

BUTLER UNIVERSITY • DEPARTMENT OF THEATRE

B.A. IN THEATRE *PLUS* A SECONDARY MAJOR IN SOFTWARE ENGINEERING

- The B.A. degree in Theatre requires 120 credits.
 - 40 hours must be 300 or 400-level courses.
 - All theatre majors have Arts Event Attendance Requirements; for details, check <https://www.butler.edu/jca/for-current-students>.
- The double major of Theatre and Software Engineering will fulfill the following Areas of Inquiry in the University Core Curriculum: Perspectives of the Creative Arts, Analytic Reasoning, and Texts and Ideas. In addition, the B.A. Theatre curriculum fulfills both the Indianapolis Community Requirement and the Butler Cultural Requirement.
- Students are encouraged to add a track to their Software Engineering major; the additional requirements are listed at the end of the summary.
- The student will be assigned a Software Engineering advisor in addition to their Theatre advisor.

Semester 1

TH 100	Professional Theatre Pract	1
TH 101	Professional Theatre Lab	0
TH 111	Acting 1	3
TH 121	Stage Movement 1	2
TH 122	Voice for the Actor 1	2
TH 130	Production Fundamentals	2
TH 150-ICR	The Idea of Theatre	3
FYS 101	First Year Seminar	3
CS 151	Foundations of Computing 1	3
TOTAL Credit Hours:		19

Semester 2

TH 100	Professional Theatre Pract	1
TH 101	Professional Theatre Lab	0
TH 112	Acting 2	3
TH 250	Text Analysis	3
FYS 102	First Year Seminar	3
WB ____	Well-Being	1
CS 248	Obj-Orient Program & Data Str	5
CS 252	Foundations of Computing 2	3
TOTAL Credit Hours:		19

Semester 3

TH 300	Professional Theatre Pract	1
TH 232/331/335	TH Design Course	3
TH ____	Theatre Electives	3
CS 333	Database Systems	3
MA 106*	Calculus & Anal. Geo. 1	4
Language Elective		3

Semester 4

TH 300	Professional Theatre Pract	1
TH 301	Professional Theatre Lab	0
TH 232/331/335	TH Design Course	3
TH ____	Theatre Electives	3
CS 341	Advanced Data Structures	3
SE 361	Intro to Software Engineering	3
Language Elective		3

Explanation: 6 hours of the same language at the 200-level or higher are required.

TOTAL Credit Hours: 17

16

**Math placement test required; the student may need to take MA 101 (Algebra, 3 cr.) and/or MA 102 (Precalculus, 3 cr.) prior to MA 106. Students get credit for MA 106 if they receive a 4 or 5 on the Calculus AB AP exam; they receive credit for both MA 106 and MA 107 if they receive a 4 or 5 on the Calculus BC AP exam with a 4 or 5 on the AB subscore.*

Semester 5

TH 300	Professional Theatre Pract	1
TH 301	Professional Theatre Lab	0
TH 232/331/335	TH Design Course	3
TH 451/2/3	Critical Perspectives 1/2/3	3

CS 311	Voc Exploration in Comp Sci	1
CS 321	Computer Organization	3
CS 382/3	Epics 2 Service Learning	2-3
CS 485	Computer Ethics	1

TOTAL Credit Hours: 14-15

Semester 6

TH 351/2-SJD	Amer Theatre History 1/2	3
TH ____	Theatre Electives	3
GHS ____	Global and Historical Studies	3
SW ____	The Social World	3
CS 351	Algorithms	3
MA 162	Elementary Statistics	3

TOTAL Credit Hours: 18

Semester 7

TH 441	Stage Directing 1	3
TH 490	Senior Capstone in Theatre	1
GHS ____	Global and Historical Studies	3
SE 411	Internship Practicum	1
SE 461	Managing Software Dev	3
SE 463	Testing & Quality Assurance	3
CS ____	CS 435 or CS 441	3

TOTAL Credit Hours: 17

Semester 8

TH 300	Professional Theatre Pract	1
TH 301	Professional Theatre Lab	0
TH 491-99	Capstone Project, Internship	1
NW ____	The Natural World	5
SE 412	Internship Reflection	2
SE 462	Modernizing Legacy Software	3
CS/SE ____	300/400-level Elective	3

TOTAL Credit Hours: 15

SUMMARY

REQUIRED THEATRE COURSES:

TH 100	Professional Theatre Practices (first-year)	2 (1,1)
TH 101	Professional Theatre Lab (first-year: 2 sem)	0,0
TH 300	Professional Theatre Practices (soph,jr,sr)	4 (1,1,1,1)
TH 301	Professional Theatre Lab (soph,jr,sr: 3 sem)	0,0,0
TH 111	Acting 1	3
TH 112	Acting 2	3
TH 121	Stage Movement 1	2
TH 122	Voice for the Actor 1	2
TH 130	Production Fundamentals	2
TH 150-ICR	Idea of Theatre	3
TH 232	Stage Lighting 1	3
TH 250	Text Analysis	3
TH 331	Scenography	3
TH 335	Costume Design	3
TH 351 or 352-SJD	American Theatre History 1 or 2	3
TH 441	Stage Directing 1	3
TH 451,452, or 453	Critical Perspectives of Theatre 1,2, or 3	3
TH 490	Senior Capstone in Theatre	1
TH 491-499	Capstone Project, Internship, or Thesis	1
Theatre Electives		9
TOTAL		53

UNIVERSITY CORE CURRICULUM:

FYS 101,102	First Year Seminar	3,3
GHS ____	Global and Historical Studies	3,3
NW ____	The Natural World	5
SW ____	The Social World	3
WB ____	Well-Being	1
TOTAL		21

COURSES REQUIRED FOR THE SOFTWARE ENGINEERING MAJOR:

CS 151	Foundations of Computing 1	3
CS 248	Object-Oriented Prog & Data Structures	5
CS 252	Foundations of Computing 2	3
CS 311	Vocational Exploration in Computer Science	1
CS 321	Computer Organization	3
CS 333	Database Systems	3
CS 341	Advanced Data Structures	3
CS 351	Algorithms	3
CS 382/383	Epics 2 Service Learning	2-3
CS 485	Computer Ethics	1
MA 106*	Calculus & Anal Geometry 1	4
MA 162	Elementary Statistics	3
SE 361	Introduction to Software Engineering	3
SE 411	Internship Practicum	1
SE 412	Internship Reflection	2
SE 461	Managing Software Development	3
SE 462	Modernizing Legacy Software	3

SE 463	Testing and Quality Assurance	3
ONE of the following, chosen from:		3
CS 435	Computer Networks	
CS 441	Organization of Programming Languages	
CS/SE ____	Elective numbered 300 or above	3
Language	6 hours of the same language at the 200-level or higher	
TOTAL		61-62

**Math placement test required; the student may need to take MA 101 (Algebra, 3 cr.) and/or MA 102 (Precalculus, 3 cr.) prior to MA 106. Students get credit for MA 106 if they receive a 4 or 5 on the Calculus AB AP exam; they receive credit for both MA 106 and MA 107 if they receive a 4 or 5 on the Calculus BC AP exam with a 4 or 5 on the AB subscore.*

ADDITIONAL COURSES REQUIRED FOR OPTIONAL TRACKS:

Artificial Intelligence Track

CS 445	Artificial Intelligence (3)
CS 446	Artificial Intelligence 2 (3)
CS 448	Deep Learning and Computer Vision (3)

Cybersecurity Track

CS 435	Computer Networks (3)
CS 439	Hacking: Ethics and Practice (3)
CS 458	Introduction to Cryptography and Cryptanalysis (3)

Game Design Track

CS 445/447	Artificial Intelligence/Computer Graphics (3)
SE 342	Game Mechanics and Narrative Design (3)
SE 463	Testing and Quality Assurance (3)