

SOUND

The BFA in Theatre Production prepares students to work professionally or enter graduate education across multiple fields in entertainment design and production.

About this Program

- **College:** Arts (<http://catalog.ufl.edu/UGRD/colleges-schools/UGART/>)
- **Degree:** Bachelor of Fine Arts
- **Specializations:** Costume (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA01/) | Digital Media (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA05/) | Lighting (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA02/) | Scenery (http://catalog.ufl.edu/UGRD/colleges-schools/UGART/TPR_BFA/TPR_BFA03/) | Sound (p. 1)
- **Credits for Degree:** 124
- **Contact:** Email (kaustin@ufl.edu)

To graduate with this major, students must complete all university, college, and major requirements.

School Information

The School of Theatre + Dance provides an intimate setting where students, faculty, and staff interact in constant and close collaboration. Curricular programs are suited to a range of student interests and talents, from the liberal arts BA degree to the competitive BFA and MFA professional training degrees.

Website (<https://arts.ufl.edu/academics/theatre-and-dance/>)

CONTACT

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NADINE MCGUIRE THEATRE AND DANCE PAVILION

GAINESVILLE FL 32611

Map (<http://campusmap.ufl.edu/#/index/0687>)

Curriculum

- Dance Minor
- Dance | Bachelor of Arts
- Dance | Bachelor of Fine Arts
- Theatre
- Theatre Minor
- Theatre Performance
- Theatre Production
- Theatre Production Minor

The BFA Theatre Production program has 5 specialization areas: costume, lighting, scenery, sound, and digital media.

Students enrolled in Theatre Production will complete coursework in all five areas. Selected independent studies, advanced electives, and production assignments in THE 4950 focus on the specialization.

Today's theatre design and production depends heavily on complex electronic mechanical systems used in professional theatres, film, and television. Students must pass a portfolio review for admission to any production program. For more information consult the department handbook or the academic advisor.

All theatre majors should consult the academic advisor as early as possible.

Critical Tracking

Critical Tracking records each student's progress in courses that are required for progress toward each major. Please note the critical-tracking requirements below on a per-semester basis.

Equivalent critical-tracking courses as determined by the State of Florida Common Course Prerequisites (<https://cpm.flvc.org/advance-search/>) may be used for transfer students.

SEMESTER 1

- Complete 3 of 14 critical-tracking courses with minimum grades of C: TPA 3263, TPA 1012, TPA 2202C, TPA 2074, TPA 3227C, THE 4950, TPA 2232C, TPP 3650, TPA 4946 (four times), Specialization Elective, School Elective
- 2.0 UF GPA required

SEMESTER 2

- Complete 3 additional critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

SEMESTER 3

- Complete 2 additional critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

SEMESTER 4

- Complete 2 additional critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

SEMESTER 5

- Complete 2 of 5 upper division critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

SEMESTER 6

- Complete 1 additional upper division critical-tracking course with a minimum grade of C
- 2.0 UF GPA required

SEMESTER 7

- Complete 1 additional critical-tracking course with a minimum grade of C
- 2.0 UF GPA required

SEMESTER 8

- Complete all remaining upper division critical-tracking courses with minimum grades of C
- 2.0 UF GPA required

Model Semester Plan

To remain on track, students must complete the appropriate critical-tracking courses, which appear in bold. These courses must be completed by the terms as listed above in the Critical Tracking criteria.

This semester plan represents an example progression through the major. Actual courses and course order may be different depending on the student's academic record and scheduling availability of courses. Prerequisites still apply.

Course	Title	Credits
Semester One		
TPA 1012	Introduction to Live Entertainment Design and Production (Critical Tracking)	3
TPA 2202C	Stagecraft (Critical Tracking)	4
TPA 3263	Introduction to Sound Design and Technology (Critical Tracking)	3
TPP 3650	Script Analysis (Critical Tracking)	3
State Core Gen Ed Composition (Writing Requirement)		3
Credits		16
Semester Two		
Quest 1 (Gen Ed Humanities)		3
THE 4950	Production Workshop (Critical Tracking)	1
TPA 2074	Drawing and Rendering (Critical Tracking)	3
TPA 3227C	Practical Stage Lighting (Critical Tracking)	4
State Core Gen Ed Mathematics (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Credits		14

Semester Three

Quest 2 (Gen Ed Physical or Biological Sciences OR Gen Ed Social and Behavioral Sciences) ¹		3
DAN 2100	Dance Appreciation (Gen Ed International)	3
TPA 2232C	Beginning Costume (Critical Tracking)	3
TPA 4601	Stage Management	3
State Core Gen Ed Biological or Physical Sciences		3
Credits		15

Semester Four

TPP 3311	Directing	3
TPA 4171C	Show Control Systems for Live Performance	3
Gen Ed Mathematics		3
School Elective (excluding area of specialization; Critical Tracking)		3
Specialization Elective (Critical Tracking)		3
Credits		15

Semester Five

DAN 2390	Global Dance Perspectives	3
TPA 4946	Production Practicum (Critical Tracking)	1
THE 4281	Cognizant Design Theory (or Theatre Studies Elective)	3
Gen Ed Composition		3
Specialization Elective		3
Theatre Studies Elective		3
Credits		16

Semester Six

TPA 4946	Production Practicum	1
Gen Ed Physical or Biological Sciences OR Gen Ed Social and Behavioral Sciences ¹		3
College of the Arts Elective		3
School Elective (excluding area of specialization)		3
Specialization Elective		3
Theatre Studies Elective		3
Credits		16

Semester Seven

THE 4281	Cognizant Design Theory (or Theatre Studies Elective)	3
TPA 3174	Digital Production for Performance (Critical Tracking)	3
TPA 4946	Production Practicum (Critical Tracking)	1
State Core Gen Ed Humanities (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Gen Ed Humanities, Gen Ed Physical Science, Gen Ed Biological Science, or Gen Ed Social and Behavioral Science		3
Specialization Elective		3
Credits		16

Semester Eight

TPA 4946	Production Practicum (Critical Tracking)	1-3
State Core Gen Ed Social and Behavioral Sciences (http://catalog.ufl.edu/UGRD/academic-programs/general-education/#genedcoursestext)		3
Gen Ed Humanities, Gen Ed Physical Science, Gen Ed Biological Science, or Gen Ed Social and Behavioral Science		3
College of the Arts Elective		3
School Elective (excluding area of specialization)		3
Specialization Elective		3
Credits		16-18
Total Credits		124

¹ General Education course must be requirement not fulfilled by the Quest 2 course.

Electives**Sound Specialization Electives | 15 credits**

Code	Title	Credits
TPA 3208	Drawing/Drafting for the Stage	3
TPA 4178C	AI, Data and the Performing Body	3
TPA 4179C	Motion Capture & Mixed Reality	3
TPA 4262	Sound Design	3

TPA 4264	Sound Design 2	3
TPA 4266	Advanced Sound Design	3
TPA 4930	Special Topics in Theatre Production ((in Costume))	1-3

Theatre Studies Electives | 9 credits

Code	Title	Credits
THE 3231	African American Theatre History and Practice	3
THE 3234	Diversity and Multiculturalism in American Theatre	3
THE 4223	Latin American and US Latinx Theatre	3
THE 4110	History of Theatre on Stage 1	3
THE 4111	History of Theatre on Stage 2	3
THE 4930	Special Topics in Theatre ((as available))	1-3

School Electives | 9 credits

Any DAA/DAN/THE/TPA/TPP prefixed class offered in the School of Theatre and Dance can meet the School Electives. School electives must be in coursework that is not specific to the specialization and not already meeting a degree requirement.

College Of the Arts Electives | 6 credits

College of the Arts (COTA) Electives can be met by any coursework offered in UF's College of the Arts in any unit.

Academic Learning Compact

The Bachelor of Fine Arts in Theatre Production meets the diverse aesthetic and technological demands of contemporary society. Today's theatre design and production depend heavily on the complex electronic and mechanical systems used in professional theatres. This curriculum provides academic instructing and professional training in costume design and technology, scenic design, and lighting design. The program provides a laboratory environment where students can apply the skills learned in classroom exercises and theories.

Before Graduating Students Must

- Present a senior project and review your portfolio with representatives from the appropriate faculty. They must pass the senior project and portfolio review with a satisfactory rating.
- Complete requirements for the baccalaureate degree, as determined by faculty.

Students in the Major will Learn To

Student Learning Outcomes | SLOs

Content

1. Apply principles of two and three-dimensional design aesthetics to costume, lighting, or scene design for live performance as a method of bringing text, choreographic work, or public exposition to the stage.

Critical Thinking

2. Organize, develop, and participate in the art, craft, and process of moving the script onto the stage by organizing, developing, and participating in a creative process resulting in a live performance that incorporates successful application of design and technological principles.

Communication

3. Use effective communication and collaboration skills throughout the creative process.

Curriculum Map

I = Introduced; R = Reinforced; A = Assessed

Courses	SLO 1	SLO 2	SLO 3
ARH 2050 and ARH 2051	I, R		I, R
THE 2000	I		I
THE 4110 and THE 4111	R		
THE 4260 and THE 4285	I, R		I, R
THE 4959 (capstone)	A	A	A
TPA 2074	I	I	I
TPA 2202C, TPA 2232C and TPA 3217	I	I	I
TPA 3208 or TPA 4239 (based on focus area)	I, R	I, R	I, R
TPA 4020, TPA 4049 and TPA 4066	I, R		I, R

TPA 4201 or TPA 4930 or TPA 4XXX (based on focus area)	R	A, R	R
Portfolio Reviews	A	A	A

ASSESSMENT TYPES

- Exams
- Senior paper and project
- Design/technical portfolio reviews
- BFA design juries