

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