



ACADEMIC LEARNING COMPACTS

COLLEGE OF ARTS AND HUMANITIES THEATRE - DESIGN AND TECHNOLOGY - B.F.A.

Discipline Specific Knowledge, Skills, Behavior and Values

1. Students in the BFA in Design & Technology program will demonstrate fundamental skills in design and/or technology including

- Reading plans, patterns and diagrams
- Drawing or drafting plans, patterns and diagrams
- Conveying design intent through drawing, painting, modeling, simulating, etc. using either traditional or digital media
- Realizing designs through building, sewing, painting, installing, programming or other means
- Realizing designs through assisting, supervising, operating, planning, or other means.

2. Critical Thinking and Communication

Students completing our BFA Theatre Design & Technology degree program will be able to critically evaluate a work of art by placing it in its historical context, correctly using a standard citation format, and effectively communicating with discipline-specific content.

3. Discipline Specific and Critical Thinking

Students completing our BFA in Design & Technology will demonstrate the ability to synthesize their coursework by appropriately applying the concepts and skills learned in different courses toward a unified product. They will demonstrate growth and development in discipline-specific knowledge, skills, attitudes and behaviors as they progress through the program.

4. Students should gain knowledge of the many career different paths open to them in the entertainment industry and should use this knowledge to make informed choices regarding their path through the program.

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Communication

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Assessment of Theatre - Design and Technology - B.F.A. Outcomes

These outcomes will be assessed using a variety of assessment methods, including:

- Tests
- Critiques
- Papers
- Presentations
- Portfolios
- Reviews