

SMSU Entertainment and Theatre Arts Program Student Learning Outcomes

Revised February 2025

Outcome 1

Students will communicate effectively, verbally and visually, about the production process and in theatre- and entertainment-related settings and situations. (Related to LEP/MnTC Goal 1 – Communication)

Components

- Clarity (e.g., syntax, mechanics, organization)
- Content and Context (e.g., message, to whom, delivery)
- Conventions (e.g., terminology)

Outcome 2

Students will solve problems in the production process and in theatre- and entertainment-related settings and situations. (Related to LEP Goals 2 and 3/MnTC Goal 2 – Critical/Creative Thinking)

Components

- Initiative to identify problem
- Analysis of situation
- Research in aid of solving the problem
- Creativity in developing possible solutions
- Selection and implementation of the optimal solution
- Evaluation of effectiveness of solution

Outcome 3

Students will work effectively as members of skilled production teams. (Related to portions of MnTC Goal 6 – Humanities and Fine Arts)

Components

- Relationships among theatrical specialty areas and personnel
- Collaboration and listening
- Appropriate skill sets
- Realized product
- Transferability to next experience

Outcome 4

Students will demonstrate foundational academic and practical knowledge in the discipline of theatre and related entertainment fields. (Related to portions of LEP Goal 5 – Diversity, and MnTC Goals 6 – Humanities and Fine Arts, 7 – Diversity, and 8 – Global Perspective)

Components

- Major artists, periods, and movements
- Key concepts and practices
- Contemporary issues, including diversity
- Global perspective