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.

### CO-OP + CAREER FAST FACTS

#### ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

<table>
<thead>
<tr>
<th>Field</th>
<th>Hourly Salary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Animation &amp; Visual Effects</td>
<td>$15</td>
</tr>
<tr>
<td>Design &amp; Merchandising</td>
<td>$15</td>
</tr>
<tr>
<td>Entertainment and Arts Management*</td>
<td>$13.50</td>
</tr>
<tr>
<td>Fashion Design*</td>
<td>$15</td>
</tr>
<tr>
<td>Film &amp; Television*</td>
<td>$14.25</td>
</tr>
<tr>
<td>Game Design &amp; Production*</td>
<td>$16</td>
</tr>
<tr>
<td>Graphic Design</td>
<td>$15</td>
</tr>
<tr>
<td>Interactive Digital Media</td>
<td>$18</td>
</tr>
<tr>
<td>Interior Design</td>
<td>$16</td>
</tr>
<tr>
<td>Music Industry*</td>
<td>$15</td>
</tr>
<tr>
<td>Product Design</td>
<td>$17</td>
</tr>
<tr>
<td>VR and Immersive Media Design</td>
<td>$15</td>
</tr>
</tbody>
</table>
| Art History*, Dance*, Photography*, Screenwriting & Playwriting* | n/a

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

### Get Connected

- **215.895.2185**
- [drexel.edu/scdc](http://drexel.edu/scdc)
- 3201 Arch Street
- Co-op: Annex, Suite 110
- Career Services: Suite 250

### 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
- QuadraToren Games
- Sedso Design
- Stantec
- The Glimpse Group
- Winding Way Records

**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.
ANTOINETTE WESTPHAL COLLEGE OF MEDIA ARTS AND DESIGN

CO-OP + CAREER FAST FACTS

SIX-MONTH CO-OP TIMELINE

CO-OP CYCLE ASSIGNMENT
Students receive co-op cycle assignments.

COOP 101
Students are automatically registered for COOP 101, which provides a foundation for the skills needed for a job search.

CO-OP INTRODUCTION MEETING
Students meet with their assigned co-op advisor to discuss their specific interests, refine job search skills, and begin the job search process.

A ROUND
Students apply for desired co-op positions. Employers hold interviews over a 3-week period.

B ROUND
Students apply for desired co-op positions. Employers hold interviews over a 3-week period.

C ROUND
Students apply for desired co-op positions. Employers hold interviews over a 3-week period.

ON CO-OP
Steinbright stays in touch with students and employers to offer support and guidance.

ASSESSMENT + EVALUATION
Students and employers provide experience assessments and co-op evaluations.

SUMMER CO-OP TIMELINE

CO-OP CYCLE ASSIGNMENT
Students receive co-op cycle assignments.

COOP 101
Students are automatically registered for COOP 101, which provides a foundation for the skills needed for a job search.

CO-OP INTRODUCTION MEETING
Students meet with their assigned co-op advisor to discuss their specific interests, refine job search skills, and begin the job search process.

A ROUND
Students apply for desired co-op positions. Employers hold interviews over a 3-week period.

S ROUND
Students apply for desired co-op positions on a rolling basis.

ON CO-OP
Steinbright stays in touch with students and employers to offer support and guidance.

ASSESSMENT + EVALUATION
Students and employers provide experience assessments and co-op evaluations.

SUMMER ONLY CO-OP

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

FOUR-YEAR CURRICULUM – ONE CO-OP OPTION
Sample schedule for fall/winter cycle

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.