

Bachelor of Arts in Theatre Arts

Major in Theatre Arts — Major Requirements - 10 units

Code	Title	Units
General Education Requirements		
The student must complete the General Education Requirements of the College of Arts & Sciences.		9
Theatre arts majors are expected to audition and work in some capacity for each main stage production at Stover Theatre.		
Major Requirements		
THEA 121	Stagecraft	1
THEA 130A	Principles of Acting	1
THEA 203	Principles of Directing	1
THEA 241H	Theatre History from Classical to the Neo-Classical Era	1
THEA 242H	Theatre History From Modern to the Postmodern Era	1
THEA 210	Theatre Workshop (repeat course three times)	0.75
THEA 214	Theatre Workshop: Leadership (may be repeated and substituted for THEA 210; must be taken once for the major requirement)	0.25
THEA 399	Junior Portfolio Review	.5
THEA 498	Senior Seminar Production	1
THEA 499	Senior Project	.5
Two Theatre Electives		2
Collateral Requirements		
Three units total from any of the following prefixes: ARTS, ARTH, CREA, DIGA, MUSC, ENCW		3
General Electives		10
Total Units		32

General Education Requirements

All students in the College of Arts and Sciences must meet General Education requirements in addition to specific requirements within the major area of study.

Each student must complete at least four writing or writing enhanced (WE) courses to complete the University Writing Requirement. At least two of these courses must be from General Education. Based upon Admissions application information, students may be placed in ENGL 100; ENGL 100 will count toward the Writing requirement if completed with a minimum grade of C.

A single course may not be used to meet more than one of the General Education requirements, but a single course may count toward a General Education requirement and the student's major or minor requirements, as well as count as a Writing Enhanced course in the Writing requirement. Students should check with their advisor regarding the eligibility of transfer credits to meet General Education requirements after students have enrolled at Stetson. A key component of a liberal education is to learn about the modes of inquiry from a diverse set of disciplines, so no more than 3 courses used to meet General Education requirements may come from a single

department and at least 16 of the 32 units required for graduation must come from departments outside the department of the major.

For many majors, certain courses outside the major field of study are required. These courses are called "collateral requirements."

A student majoring in Education may count among the 32 units as many in the major as are required for completion of an approved program for teacher certification by the State of Florida.

Code	Title	Units
Foundations ¹		
Writing Requirement		
FSEM 100	First Year Seminar	1
Quantitative Reasoning (any Q course)		1
Junior Seminar		1
Knowledge of Human Cultures and the Natural World		
Select five of the following: ²		5
Creative Arts (any A course, or 4 - MUSC, MUSA or MUSE credit courses)		
Culture and Belief (any B course)		
Historical Inquiry (any H course)		
Individuals, Societies, and Social Systems (any S course)		
Modern Languages (any L course)		
Physical and Natural World (any P course)		
Personal and Social Responsibility		
Select any 'Stetson Values (V)' course		1
Total Units		9

Cultural Events/Campus Engagement

In addition to completing 32 course units, students join Stetson's intellectual and creative life outside the classroom by participating in at least 24 approved cultural events at Stetson. These events include lectures by distinguished visitors, musical performances, plays, and art shows. Students may also view the list of approved cultural events³ under Calendar of Events at <https://www.stetson.edu/other/calendar/> and selecting Deland Campus.

¹ Foundation courses may not be taken pass/fail.

² 1 unit each from 5 out of the 6 areas.

³ The Calendar of Events (<https://www.stetson.edu/other/calendar/>) for the Deland campus identifies Cultural Events as those marked with a turquoise blue colored square in the lower-left corner of the event block.