Statement of Purpose

BFA, Design & Technology Concentration: The purpose of the Bachelor of Fine Arts in Theatre (Design & Technology) is to prepare the student for the professional life as a designer in a way that allows the student to understand the connection between the various areas of design and technical theatre, and the link between theatre and film. Through rigorous training, the BFA in Theatre (Design & Technology) will develop students to be confident, proficient, and knowledgeable professionals who will be able to work in theatre. Because Georgia has become a major hub for film, the BFA with the Design and Technology concentration will also introduce design students to the film industry by touching on design for that industry. The faculty of the UWG Theatre Department will strive to create a nurturing, safe environment that holds the students to high standards and values.

Program Learning Outcomes:

- Students will develop the ability to understand and articulate basic elements and principles of design theory.
- Students will develop their understanding of the aesthetic use of color.
- Students will develop the ability to communicate design ideas and realities to other personnel involved in the production, including directors, other designers, stage managers, and actors.
- Students will develop the ability to produce and communicate design ideas with freehand drawings.
- Students will develop a fundamental knowledge of the total design process, including the progression of raw materials through multiple design “shops” and the roles that various craftspeople play in the creation of a finished product.
- Students will gain knowledge of federal, state, and local health and safety codes, best practices, and industry standards as they relate to theatrical venues and production elements.
- Students will compose materials appropriate for the preparation and presentation of a professional portfolio of design and technology-related work that demonstrate one’s abilities, strengths, processes, and experiences.