Nebraska Wesleyan University Catalog 2017-2018

Major: Acting (B.F.A.)

Departments/Programs:

Theatre

This BFA program develops your skills as an actor through experiences in the classroom and performance laboratory.

In recent years, our BFA students have participated in an average of six productions per year. You'll draw experience from a season that includes at least 15 faculty-directed shows and more than 30 student-directred shows per year.

Acting Major (B.F.A., 82 hours)

Bachelor of Fine Arts Core	30 hours
THTRE 1020 Script Analysis	3 hours
THTRE 1300 Acting I	3 hours
THTRE 2500 Directing I	3 hours
THTRE 2700 Approaching Scenography	3 hours
THTRE 3500 Directing II	3 hours
THTRE 3800 World Theatre History I	3 hours
THTRE 3810 World Theatre History II	3 hours
THTRE 4480 Professional Preparation for Theatre	3 hours
Select 6 hours of Dramatic Literature:	6 hours

Select 6 hours of Dramatic Literature:

- THTRE 2000 Play Reading (may repeat twice)
- THTRE 2010 Dramatic Literature: Pulitzer Prize
- THTRE 2020 Dramatic Literature: Tony Awards
- THTRE 2030 Dramatic Literature: American Comedy
- THTRE 2040 Dramatic Literature: Families
- THTRE 2050 Dramatic Literature: Gender and Sexuality
- THTRE 2060 Dramatic Literature: Banned and Censored
- THTRE 2110 Masterpieces of Dramatic Literature
- THTRE 3000/ENG 3000 Shakespeare
- THTRE 3260/ENG 3260 Greek Drama
- THTRE 3830 U.S. Theatre and Cultural Pluralism
- HIST 3220 The Ancient World

Acting Core	33 hours
THTRE 1310 Acting II	3 hours
THTRE 2300 Acting III	3 hours
THTRE 2340 Voice I	3 hours
THTRE 2400 Movement for the Actor	3 hours
THTRE 2410 Stage Combat	3 hours
THTRE 3300 Acting IV	3 hours
THTRE 3330 Dialects	3 hours

Acting Core	33 hours
THTRE 3340 Voice II	3 hours
THTRE 3350 Playing Shakespeare	3 hours
THTRE 4300 Acting: Directorâ??s Perspective	3 hours
THTRE 4450 Auditioning	3 hours
Technical	3 hours

- THTRE 1400 Stagecraft orTHTRE 1410 Costume Construction

Theatre Electives	13 hours
Capstone	3 hours

THTRE 4970 Internship or THTRE 4990 Senior Theatre Project