Office: 208-885-6465
theatre@uidaho.edu
www.uitheatre.com
www.facebook.com/uitheatre

University *of* Idaho

Department *of* Theatre Arts

MFA Guidelines – Design & Technology

Program Overview

The Design & Technology program is an intensive three year program with a plan of study designed to prepare the students for a career in the professional theatre. Our primary focus is on developing designers and technicians as collaborative artists who will become the arts leaders of tomorrow. Graduates of the program will not only have the capability to create new works for the performing arts but also to become leaders in the academic training of future generations of designers and technicians.

Areas of Concentration

Scenic Design, Costume Design, Lighting Design, Technical Direction, Stage Technology, Costume Technology, and Stage Management.

Plan of Study

The MFA in Design & Technology requires a minimum of 60 credit hours of work over a 3 year period and the completion of the final Non-Thesis Project, which is a project or realized design in your area of concentration.

Students are expected to be enrolled in the design studio of their concentration every semester and in MFA portfolio review. In addition to studio and portfolio review, students enroll in a suite of courses, both within and outside the department, designed to help the student achieve the goals as determined by themselves, their major professor and in consultation with their graduate committee.

Since summer internships are required for completion of the degree, students also work closely with their major professor and committee to acquire summer internships in design & technology.

Design & Technical Graduate Application Procedures

Applicants must submit the following:

- Design Portfolio (sent to the Theatre Arts Department)
- Completed Application (Submitted to the College of Graduate Studies)
- Letter of Intent
- Three Letters of Recommendation
- Transcripts
- Completion of Graduate Records Examination (GRE)

Questions should be directed to Jesse Dreikosen, Head of Design & Technology at jdreikosen@uidaho.edu