

# ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

**95.95%** of Westphal College of Media Arts and Design students were employed on co-op in 2020–21

**\$15** Reported MEDIAN hourly salary of paid co-ops from AY 2020–21

<b>\$15</b> Animation & Visual Effects	<b>\$16</b> Interior Design
<b>\$15</b> Design & Merchandising	<b>\$15</b> Music Industry*
<b>\$13.50</b> Entertainment and Arts Management*	<b>\$17</b> Product Design
<b>\$15</b> Fashion Design*	<b>\$15</b> VR and Immersive Media Design
<b>\$14.25</b> Film & Television*	<b>n/a</b> Art History*, Dance*, Photography*, Screenwriting & Playwriting*
<b>\$16</b> Game Design & Production*	
<b>\$15</b> Graphic Design	
<b>\$18</b> Interactive Digital Media	

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

## Students Work Here

- Alexa Nahas Photography
- Ardmore Music Hall
- Big Picture Media
- Celebrity Boxing Entertainment, LLC
- Dream Machine Creative
- FringeArts
- Janell Wysock Textile Designs
- Keystone Pictures
- Matte Finish LLC
- MilkCrate
- NELSON
- Night Kitchen Interactive
- Philadelphia Theatre Company
- QuadraTron Games
- Sedso Design
- Stantec
- The Glimpse Group
- Winding Way Records

## Get Connected

215.895.2185  
[drexel.edu/scdc](http://drexel.edu/scdc)

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

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 2020:

**86%** of Westphal graduates are working or enrolled in graduate or professional education.

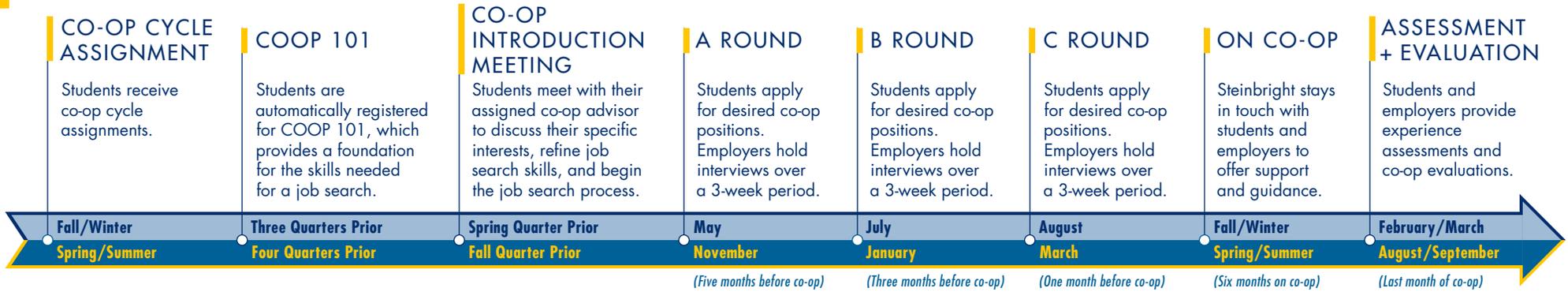
**25%** of Westphal co-op participants working full-time had received a job offer from a former co-op employer.

**90%** of those working full-time were satisfied with their position.

**92%** of those working full-time were satisfied with the level of responsibility at their position.

## ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

### SIX-MONTH CO-OP TIMELINE



### SUMMER CO-OP TIMELINE



### SUMMER ONLY CO-OP

Schedule for Entertainment & Arts Management, Art History, and Music Industry

	Fall	Winter	Spring	Summer
First-year	●	●	●	▼
Second-year	●	●	●	■
Third-year	●	●	●	■
Senior-year	●	●	●	🎓

### FOUR-YEAR CURRICULUM – ONE CO-OP OPTION

Sample schedule for fall/winter cycle

	Fall	Winter	Spring	Summer
First-year	●	●	●	▼
Second-year	●	●	●	●
Third-year	■	■	●	●
Senior-year	●	●	●	🎓

### 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.

	Fall	Winter	Spring	Summer
First-year	●	●	●	▼
Second-year	■	■	●	●
Third-year	■	■	●	●
Fourth-year	■	■	●	●
Senior-year	●	●	●	🎓

● on-campus study   ▼ vacation   ■ co-op experience

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