# School of Fine Arts

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The School of Fine Arts encompasses the Departments of Art and Art History, Digital Media and Design, Dramatic Arts and Music. The curricula in each department afford not only an intensive professional education, but a liberal university education as well.

**Admission Requirements.** See Admission to the University and Department Guidelines.

**General Education Requirements.** The University Senate has adopted General Education Requirements in a variety of curricular areas that must be satisfied as part of every bachelor’s degree program. These requirements appear in the “Academic Regulations”section of this *Catalog*.

Courses may be used to meet both School of Fine Arts and University requirements.

**Supplementary Scholastic Standards.** Fine Arts students (with the exception of Art History and Theatre Studies majors and Digital Media Design students enrolled in the Bachelor of Arts program) must enroll in a minimum of six credits in major department courses (Art and Art History, Dramatic Arts, or Music or Digital Media Design courses for students enrolled in the Bachelor of Fine Arts program) each semester of full-time study unless an exception is granted by the Director of Advising. Students who fail to comply with the minimum credit requirement are subject to dismissal from the school.

## Bachelor’s Degree Requirements

Upon the recommendation of the faculty, the various bachelor’s degrees are awarded by vote of the Board of Trustees to students who have met the following requirements:

1. Earned at least 120 credits applicable toward the degree;
2. earned at least a 2.0 grade point average for all calculable course work;
3. met all the requirements listed above for the specific degree taken.

### Exemptions and Substitutions

Students who desire to be excused from any of the requirements or courses should consult the pertinent department head and Eva Gorbants, Assistant Dean.

**Minors.** The School of Fine Arts offers interdisciplinary minors in Digital Arts and Global Arts and Culture. They are described in the “Minors” section of this *Catalog*.

## Art and Art History

### Degrees offered

Bachelor of Fine Arts in Art

Bachelor of Arts in Art

Bachelor of Arts in Art History

**Information Literacy and Writing in the Major Competency Requirements.** Students must successfully complete at least one Art History W course.

**Note:** Each Bachelor of Fine Arts Studio Art Major must own a personal portable computer that meets or exceeds posted departmental performance standards. Students are also responsible for purchasing the latest version of Adobe Creative Cloud for Education prior to the start of the second semester of their first year.

**Minors.** The Art and Art History Department offers minors in Art History and Studio Arts. They are described in the “Minors” section of this *Catalog*.

### Bachelor of Arts in Art

The B.A. degree in Art serves those whose educational goals include a broader range of academic coursework in addition to a focus on studio art. The program enables students to gain basic competencies through foundational coursework, followed by intermediate and upper level classes in a range of studio art areas. Along with studio art study, B.A. students take courses that address historical and theoretical aspects of art. By combining experience in the Department of Art and Art History with coursework offered by other departments, students learn analytical, practical and critical thinking skills, preparing them for entry into careers that may include positions in museums, galleries, community arts centers, and non-profit arts organizations. Some students who complete the B.A. may plan to pursue post-baccalaureate or graduate degrees. The B.A. in Art may combine with other program degrees for students who wish to complete a double major.

#### Admission

Essay

#### Common Curriculum

All B.A. students share a common curriculum of 27 credits:

* **Drawing:** ART 1030
* **Foundation:** Studio Concepts: ART 1010
* **Basic Studios\*:** Painting (ART 2310); Photography (ART 2410); Printmaking (ART 2510); Sculpture (ART 2610)
* **Art History:** Nine credits in Art History, one a 1000-level offering to be taken in the first two years of study. Not more than one 1000-level Art History course may be used toward the Art History requirement for the B.A. degree.

**Note**: Studio Art minimum requirement is 42 credits, a minimum of 15 of which must be at the 3000-level or higher. ART 1000 does not count toward major requirements.

#### Independent Study

Open to Juniors and higher with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other ART 3999, for a maximum of six credits total.

#### Internships and Co-ops

Open to Juniors and higher with a minimum major GPA of 3.0, have an opportunity for a placement in art for credit, either a Studio Internship (ART 3991) or Co-operative Education in Art (ART 3990).

The Department of Art and Art History reserves the right to retain student work for exhibition purposes and classroom demonstrations.

### Bachelor of Fine Arts in Art

The Bachelor of Fine Arts degree is the professional degree in art and design. The program provides a rich educational environment for students to develop capabilities necessary for careers in the visual arts, or for further study at the graduate level. A solid program in general education supports intensive work in studio art, design and art history. Students gain requisite technical skills, experience in critical and creative problem solving, visual literacy, and a knowledge of historical modes of expression in the visual arts. After completing foundational studies, students choose from eight concentrations to focus their work through required and elective upper level courses. Internships, education abroad, and student exhibitions provide further educational opportunities. Studies culminate in the Senior Project course and an exhibition of work in the Senior Show.

#### Areas of Concentration

* Graphic Design
* Illustration/Animation
* Industrial Design
* Painting/Drawing
* Photography/Video
* Printmaking
* Sculpture/Ceramics
* Individualized

#### Admission

Portfolio Review

#### Common Curriculum

All B.F.A. students share a common curriculum of 39 credits:

**Drawing:** ART 1030, 1040

**Foundation Courses:** Studio Concepts: ART 1010

**Criticism and Interpretation:** ART 1020

**Basic Studios\*:** Painting (ART 2310), Photography (ART 2410), Printmaking (ART 2510), Sculpture (ART 2610).

**Art History:** Twelve credits in Art History, one a 1000-level offering to be taken in the first two years of study. Not more than two 1000-level Art History courses may be used toward the Art History requirement for the B.F.A. degree.

**Senior Project:** ART 4901

\*Note: All basic studios should be completed no later than the end of the fifth term. Studio Art minimum requirement is 66 credits, a minimum of 30 of which must be at the 3000 level or higher.

#### Areas of Concentration

All concentrations consist of a minimum of 18 credits of 2000-level or higher courses, with area requirements specified below.

**Graphic Design:** ART 2011, 2110, 2120, 3110, 3120, 4110.

**Illustration/Animation:** ART 2010, 2011, 2110, 2210, 2220, 3010, 3210 (repeated once), or 3270.

**Industrial Design:** ART 2011, 3701, 3705, 3710, 3720, 3730.

**Painting/Drawing:** ART 2010, 3310, 3330, 3901; and nine additional credits in the 3000-level courses in the painting/drawing area to be determined by student interest and faculty advisement.

**Photography/Video:** ART 2420, 3420, and 4410 (may be repeated once); ARTH 3460, 3560 plus 12 additional credits of 3000-level studio courses in the photography/video area to be selected from the following list: ART 3410, 3430, 3440, 3450, 3455, 3460, 3465, and 3470. ART 1040 optional for photography/video concentration, substitution determined by student interest and faculty advisement.

**Printmaking:** ART 2010, 3510, 3520, 3530 (repeated for a total of 9 credits), and 3901.

**Sculpture/Ceramics:** ART 2010 and 3901, plus 15 additional credits in any of the 3000-level courses in the three-dimensional area to be determined by student interest and faculty advisement, selected from the following list: ART 3605, 3610, 3615, 3620, 3625, 3630, 3640, 3650, 3655, 3660, 3665, and 3670.

**Individualized Studies:** A program of at least 30 credits (including ART 4901) on the 3000-level or higher, drawn from two or more areas, in consultation with area faculty. Students must file an approved Individualized Studies proposal.

**Remaining Credits.** Any remaining credits of the required 78 in art and art history may be filled by repeating some courses where permitted, taking relevant concentration courses, or taking electives in studio art.

**Independent Study.** Open to Juniors and higher with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other 3999. A maximum of six credits total.

**Internships and Co-ops.** Open to Juniors and higher with a minimum major GPA of 3.0 have an opportunity for a placement in art for credit, either a Studio Internship (ART 3991) or Co-operative Education in Art (ART 3990).

#### Additional Graduation Requirements.

* Senior Project (“C” or better)
* Exhibited work in annual B.F.A. Exhibition

The Department of Art and Art History reserves the right to retain student work for exhibition purposes and classroom demonstrations.

### Bachelor of Arts in Art History

The Art History program’s special strengths include an interdisciplinary range of courses that address chronological breadth as well as issues of gender, identity formation, and theory and criticism in the visual arts. Members of the Art History faculty collaborate closely with colleagues in programs in Women’s Studies, Latin American Studies, Medieval Studies, American Studies, African American Studies, European Studies, Asian American Studies, and Human Rights. Graduates go on to graduate study as well as careers in museums, galleries, and a range of arts-related settings both in the U.S. and abroad. Majors are encouraged to participate in Education Abroad Programs and many have used internship opportunities at museums and galleries to build professional expertise and broaden their career options.

The undergraduate art history major requires the following Art History courses:

Six credits at the introductory, 1000 level: ARTH 1128, 1137, 1138, 1140, 1141, or 1162 and 24 credits of art history at the 2000 level and above to include:

* three to six credits of art history at the 2000 level
* one three-credit course from each of Groups A, B, and C listed below
* a three-credit capstone seminar; and
* six to nine additional credits of art history at the 3000 level

##### **A: Ancient, Medieval or Renaissance art**:

ARTH 3140, 3150, 3210, 3220, 3230, 3240, 3260, 3330, 3340, 3360, 3610\*, 3620\*

##### B: Art from the 19th-century to the present:

ARTH 3020, 3035, 3050\*, 3430, 3440, 3445, 3450, 3460, 3510, 3530, 3560, 3630\*, 3640\*, 3645 \*

##### C: Art from global perspectives:

ARTH 3015, 3050\*, 3500, 3610\*, 3620\*, 3630\*, 3640\*, 3645\*, 3715, 3720, 3730, 3740, 3745, 3760

\*Courses marked with an asterisk (\*) may be used to fulfill just one requirement.

**Additional Requirements.** Art History students also take six credits of studio art at any level for which they meet the prerequisites and 12 credits at the 2000 level or above of related courses outside the major as approved by the major advisor.

Art history majors must complete at least 45 credits numbered 2000 level or higher as part of their total 120 credits required for graduation.

## Digital Media and Design

### Degrees offered

Bachelor of Fine Arts in Digital Media and Design

Bachelor of Arts in Digital Media and Design

### Admission

Slideroom portfolio review.

**Information Literacy and Writing in the Major Competency Requirements.** Basic information literacy skills will be addressed in DMD 1001, 1002, 1101, 1102 and 2010. Students must successfully complete DMD 3010W.

**Note:** Each DMD student must own a personal portable computer that meets or exceeds posted departmental performance standards. Refer to dmd.uconn.edu for current standards. Students are also responsible for purchasing and installing the latest version of Adobe Creative Cloud for Education on their personal computer.

### Bachelor of Fine Arts Areas of Concentration

* Motion Design and Animation
* 3D Animation
* Digital Film/Video Production
* Game Design
* Web/Interactive Media Design

### Bachelor of Arts Areas of Concentration

* Digital Culture
* Digital Media Business Strategies
* Digital Media Design

### Bachelor of Fine Arts in Digital Media and Design

The Bachelor of Fine Arts is the professional degree in art and design. The B.F.A. emphasizes creative production and facilitates students’ abilities to produce and implement visual communication strategies necessary for careers in visual arts and design. Students gain advanced technical, creative problem solving, and critique skills through intensive studio courses, as well as a thorough understanding of relevant history and theory. Additional requirements that distinguish the B.F.A. from the B.A. include two Studio Art courses. In collaboration with the Art and Art History department, B.F.A. students enroll in ART 1030 Drawing 1 and choose one additional introductory studio art course from illustration, painting, photography, printmaking, life drawing, or sculpture. Twelve course credits in Art/Design/Film/Digital Media History/Theory are also a requirement of the B.F.A. degree.

By the third semester, all B.F.A. majors must declare one of five areas of concentration and register for the appropriate courses for their chosen specialization. As a senior capstone, all B.F.A. students must take six credits of Senior Project (fall/spring) and a Portfolio and Professional Development course. The students’ Senior Projects are publicly displayed in the DMD Senior Exhibition, the culmination of the B.F.A. degree.

*Note: Game Design and 3D Animation concentrations are only available on the Storrs campus.*

### Bachelor of Fine Arts Requirements

**Bachelor of Fine Arts Common Curriculum Requirements:** All B.F.A. students share a common curriculum of 45 credits:

**First Year / Foundation Courses:** DMD 1001, 1002, 1101, 1102.

**DMD Core:** DMD 3010W, 4040.

**Senior Capstone:** DMD 4025 and six credits of 4075.

**Art Requirements:** ART 1030; one Basic Studio\* for three credits from ART 2010, 2210, 2310, 2410, 2510, 2610.

\* Note: The basic studio requirement should be completed no later than the fourth term. **Art/Design/Digital Media/Film History or Theory:** DMD 2010 and nine additional credits from the approved list.

### Areas of Concentration (33 credits)

All concentrations consist of 33 credits of 1000/2000/3000/4000-level courses including all necessary prerequisites within area of DMD concentration as specified below.

* **Motion Design and Animation Requirements**: DMD 2200, 2210, 2230, 3200, and 21 credits of 2000-level or higher Motion Design and Animation electives, as approved by advisor. Twelve of these credits must be at 3000-level or higher.
* **3D Animation Requirements**: DMD 2200, 2300, 2310, 2320, 3310, and 18 credits of 2000-level or higher 3D Animation electives, as approved by advisor. Nine of these credits must be at 3000-level or higher.
* **Digital Film/Video Production Requirements**: DMD 2200, 2210, 2810, 3230, 3850 and 18 credits of 2000-level or higher Film/Video electives, as approved by advisor. Nine of these credits must be at 3000-level or higher.
* **Game Design Requirements**: DMD 1060, 2500, 2542, 2580, 3500, 4500, and 15 credits of 2000-level or higher Game Design electives, as approved by advisor. Nine of these credits must be at 3000-level or higher.
* **Web/Interactive Media Design Requirements**: DMD 1060, 1070, 2470, 3470, 3475, and 18 credits of 2000-level or higher Web/Interactive electives, as approved by advisor. Nine of these credits must be at 3000-level or higher.

#### Independent Study

(DMD 3099) Open to fifth semester students or higher with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other independent study courses. Limited to a maximum of 15 credits total.

#### Internships

(DMD 4081) Fourth semester or higher students meeting departmental academic standards may earn credit for an external or internal internship.

#### Additional Graduation Requirements

* Senior Project (“C” or better required for graduation)
* Exhibited work in annual B.F.A. Exhibition.

### Bachelor of Arts in Digital Media and Design

The Bachelor of Arts in Digital Media Design is designed to develop students’ proficiencies in design and digital media technologies while exploring the context and relevance of digital media practices inside and outside the major that strengthens the content of students’ DMD studies. The B.A. curriculum offers flexibility for a student to combine a degree in Digital Media Design with courses offered in other departments across campus and is ideal for students who wish to complete a double major, dual degree, or various minors. Due to UConn’s NASAD (National Association of Schools of Art and Design) accreditation requirements, the B.A. in Digital Media and Design, as a liberal arts degree, limits the maximum total number of credits in art and design to 45% (or 54 credits) of the total curriculum.

### Bachelor of Arts Requirements

**Bachelor of Arts Common Curriculum Requirements**: All B.A. students share a common curriculum of 24 credits: DMD 1001, 1002, 1101, 1102.

**First Year / Foundation Courses**: DMD 1001, 1002, 1101, 1102.

**DMD Core**: DMD 3010W, 4040.

**Art/Design/Digital Media/Film History or Theory**: DMD 2010 and three additional credits from the approved list.

### Areas of Concentration (18-21 credits)

All concentrations consist of 18 to 21 credits of 1000/2000/3000/4000-level courses including all necessary prerequisites within an area of DMD concentration. Students must choose one of the concentrations listed below.

**Digital Culture Requirements**

* Digital Culture Core (15 credits): DMD 2610 or 2620, DMD 3620, a course in Collaborating with Cultural Organizations, Methods, and DMD 4086 (to be taken twice in two consecutive semesters for a total of six credits). Six credits of 2000-level or higher Digital Culture electives, as approved by advisor. Three of these credits must be at 3000-level or higher.
* Technical Specialization: choose two 2000-level or higher courses for a total of six credits in one of the following DMD concentrations: Motion Design and Animation, 3D Animation, Digital Film/Video Production, Game Design, or Web/Interactive Media Design.

Additionally, students will develop a core competency in a humanities or social science discipline consistent with their interests and career goals and chosen in consultation with their advisor. This chosen area of competency also provides the foundation for the Senior Thesis. Competency areas might include Anthropology, Latino Studies, Human Rights, Comparative Literature and Cultural Studies, Urban and Community Studies, History, English, Sociology, Social Justice Organizing, etc.

**Digital Media Business Strategies Requirements**

* Digital Media Business Strategies Core (12 credits): DMD 2700, 2710, 3720, 3730. Nine credits of 2000-level or higher Digital Media Business Strategies electives, as approved by advisor. Three of these credits must be at 3000-level or higher.
* DMD Studio course: choose one course from DMD 1070, 2200, 2210, 2300, or 2500.

**Digital Media Design Requirements**

* Intro to Areas of Concentration: choose two courses from DMD 1070, 2200, 2210, 2300, 2500, or 2700.
* DMD Electives: 15 credits of DMD courses as approved by advisor. Six of these credits must be at 3000-level or higher.

#### Independent Study

(DMD 3099) Open to fifth semester or higher students with a minimum departmental grade point average of 3.0 and no outstanding incompletes for any other independent study courses. Limited to a maximum of 15 credits total.

#### Internships

(DMD 4081) Fourth semester or higher students meeting departmental academic standards may earn credit for an external or internal internship.

Note: The Digital Media & Design Department reserves the right to retain student work for exhibition purposes, online program promotion, and classroom demonstration.

### Supplemental Academic Standards

* Digital Media Design majors must maintain a minimum cumulative grade point average of 2.7 for all graded coursework at the University of Connecticut.
* Digital Media Design majors must maintain a minimum cumulative grade point average of 3.0 based on all courses required within the Digital Media Design majors.

At the end of each semester, students with a grade point deficiency will be placed on departmental scholastic probation. During the subsequent semester, the student will have the opportunity to improve their standing. In the event that the student’s standing does not rise to the minimum level, they will be subject to dismissal from the Digital Media Design major.

## Dramatic Arts

### Degrees Offered

Bachelor of Fine Arts in Acting, Design and Technical Theatre, and Puppet Arts: Preparation for successful careers in performing arts, entertainment and cultural industries.

Bachelor of Arts in Theatre Studies: study of theatre within a liberal arts curriculum.

Both programs are also considered as preparatory for graduate level studies.

The department also offers the Master of Arts and the Master of Fine Arts degrees. Consult the *Graduate Catalog* for details.

### Admission

Please consult Dramatic Arts website for current admission details.

**Prospective Acting majors:** Audition.

**Prospective Design and Technical majors:** Portfolio review in person or via SlideRoom and interview.

**Prospective Puppet Arts majors:** Audition, portfolio review and interview.

**Prospective Theatre Studies majors:** SlideRoom and interview.

### Bachelor of Fine Arts Requirements

All students in the department are required to take at least one course within the major that contributes to the advancing of diverse perspectives. Courses that count toward this requirement include: DRAM 1501, 2136W, 3130, 3131, 3132, 3133, and 3139. When applicable, courses taken to fulfill this requirement may also be counted toward the department history and literature-based course requirement.

To fulfill their departmental writing in the major requirement, students in all three B.F.A. programs must complete one of the following courses: DRAM 2136W, 4135W, or 4711W.

All upper-level courses in Design and Technology, Puppet Arts, and Theatre Studies build upon the basic information literacy competencies introduced in ENGL 1007/1010/1011/2011. Students are expected to develop an understanding of how information is created, disseminated, and organized in the performing arts, and develop abilities in accessing, evaluating, synthesizing and incorporating information into written, oral, or media presentations.

All B.F.A. students in Dramatic Arts (Acting, Design and Technical, and Puppet Arts majors) must complete the following courses: DRAM 2130, 2131, and six credits selected from the following literature and history-based courses: DRAM 2136/W, 3130, 3131, 3132, 3133, 3138, 3139, 3611, 4135/W, and 4711W.

Additional course requirements for the B.F.A. major programs include:

### Acting majors

#### Acting majors must also complete:

* DRAM 1215
* Two credits of DRAM 1282
* Three credits of DRAM 3182
* All 60 credits: DRAM 1701, 1702, 1801, 1802, 1901, 1902, 2701, 2702, 2810, 2812, 2901, 4701, 4702, 4703, 4704, 4705, 4811, 4911, 4912, 4931

### Design and Technical majors

#### Design and Technical majors must also complete:

* All 24 credits: DRAM 1201, 1202, 1207, 1209, 1216, 1217, 1218, 2141
* 12 credits of DRAM 3199
* All 15 credits: DRAM 3201, 3220, 3301, 3401, 3501
* Nine credits from DRAM 3103, 3202, 3302, 3320, 3402, 3420, 3502, 3602, 3603, 3604

**Note:** Each Bachelor of Fine Arts Student in the Design and Technical area, and any other student taking any of the digital design courses, must own a personal portable computer that meets or exceeds posted departmental performance standards. Students should expect to purchase an up-to-date version of Adobe’s Creative Cloud for Education and install it on their personal computer for most of their time in residence, either for design classes that require it or for production assignments as assistants and designers.

### Puppet Arts majors

#### Puppet Arts majors must also complete:

* Six credits from the following courses: DRAM 1216, 1217, 1218
* One credit of DRAM 1282
* Six credits from: DRAM 3201, 3220, 3301, 3401, 3402, 3501
* 24 credits from: DRAM 3601, 3602, 3603, 3604, 3605, 3607, 3608, 3609
* All 27 credits from: DRAM 1201, 1202, 1207, 1209, 2130, 2131, 2141, 3610 (taken twice)
* Four credits of DRAM 3182 (to be selected from the following areas: fabrication, costuming, lighting, painting, properties, performance, and running crew)

**Note:** Puppet Arts students must own a personal portable computer that meets or exceeds posted departmental performance standards. It is recommended that students purchase the latest version of Adobe’s Creative Cloud for Education and install it on their personal computer.

### B.F.A. in Design and Technical Theatre Supplementary Scholastic Standards Policy

To be considered in good standing, B.F.A. in Design and Technical Theatre students must maintain a minimum cumulative grade point average of 2.7 for all graded coursework as it appears on their university transcript. Design and Technical Theatre majors must maintain a minimum cumulative grade point average of 3.0 based on all courses required within the major.

At the end of each semester all students are required to fully participate in the “Semester Review Exhibition Gallery” which affords faculty the opportunity to meaningfully assess each student’s progression and offer a recurring time to evaluate status. Through this, each student will be evaluated twice a year. Students with a grade point deficiency or who are found by their major advisor and/or faculty to have failed to maintain adequate progress and/or development will be placed on departmental scholastic probation.

Students on departmental scholastic probation are not eligible to be considered for leadership opportunities in departmental productions, nor are they eligible for funded field studies or conferences, or other special opportunities without an extenuating exception approved by the faculty.

During the subsequent semester, the student will have the opportunity to improve their standing. In the event that the student’s standing does not rise to the minimum level, they will be subject to dismissal from the B.F.A. in Design and Technical Theatre.

### Semester Review Exhibition Policy

All Design and Technical Theatre students are required to participate in the “Semester Review Exhibition Gallery” when held each term. Participation is defined as meaningfully supporting the load in, presentation, and strike of the exhibition as assessed by the faculty.

The Semester Review Exhibition is a pedagogical cornerstone of our program with the following goals:

* Create an opportunity for students to practice the essential skills of public speaking/interviewing/presenting, which is prevalent especially in our “freelance” focused industry.
* Create real world connections and job prospects, network within the industry and with collaborators beyond any individual's discipline, and scaffold career support beyond four years.
* Create an opportunity for students to practice the essential skill of self-assessment and self-evaluation in order to become participants in their own education.
* Assess individual progress and preparedness as students move through our program and in doing so equitably evaluate what the next steps are for each student’s path in the program.

### Bachelor of Arts in Theatre Studies Requirements

All students in the department are required to take at least one course within the major that contributes to the advancing of diverse perspectives. Courses that count toward this requirement include: DRAM 1501, 2136W, 3130, 3131, 3132, 3133, and 3139. When applicable, courses taken to fulfill this requirement may also be counted toward the department history and literature-based course requirement.

To fulfill their departmental Writing in the Major requirement, Theatre Studies majors complete one of the following courses: DRAM 2136W, 4135W, or 4711W.

All upper-level courses in Design and Technology, Puppet Arts, and Theatre Studies build upon the basic information literacy competencies introduced in ENGL 1007/1010/1011/2011. Students are expected to develop an understanding of how information is created, disseminated and organized in the performing arts, and develop abilities in accessing, evaluating, synthesizing and incorporating information into written, oral, or media presentations.

#### Common Curriculum (33+ credits)

* At least seven credits from the following: DRAM 1216, 1217, 1218, 1282
* 15 credits from DRAM 1710, 2130, 2131, 2141, 4711W
* Nine credits of literature and history-based courses
* One credit of DRAM 4194
* DRAM 4901: Senior project (2.0 or better required for graduation) or an internship (satisfactory report)

#### Related Group (12 credits)

2000/3000/4000-level courses. These courses should be related (if applicable) to the student’s Theatre Studies concentration, yet these courses do not need to be from a single department or program. Competency areas might include History, Creative Writing, Journalism, Communications, Business, etc.

Only three of the 12 credits may be at the 2000 level.

These same courses may be used to satisfy other University requirements if appropriate.

#### Areas of Concentration (18 credits)

2000/3000/4000-level courses including all necessary prerequisites within the area of Theatre Studies concentration. Concentrations are not mandatory for the B.A. degree in Theatre Studies, but majors may opt to choose one of the concentrations listed below. If a concentration is not chosen, then students will take 18 Dramatic Arts credits at the 2000-4000 level with advisor consultation.

* **Stage Management Requirements:** A minimum of 18 credits of DRAM 2000-level or higher courses including DRAM 2711, 3103, 3199, 3301, 3302, 3402, 4122, or others as approved by the advisor.
* **Dramaturgy Requirements:** A minimum of 18 credits of DRAM 2000-level or higher courses including DRAM 3130, 3131, 3132, 3133, 3139, 3141, 3142, 3199, or others as approved by the advisor.
* **Playwriting Requirements:** A minimum of 18 credits of DRAM 2000-level or higher courses including DRAM 3141, 3142, 3145, 3199, 3301, 3302, 4151, 4152, or others as approved by the advisor.
* **Theatre Administration Requirements:** A minimum of 18 credits of DRAM 2000-level or higher courses including DRAM 2711, 3103, 3121, 3199, 4122, or others as approved by the advisor.
* **Theatre Directing Requirements:** A minimum of 18 credits of DRAM 2000-level or higher courses including DRAM 2711, 2712, 3141, 3199, 3301-3302, or others as approved by the advisor.

#### Independent Study (DRAM 3199)

Open to students with a minimum departmental grade point average of 2.25 GPA and no outstanding incompletes for any other independent study courses.

**Minors.** A minor in Dramatic Arts and a minor in Puppet Arts are described in the “Minors” section of this *Catalog*.

## Music

### Degrees Offered

#### Bachelor of Music

Bachelor of Music with an emphasis in composition, jazz, performance or theory.

#### Bachelor of Arts in Music

Bachelor of Arts in Music, which can be taken without emphasis, with a Music History Emphasis or with a Jazz Emphasis.

#### Bachelor of Science in Music Education

Bachelor of Science in Music Education as a component of the five-year Integrated Bachelor’s/Master’s degree, conferred by the Neag School of Education. Students seeking a degree in music education enter the University of Connecticut as “pre-teaching in music education” students in the Department of Music. Admission requires the same procedures as for other music degree programs, including an audition and aural skills assessment. During their second-year music education students apply for admission to the teacher-education program in the Neag School of Education and, if accepted, subsequently enter that school. Upon completion of the teacher-education program, students graduate with three degrees: the Bachelor of Arts in Music, the Bachelor of Science in Music Education, and the Master of Arts in Curriculum and Instruction. See the Neag School of Education section of this catalog for details and degree requirements.

The department offers the M.A., M.Mus., D.M.A., and Ph.D. degrees. Consult the *Graduate Catalog* for details.

### Admission

On-site audition and aural skills assessment. Consult the Department’s website for details: music.uconn.edu. All students are admitted to the Bachelor of Arts in Music and are subsequently considered for admission into the Music Education or Bachelor of Music programs upon enrollment at the University.

### Common Curriculum

1. Completion of the following courses: MUSI 1101, 1222, 1311, 1312, 1313, 1314, 3311, 3313, 3404, and 3405.
2. Convocation (MUSI 1101), Private Lesson (MUSI 1222 or 3222), and Ensemble (MUSI 1110, 1111, or 1112) are required each semester of a student’s residency in music as a declared music major, subject to the following exceptions:
	1. Students pursuing the Bachelor of Arts with no emphasis may reduce these residency requirements to six semesters, which need not be consecutive;
	2. Students pursuing the Bachelor of Music or Bachelor of Arts with voice as their primary instrument may substitute MUSI 1119 for MUSI 1111 in the last two semesters of their residency;
	3. B.M. Theory and Composition students need seven semesters of private lessons;
	4. B.A. and B.M. keyboard students need four semesters of ensemble.
	5. B.A. Jazz students substitute MUSI 1115 for MUSI 1110/1111/1112

for the last four semesters of their degree.

* 1. B.M. Jazz students substitute MUSI 1115 for MUSI 1110/1111/1112

for their ensemble requirement each semester. MUSI

1110/1111/1112 is taken supplementally in the fifth and sixth

semesters.

1. Four performances representing the student’s primary instrument. (See specific guidelines under additional requirements).
2. Students pursuing the Bachelor of Arts with no emphasis must complete piano proficiency equivalent to MUSI 1231 Class Piano Level 2. Students seeking any other music degree or concentration must complete piano proficiency equivalent to MUSI 1231 Class Piano Level 4.
3. Students with a keyboard emphasis must complete four semesters of MUSI 1241 (B.M. and B.S. keyboard students must complete four semesters of MUSI 1241 before promotion to 3000 level or above applied study).

The University’s information literacy requirement will be met through MUSI 3322W, 3407W, 3410W, or 3421W.

The University’s writing in the major requirement will be met through participation in MUSI 3322W, 3407W, 3410W, or 3421W.

### Additional Requirements

*(All B.A. degree programs)*

1. Nine credits outside Music Department in addition to general education requirements.
2. Minimum of 42 credits of music courses, of which 14 must be at the 2000 level or above.
3. Students in all degree programs will participate in four performances in an elective recital or convocation that shall include two solo and two chamber performances.

### Jazz Emphasis

1. MUSI 1601, 3631, 3407W.
2. For the last four semesters of this degree program, Jazz Ensembles (MUSI 1115) fulfills the remaining four credits (one credit per semester) of the large ensemble requirement.
3. B.A. Jazz Emphasis students take two credits of MUSI 1222 for three semesters, consisting of one credit of classical and one credit of jazz lessons. A classical jury is required for three semesters. In the 4th semester, students take two credits of MUSI 1222 with the appropriate jazz professor, to fucus on the promotional jury requirements. MUSI 3222 jazz lessons are taken in the last four semesters, upon promotion.

### Music History Emphasis

1. MUSI 3312 and 3314.
2. MUSI 3409.
3. Music History courses: MUSI 4489 and three courses chosen from MUSI 3410W, 4471 and 4473: one of these three courses must be 4471 or 4473, and one must be on a pre-1700 topic.
4. Music Theory courses: Two courses from MUSI 3321, 3322W, 3361, 3371.

### Additional Requirements

*(Bachelor of Music Degrees)*

The following courses and performance expectations are required within B.Mus. degrees, with the exception of the Jazz Emphasis, which has comparable, genre-specific stipulations.

1. MUSI 3312 and 3314.
2. MUSI 3409 and one additional 3000-level music history course.
3. Completion of MUSI 3321 and 3322W.
4. Students in all degree programs will participate in four performances in an elective recital or convocation that shall include two solo and two chamber performances.
5. In addition, completion of the following courses:

#### Composition Emphasis

1. MUSI 1601, 3361, 3371, 4731 and 4979.
2. Completion of the following composition courses: MUSI 3331, 4333 (two semesters), 3351, 3631.

#### Performance emphasis: Instrumental

1. MUSI 3222 (four semesters), MUSI 3233, 3234, 4731, 4732 or 4733, 4979.
2. Two of the four following courses: MUSI 3331, 3351, 3361 or 3371.
3. Four semesters of 1113, Small Ensemble.
4. A half recital during the junior year as a prerequisite for MUSI 4979. Promotion to MUSI 3222 is a prerequisite for the half recital.

#### Performance emphasis: Vocal

1. MUSI 1119 (four credits), 1251, 1252, 2253, 2254, 3222 (four semesters), 3231, 4731, 4732, 4979, two courses from MUSI 3721, 3722, 3723, or 3724; and piano courses necessary to acquire proficiency in playing piano accompaniments as determined by jury.
2. A half recital during the junior year as a prerequisite for MUSI 4979. Promotion to MUSI 3222 is a prerequisite for the half recital.

#### Theory emphasis

1. MUSI 3331, 3351, 3361, 3371, 4731, and one or two courses (minimum of two credits) from 1601, 3601, 3631 or 3421W.
2. MUSI 4999 Independent Study (Senior project/paper).
3. A minimum grade point average of 3.33 in theory courses.

**Jazz Emphasis**

1. MUSI 1601, 3601, 3631, 3632, 3343;
2. MUSI 3407W and one additional 3000-level music history course;
3. Two semesters of MUSI 1120: Jazz Combos; six semesters of MUSI

1115: Jazz Ensembles; two semesters with the choice of MUSI 1120

or 1115;

1. A half recital during the junior year as a prerequisite for MUSI 4979.

Promotion to MUSI 3222 is a prerequisite for the half recital;

1. Four performances in convocation or recital, exclusive of degree recitals that shall include two solo\* and two chamber performances.\* Because jazz improvisation is soloistic by its very nature, solo performances may be demonstrated within any instrumental configuration.