

# ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS & DESIGN

97% of Westphal College of Media Arts & Design students were employed on co-op in 2021–22

46% of these positions were paid

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

\$12	Art History	\$15	Music Industry*
\$15	Animation & Visual Effects*	\$16	Photography*
\$15	Design & Merchandising*	\$15	Product Design
\$15	Entertainment and Arts Management*	\$19	User Experience & Interactive Design
\$12	Fashion Design*	\$20	VR and Immersive Media Design
\$15	Film & Television*	n/a	Architectural studies*, Dance*, Screenwriting & Playwriting*
\$17	Game Design & Production*		
\$16	Graphic Design		
\$17	Interior Design		

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

100% learn through experiential education

## Students Learn Here:

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

95%  of those working full-time were satisfied with their position.

93%  of those working full-time were satisfied with the level of responsibility at their position.

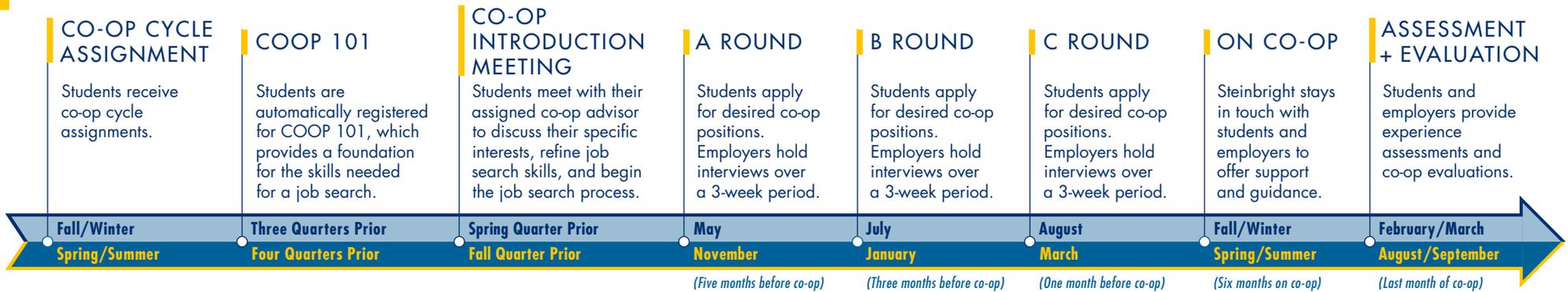
## Get Connected

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

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

## ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS & 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