

MAJOR IN THEATRE, SOUND DESIGN AND TECHNOLOGY CONCENTRATION

In the B.A. in Theatre, Sound Design and Technology Concentration, students take Drawing for Theatre, Computer Assisted Drafting for Theatre, two levels of Sound Design courses, Projection Design, Design Portfolio & Professional Prep, and are required to explore other fields of design (such as Projection Design, Lighting Design, Costume Design or Set Design) to better understand the collaborative effort of creating a world onstage. Students also take practicum classes where they put the skills learned in design courses to use, working on departmental productions and/or live events design teams.

In addition to the overall CSU Theatre Program Learning Objectives, the Sound Design and Technology Concentration includes the following unique learning objectives:

- **SOUND DESIGN and TECHNOLOGY FOR THEATRE, FILM, and INDUSTRY:** Explore the specific techniques that sound designers use to develop and communicate their ideas through research, synthesis of skills including recording, mixing, audio engineering, sound control programming, content creation, and application of emerging technologies with a robust understanding of how the sound designer supports, collaborates, and interacts with the creative team.
- **DESIGN ARTISTRY:** Develop an understanding of the Sound Designer as a collaborative artist, creative visionary, and technician, by practicing organizational, design, musical, and technical skills to realize a show from concept-to-production and building a portfolio of creative design and/or technical work.

Sound design and technology offers students several ways to express their creativity and artistry:

- Sound designers for theatre, musicals, opera, or dance
- Sound engineers for stage, television, and film
- Sound mixers for stage, dance, live productions, television, and film