## Bachelor of Fine Arts in Theatre - Lighting Design & Technology Concentration (4 years)

### FRESHMAN YEAR - Fall 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 100</td>
<td>Practicum I (Run Crew)</td>
<td>1</td>
</tr>
<tr>
<td>FAA 101</td>
<td>Arts at Illinois</td>
<td>1</td>
</tr>
<tr>
<td>THEA 121</td>
<td>Theatre Foundations: Performance</td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Composition I)</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>Gen Ed (Cultural Studies: Western Comparative Cultures)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Social and Behavioral Sciences)</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 15**

### FRESHMAN YEAR - Spring 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 100</td>
<td>Practicum I (Run Crew)</td>
<td>1</td>
</tr>
<tr>
<td>THEA 122</td>
<td>Theatre Foundations: Theory and Practice**</td>
<td>3</td>
</tr>
<tr>
<td>THEA 231</td>
<td>Intro to Lighting Design</td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Natural Sciences and Technology)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Cultural Studies: U.S. Minority Cultures)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Social and Behavioral Sciences)</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 16**

### SOPHOMORE YEAR - Fall 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 100</td>
<td>Practicum I (Lighting Production Assignment)</td>
<td>1</td>
</tr>
<tr>
<td>THEA 123</td>
<td>Theatre Foundations: Production</td>
<td>3</td>
</tr>
<tr>
<td>THEA 126</td>
<td>Stagecraft</td>
<td>3</td>
</tr>
<tr>
<td>THEA 435</td>
<td>Professional Lighting Systems</td>
<td>2</td>
</tr>
<tr>
<td>THEA 437</td>
<td>Software for Lighting Design</td>
<td>2</td>
</tr>
<tr>
<td>Gen Ed (Cultural Studies: Non-Western Cultures)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Quantitative Reasoning I)</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 17**

### SOPHOMORE YEAR - Spring 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 200</td>
<td>Practicum II (Lighting Production Assignment)</td>
<td>2</td>
</tr>
<tr>
<td>THEA 208</td>
<td>21st Century Dramaturgy**</td>
<td>3</td>
</tr>
<tr>
<td>THEA 222</td>
<td>Introduction to Scenic Design</td>
<td>3</td>
</tr>
<tr>
<td>THEA 426</td>
<td>History of Décor****</td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Quantitative Reasoning II)</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Gen Ed (Natural Sciences and Technology)</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 17**

### JUNIOR YEAR - Fall 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 119</td>
<td>BFA Production Seminar</td>
<td>1</td>
</tr>
<tr>
<td>THEA 153</td>
<td>Introduction to Theatre Sound</td>
<td>3</td>
</tr>
<tr>
<td>THEA 300</td>
<td>Practicum III (Lighting Production Assignment)</td>
<td>2</td>
</tr>
<tr>
<td>THEA 304</td>
<td>Global Theatre Performance***</td>
<td>3</td>
</tr>
<tr>
<td>THEA 423</td>
<td>Advanced Lighting Design</td>
<td>3</td>
</tr>
<tr>
<td>Lighting (THEA 432, 492, or 494) or Open Elective*</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 15**

### JUNIOR YEAR - Spring 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 119</td>
<td>BFA Production Seminar</td>
<td>1</td>
</tr>
<tr>
<td>THEA 300</td>
<td>Practicum III (Lighting Production Assignment)</td>
<td>2</td>
</tr>
<tr>
<td>THEA 364</td>
<td>Topics in Theatre History</td>
<td>3</td>
</tr>
<tr>
<td>THEA 431</td>
<td>The Lighting Laboratory</td>
<td>3</td>
</tr>
<tr>
<td>Lighting (THEA 491 or 493) or Open Elective*</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Non-Theatre Elective</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 15**

### SENIOR YEAR - Fall 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 119</td>
<td>BFA Production Seminar</td>
<td>1</td>
</tr>
<tr>
<td>THEA 400</td>
<td>Practicum IV (Lighting Production Assignment)</td>
<td>3</td>
</tr>
<tr>
<td>THEA 404</td>
<td>Professional Career Development</td>
<td>1</td>
</tr>
<tr>
<td>THEA 451</td>
<td>Principles of Stage Management</td>
<td>3</td>
</tr>
<tr>
<td>THEA ___</td>
<td>Costume Elective (THEA 242 or 243)</td>
<td></td>
</tr>
<tr>
<td>Lighting (THEA 432, 492, or 494) or Open Elective*</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Non-Theatre Elective</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 17**

### SENIOR YEAR - Spring 20xx

<table>
<thead>
<tr>
<th>COURSE</th>
<th>DESCRIPTION</th>
<th>CREDIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 119</td>
<td>BFA Production Seminar</td>
<td>1</td>
</tr>
<tr>
<td>THEA 400</td>
<td>Practicum IV (Lighting Production Assignment)</td>
<td>3</td>
</tr>
<tr>
<td>THEA 433</td>
<td>Business of Entertainment Design</td>
<td>2</td>
</tr>
<tr>
<td>Lighting (THEA 491 or 493) or Open Elective*</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Open Elective</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Non-Theatre Elective</td>
<td></td>
<td>3</td>
</tr>
</tbody>
</table>

**Semester Credit Hours: 15**

---

Credit Hour Status:
The minimum semester course load required for full-time status is 12 hours.

Minimum Total Credit Hours for BFA in Theatre: **128**

Students may carry as many as 18 hours without special permission.

Approval for programs of more than 18 hours (overload) must be obtained from the college.

**NOTE:** Always refer to the FAA Student Handbook Degree Requirements for official course catalog as it may change from year to year.

**THEA 122 & THEA 208:** These courses satisfy the General Education Requirement for Humanities and the Arts

**THEA 304:** This course satisfies the General Education Requirement for Advanced Composition.

**THEA 426:** Offered every other year in Fall Semester EVEN YEAR and Spring Semester ODD YEAR

**THEA 432, 491, 492, 493, 494:** One of these courses is required as the Concentration Elective.
GENERAL EDUCATION LANGUAGE REQUIREMENT

This requirement may be satisfied by:
(1) Successfully completing a third-semester college-level course in a language other than English;
(2) Successful completion, in high school, of the third year of a language other than English; or
(3) Demonstrating proficiency at the third semester level in a language proficiency examination approved by the College of Liberal Arts and Sciences and the appropriate department.

GENERAL EDUCATION CORE REQUIREMENTS

Note: General Education (Gen Ed) core requirements may be taken in any order, and also depend upon transfer credit as well as semester of entrance to the University.

OPEN ELECTIVES REQUIREMENT

The University requires students to take 0-18 credit hours of Open Electives as needed to total 128 credit hours. For BFA Lighting Design & Technology majors, generally these are filled with additional credits of THEA 300 or THEA 400, but could also be fulfilled with the lighting electives (THEA 432, 491, 492, 493, 494). Occasionally students will need to choose an additional elective course to meet the requirements of the Open Electives.

PRACTICUM CREDITS

<table>
<thead>
<tr>
<th>Course</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>THEA 100</td>
<td>PRACTICUM I Run Crew Assignment (Programmer or non-lighting position)</td>
</tr>
<tr>
<td>THEA 200</td>
<td>PRACTICUM II Show or Run Crew Assignment (Assistant LD, Assistant ME, Programmer)</td>
</tr>
<tr>
<td>THEA 300</td>
<td>PRACTICUM III Show Assignment (Lighting Designer, Assistant LD, Master Electrician)</td>
</tr>
<tr>
<td>THEA 400</td>
<td>PRACTICUM IV Show Assignment (Lighting Designer, Master Electrician)</td>
</tr>
</tbody>
</table>

COURSE DESCRIPTIONS

THEA 242: Introduction to Costume Production
THEA 243: Introduction to Costume Design
THEA 432: Lighting for Non-Theatrical Spaces and Styles
THEA 491: Advanced CAD Drafting for Lighting Designers
THEA 492: Digital Rendering for Lighting
THEA 493: Lighting Opera & Musicals
THEA 494: Advanced Problem Solving for Lighting Designers

REVISION: 07-28-2021 BTM