

Theatre and Interaction Design, BS

This program is designed for students who want to combine a knowledge of the art of theatre with the theories and practice-based design disciplines. It offers both classroom and experiential learning in areas of acting, directing, playwriting, and design practices. Design is the practice-based discipline raising important questions about—and providing significant answers to—how we live. Designers are needed when we don't know what is needed. Designers propose alternative futures and create new choices using design principles and processes to create, compose, and construct meaning in diverse knowledge fields. Designers seek a broad understanding of principles and systems of perception, communication, and action.

Program Requirements

- Concentrations and course offerings may vary by campus and/or by program modality. Please consult with your advisor or admissions coach for the course availability each term at your campus or within your program modality.
- Certain options within the program may be *required* at certain campuses or for certain program modalities. Please consult with your advisor or admissions coach for requirements at your campus or for your program modality.

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified and complete any additional courses needed beyond specific college and major requirements to satisfy graduation credit requirements.

Universitywide Requirements

All undergraduate students are required to complete the Universitywide Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/university-wide-requirements/>).

NUpath Requirements

All undergraduate students are required to complete the NUpath Requirements (<https://catalog.northeastern.edu/undergraduate/university-academics/nupath/>).

Theatre Requirements

A minimum grade of C is required for all theatre courses.

| Code | Title | Hours |
|--|--|-------|
| Foundational Stages | | |
| THTR 1101 | Introduction to Theatre | 4 |
| THTR 1120 | Acting 1 | 4 |
| THTR 1131 | Introduction to Technical Theatre | 4 |
| THTR 1270 | Introduction to Theatrical Design | 4 |
| THTR 3325 | Dramaturgical Inquiry | 4 |
| Making Theatre | | |
| THTR 1100 | Production Experience 1 | 1 |
| THTR 2000 | Production Experience 2 | 1 |
| THTR 4702 | Capstone: Creative Practice Research Project | 4 |
| Major Elective | | |
| Complete one of the following: | | 4 |
| THTR 1220 | Race, Power, and Performance | |
| THTR 2340 | Theatre and Society | |
| THTR 2500 | Breaking the Glass Ceiling: Women in Theatre | |
| THTR 3200 | Queer Theatre and Performance | |
| Intermediate/Advanced Electives | | |
| Complete two of the following: | | 8 |
| THTR 2310 | History of Musical Theatre | |
| THTR 2330 | Playwriting | |
| THTR 2340 | Theatre and Society | |
| THTR 2342 | Acting 2 | |
| THTR 2345 | Acting for the Camera | |
| THTR 2346 | Viewpoints | |

2 Theatre and Interaction Design, BS

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| THTR 2370 | Lighting Design |
| THTR 2380 | Costume Design |
| THTR 2400 | Scenic Design |
| THTR 2500 | Breaking the Glass Ceiling: Women in Theatre |
| THTR 2600 | Voice and Speech Training |
| THTR 3100 | Creative Storytelling for Social Engagement |
| THTR 3200 | Queer Theatre and Performance |
| THTR 3400 | Stage Combat |
| THTR 3550 | Directing for the Stage |
| THTR 4345 | Advanced Acting for the Camera |

Interaction Design Requirements

| Code | Title | Hours |
|---|--|-------|
| Art and Design at Northeastern | | |
| ARTF 1000 | Art and Design at Northeastern | 1 |
| Art and Design Fundamentals Required | | |
| ARTF 1220 | Elements of Visual Composition (with optional ARTF 1221) | 2 |
| Art and Design Fundamentals Electives | | |
| Complete three of the following: | | 6 |
| ARTF 1200 | Representational Drawing | |
| ARTF 1210 | Abstract Drawing | |
| ARTF 1230 and ARTF 1231 | Making with Form and Materials and Making with Form and Materials Tools | |
| ARTF 1240 and ARTF 1241 | Making with Video, Sound, and Animation and Making with Video, Sound, and Animation Tools | |
| ARTF 1250 | Designing Interactive Experiences | |
| Design | | |
| ARTG 1001 and ARTG 1002 | Design Perspectives: An Introduction to Design in the World and Seminar for Design Perspectives | 4 |
| ARTG 1270 and ARTG 1271 | Design: Process + Practices and Studio for Design: Process + Practices | 4 |
| ARTG 1290 and ARTG 1291 | Typographic Systems and Studio for Typographic Systems | 4 |
| ARTG 2262 and ARTG 2263 | Prototyping with Code and Lab for ARTG 2262 | 4 |
| ARTG 2400 and ARTG 2401 | Interaction Design Principles and Interaction Design Principles Tools | 5 |
| ARTG 3350 | Typography 2 | 4 |
| ARTG 3400 | Topics In Interaction Design Inquiry | 4 |
| Design Project | | |
| ARTG 4550 | Design Degree Project | 4 |
| Major Electives | | |
| <i>Art and Design History</i> | | |
| Complete two of the following: | | 8 |
| ARTH 1001 and ARTH 1002 | Visual Intelligence and Seminar in Visual Intelligence | |
| ARTH 2210 | Modern Art and Design History | |
| ARTH 2215 | History of Graphic Design | |
| ARTH 3000 | Topics in Visual Studies | |
| ARTH 4000 | Topics in Visual Studies | |
| <i>Art and Design Elective</i> | | |
| Complete one of the following. If ARTG5000 Topics in Design (or any other topics course in the options listed below) is completed more than once, the additional completions may be allowed toward the electives. | | 5 |
| ARTD 2360 and ARTD 2361 | Introduction to Photography and Photo Tools | |

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|-------------------------|------------------------------|
| ARTD 2380 and ARTD 2381 | Video Basics and Video Tools |
| ARTG 2252 | Graphic Design Principles |
| ARTG 3250 | Physical Computing |
| ARTG 3460 | Identity and Brand Design |
| ARTG 4554 | Typography 3 |
| ARTG 5000 | Topics in Design |

Integrative Requirement

| Code | Title | Hours |
|-----------|--|-------|
| ARTG 4550 | Design Degree Project | 4 |
| THTR 4702 | Capstone: Creative Practice Research Project | 4 |

Note: ARTG 4550 double counts with the specified requirements above.

Theatre and Interaction Design Combined-Major Credit Requirement

Complete 94 semester hours in the major.

Program Requirement

128 total semester hours required

Plan of Study

Sample Plan of Study

FOUR YEARS, TWO CO-OPS

| Year 1 | | | | | | | | |
|-------------------------------------|-------|-------------------------------|-------|------------|-----------|------------|-------|----------|
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | Hours |
| THTR 1000 or ARTF 1000 | | 1 THTR 1101 | | 4 Elective | | 4 Elective | | 4 |
| THTR 1120 | 4 | THTR 1131 | 4 | Elective | | 4 Elective | | 4 |
| ENGW 1111 | 4 | ARTG 1290 and ARTG 1291 | | 4 | | | | |
| ARTG 1270 and ARTG 1271 | 4 | A + D Fundamentals Elective 2 | | 2 | | | | |
| ARTF 1220 (with optional ARTF 1221) | 2 | A + D Fundamentals Elective 3 | | 2 | | | | |
| A + D Fundamentals Elective 1 | 2 | | | | | | | |
| | | 17 | | | 16 | | | 8 |
| Year 2 | | | | | | | | |
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | Hours |
| EEAM 2000 | | 1 Co-op 1 | | Co-op 1 | | Elective | | 4 |
| Art and design history elective 1 | 4 | | | | | Elective | | 4 |
| THTR 2000 | 1 | | | | | | | |
| THTR 1270 | 4 | | | | | | | |
| THTR 3325 | 4 | | | | | | | |
| ARTG 2262 and ARTG 2263 | 4 | | | | | | | |
| | | 18 | | | 0 | | | 0 |
| Year 3 | | | | | | | | |
| Fall | Hours | Spring | Hours | Summer 1 | Hours | Summer 2 | Hours | Hours |
| ARTG 2400 and ARTG 2401 | | 5 Co-op 2 | | Co-op 2 | | Elective | | 4 |
| ARTG 3350 | 4 | | | | | Elective | | 4 |
| Art and design elective 1 | 4 | | | | | | | |
| THTR elective | 4 | | | | | | | |
| | | 17 | | | 0 | | | 0 |

4 Theatre and Interaction Design, BS

Year 4

| Fall | Hours | Spring | Hours |
|--------------------------------------|--------------|---------------------------|--------------|
| Art and design history elective 2 | | 4 THTR 4702 | 4 |
| THTR elective | | 4 THTR advanced technique | 4 |
| ARTG 3400 | | 4 ARTG 2242 | 4 |
| ARTG 4550 | | 4 Elective | 4 |
| | 16 | | 16 |

Total Hours: 132