ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS & DESIGN

of Westphal College of Media Arts & Design students were employed on co-op in 2021–22

of these positions were paid

\$15 Reported MEDIAN hourly salary of paid co-ops from AY 2021–22

\$12	Art History	\$15
\$15	Animation & Visual Effects*	\$16
\$15	Design & Merchandising*	\$15
\$15	Entertainment and Arts Management*	\$19
\$12	Fashion Design*	\$20
\$15	Film & Television*	
\$17	Game Design & Production*	n/a
\$16	Graphic Design	*Less
\$17	Interior Design	n/a –

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\$16	Photography*
\$15	Product Design
\$19	User Experience & Interactive Design
\$20	VR and Immersive Media Design
n/a	Architectural studies*, Dance*, Screenwriting & Playwriting*
*Less than	50% of co-ops were paid

Music Industry*

*Less than 50% ot co-ops were paid n/a – insufficient salary data to report

100% learn through experiential education

Students Learn Here:

Alexa Nahas Photography Ardmore Music Hall Big Picture Media Celebrity Boxing Entertainment, LLC Comcast Corporation Dave Kiss Presents Dream Machine Creative DVNC Tech, LLC Janell Wysock Textile Designs Keystone Pictures LAGOS MilkCrate NELSON Night Kitchen Interactive Philadelphia Theatre Company Sedso Design Stantec

Note: As used in this document, the phrase "employer partners" refers to all entities in which co-op students are working, regardless of whether the work is paid, unpaid, full-time, or part-time.

Go to Steinbright and Get To Work

Steinbright's powerful combination of co-op and career services is a Drexel advantage for employment or professional experience and beyond.

From the One-Year-Out Alumni Survey, graduating class of 2021:

93% of Westphal graduates are

working or enrolled in graduate or professional education.



of those working full-time were satisfied with their position.



of those working full-time were satisfied with the level of responsibility at their position.

Get Connected

215.895.2185 drexel.edu/scdc

3201 Arch Street Co-op: Annex, Suite 110 Career Services: Suite 250

CO-OP + CAREER FAST FACTS

ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS & DESIGN

SIX-MONTH CO-OP TIMELINE

			(Five months before co-op)	(Three months before co-op)	(One month before co-op)	(Six months on co-op)	(Last month of co-op)
Spring/Summer	Four Quarters Prior	Fall Quarter Prior	November	January	March	Spring/Summer	August/September
Fall/Winter	Three Quarters Prior	Spring Quarter Prior	Μαγ	July	August	Fall/Winter	February/March
Students receive co-op cycle assignments.	Students are automatically registered for COOP 101, which provides a foundation for the skills needed for a job search.	Students meet with their assigned co-op advisor to discuss their specific interests, refine job search skills, and begin the job search process.	Students apply for desired co-op positions. Employers hold interviews over a 3-week period.	Students apply for desired co-op positions. Employers hold interviews over a 3-week period.	Students apply for desired co-op positions. Employers hold interviews over a 3-week period.	Steinbright stays in touch with students and employers to offer support and guidance.	Students and employers provide experience assessments and co-op evaluations.
CO-OP CYCLE ASSIGNMENT	COOP 101	INTRODUCTION MEETING	A ROUND	b round	C ROUND	ON CO-OP	ASSESSMENT + EVALUATIO

SUMMER CO-OP TIMELINE

INTRODUCTION CO-OP CYCLE ASSESSMENT COOP 101 A ROUND S ROUND ON CO-OP MEETING ASSIGNMENT + EVALUATION Students meet with their Students receive Students are automatically assigned co-op advisor Students apply for Students apply for Steinbright stays in Students and employers co-op cycle registered for COOP to discuss their specific desired co-op positions. desired co-op positions touch with students provide experience assignments. 101, which provides a interests, refine job Employers hold interviews on a rolling basis. and employers to offer assessments and foundation for the skills search skills, and begin over a 3-week period. support and guidance. co-op evaluations. needed for a job search. the job search process. Winter Quarter Prior **Summer Terms** Three Quarters **Spring Quarter Summer Terms** End of Winter Quarter August/September Second and Third Years to First Co-op **Before Co-op** Second and Third Years Prior (Three months on co-op) (Last month of co-op)





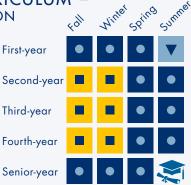
FOUR-YEAR CURRICULUM -ONE CO-OP OPTION

CO-OP



FIVE-YEAR CURRICULUM THREE CO-OP OPTION

Sample schedule for fall/ winter cycle – Offered in the Animation & Visual Effects, Digital Media & Virtual Production, Game Design & Production, and User Experience & Interactive Design programs only.



Charts are for informational use only; individual schedules are determined by Steinbright and academic program.

co-op experience