

UNIVERSITY OF CALIFORNIA, RIVERSIDE

Student Learning Outcomes for the B.A. in Theatre, Film and Digital Production

Students completing the B.A. major in Theatre, Film and Digital Production should be able to:

1. know about theatre, film and digital production from a diversity of critical, historical, social, aesthetic, technological and theoretic perspectives.
2. comprehend the role of theatre, film, visual montage and storytelling in a wide global context, including the changing technological environment as well as the somatic and kinesthetic dimension, and the role of the artist from a social-cultural perspective.
3. apply skills learnt in the workshop, classroom, computer lab or studio to create theatre, innovative performance, digital and film production, including via auditions and project pitches.
4. analyze in written, embodied and oral forms individual components of works by self and others in terms of critical, aesthetic and performative choices made to most effectively impact an audience.
5. synthesize transferable skills (collaboration, communication, leadership, organization, time management, and critical reflection) to facilitate effective, collaborative and potent works of creative performance.
6. evaluate through oral presentations and written forms performative collaborative processes (the finalized rather than the individual components) and resultant projects by self and others in terms of skill-based practices, audience impact, and social discourse.

Program Website: <http://www.theatre.ucr.edu/>