

Theatrical Design, Minor

This minor is intended for students with an interest in design as the collaborative art of transforming ideas into images that support live performance; design as an expression of human experience; design as a method of inquiry and problem solving. It encourages interdisciplinary learning by connecting the study of theatre with studio art, visual communication, design thinking, spatial design, and visual storytelling.

The theatrical design minor combines courses from the Department of Theatre with additional choices from the Department of Art + Design, the Department of Music, and the School of Architecture.

Minor Requirements

Complete all courses listed below unless otherwise indicated.

Foundational Requirements

Code	Title	Hours
THTR 1100	Production Experience 1	1
THTR 1270	Introduction to Theatrical Design	4

Design Area

Code	Title	Hours
Complete two of the following:		8
THTR 1131	Introduction to Technical Theatre	
THTR 2370	Lighting Design	
THTR 2380	Costume Design	
THTR 2400	Scenic Design	
MUST 2320	Sound Design	
THTR 5700	Design for Immersive Performance	

Interdisciplinary Elective

Code	Title	Hours
Complete one of the following:		4
ARTG 1250	Design Process Context and Systems	
ARCH 1450	Understanding Design	
ARTG 3462	Experience Design Principles	
THTR 1131	Introduction to Technical Theatre	
THTR 2370	Lighting Design	
THTR 2380	Costume Design	
THTR 2400	Scenic Design	
MUST 2320	Sound Design	

GPA Requirement

2.000 GPA required in the minor