional practices involved in being a theatre artist who specializes in design and/or production.

The inclusion of all four design courses of THTR 232 Scene Design, THTR 233 Costume Design, THTR 235 Lighting Design, and THTR 237 as three of four options integrates the student in a more rounded and comprehensive approach to theatrical design by preventing specialization at the freshman/sophomore level. At the same time, we are allowing students an option in the expression of their design skills, by offering a choice of THTR 230 Drawing for the Theatre or THTR 231 Drafting for the Theatre. Drawing is suitable for Costume and Scenic Designers, as well as Costume Technologists, while Drafting is essential to Scenic and Lighting Designers, as well as Technical Directors.

**a) What provisions will be made to accommodate current students if courses are discontinued?**
No courses have been discontinued in the creation of this new curriculum. As we studied the options for this degree realignment, we made certain that the largest population of current students would not be negatively impacted from a new curricular rollout. Most current students would only need to take an additional 230-level design course, already offered regularly, in order to bridge over to this curriculum.

b) If there is a change in required credits, please provide a specific justification for that change. The major influence of this curriculum change is centered around giving THTR majors more upper division credits in their major, thereby reducing the stress of achieving a high number of UL credits in their final semesters (most of which are not possible to take just within THTR). The current BA Concentration Design and Production, comes in at 54 credits, with only 15 of those in the Upper Division, creating a 30-credit UL elective deficit. As we worked with students in advising, we were consistently struggling to find enough room in their schedules to meet this deficit, given the weight of the degree as it was written. We are also experiencing a similar crunch with transfer students, who, in some cases, are requiring 3.5 years past the AA to achieve a BA. This revision, at 57 credits, increases the UL credits to 27, thereby reducing the UL deficit to 18 credits, a far more manageable number for both our current and transfer students.