

## Appendix (C) MFA Assessment Rubric

School - Department:	Degree:
CLAS / School of the Arts / Theatre	MFA Scenography

### Components of an MFA Scenography— Goals and their Characteristics at Different Quality Levels

	Excellent (4)	Very Good (3)	Good (2)	Unacceptable (1)
<b>Studio Skills</b>	Assemble a portfolio suitable for successful application to positions in the professional theatre/entertainment industries, or for entering the teaching profession.	Has mastered one or more artistic media including the model making to clearly convey the artistic and technical aspects of a design.	Is experimenting with a variety of artistic media and technical drawings in order to convey their senior graphic intent to fellow artists and theater craftsman.	Does not yet have a grasp of an artistic language that will enable them to convey their design ideas either to their fellow collaborators or to the staff who will be realizing their designs.
<b>Conceptualization</b>	Has the ability to create a visual metaphor for a play that will bring exciting and new insights to the production of a given script.	Is able to discuss with collaborators different visual approaches that could be used in the realization of a theatrical production.	Is able to approach a script from some artistic viewpoint other than that which is strictly called for in the script, giving a unique perspective to a new production.	Cannot conceive of any other viewpoint for the visual world of a play other than the most obvious, or imagines a visual metaphor that is wholly incompatible with the script.
<b>Realization</b>	Through technical drawings, painting samples, color swatches, and other appropriate methods can oversee the production of their designs in such a way that their artistic intent is fully realized upon the stage.	Is able, with some help from theater technicians, to arrive at a realized design that mostly conforms to their artistic vision.	Has enough practical knowledge of the means and methods for which theater production is realized to consult with appropriate stage technicians and arrive at technical solutions for design problems.	Has no knowledge of the technical workings of theater and cannot collaborate with theater technicians, resulting in a realized stage production that bears little resemblance to

				their original artistic vision.
<b>Collaboration</b>	Through a basic understanding of their respective crafts, and is able to collaborate with directors and fellow designers and later, shop personnel to arrive at a powerful, unique, and fully realized design concept for the show at hand.	Is able to work in a harmonious environment with other members of the design team. And recognizing the gaps in their own knowledge, will seek out others who can provide the needed expertise.	Can work as a follower rather than a leader in forming an artistic vision for a given show. Recognizes the expertise of fellow collaborators and shop personnel and allows them to act as guides through the production process.	Has not acquired the interpersonal relations skills that would allow one to work in a collaborative fashion in theater production.
<b>Overall</b>				