CO-OP & CAREER FAST FACTS | WESTPHAL COLLEGE OF MEDIA ARTS & DESIGN

96.3% OF MEDIA ARTS & DESIGN STUDENTS WERE EMPLOYED ON CO-OP IN 2018–19.

$15 REPORTED MEDIAN HOURLY SALARY OF PAID CO-OPS FROM CY 2018–19

<table>
<thead>
<tr>
<th>Salary</th>
<th>Field</th>
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<tbody>
<tr>
<td>$15</td>
<td>Animation &amp; Visual Effects</td>
</tr>
<tr>
<td>$12</td>
<td>Design &amp; Merchandising*</td>
</tr>
<tr>
<td>$12</td>
<td>Entertainment and Arts Management*</td>
</tr>
<tr>
<td>$13</td>
<td>Fashion Design*</td>
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<tr>
<td>$13</td>
<td>Film &amp; Television</td>
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<tr>
<td>$15</td>
<td>Game Design &amp; Production*</td>
</tr>
<tr>
<td>$18</td>
<td>Graphic Design</td>
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<tr>
<td>$20</td>
<td>Interactive Digital Media</td>
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<tr>
<td>$15</td>
<td>Interior Design</td>
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<tr>
<td>$15</td>
<td>Music Industry*</td>
</tr>
<tr>
<td>$15</td>
<td>Product Design</td>
</tr>
<tr>
<td>n/a</td>
<td>Art History*, Dance*, Photography*, Screenwriting &amp; Playwriting*, Westphal Studies Program*</td>
</tr>
</tbody>
</table>

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

STUDENTS WORK HERE

- Bluecadet Interactive
- Boathouse Sports
- Brooklyn Digital Foundry
- Dream Machine Creative
- Expressway Grip
- Headroom Recording
- Janell Wysock Textile Designs
- Jason Varney Photography
- Keystone Pictures
- Live Nation
- Matte Finish LLC
- Night Kitchen Interactive
- Olive Prince Dance Company
- Philadelphia Theatre Co.
- Razorfish
- Red Light Management
- Stantec
- The TJX Companies, Inc.
- World Cafe Live

GO TO STEINBRIGHT AND GET TO WORK

Steinbright’s powerful combination of co-op and career services is a Drexel advantage for job placement and beyond.

From the One-Year-Out Alumni Survey, graduating class of 2018:

- 92% of Westphal graduates are working or enrolled in graduate or professional education.
- 27% of Westphal co-op participants working full-time had received a job offer from a former co-op employer.
- 89% of those working full-time were satisfied with their level of responsibility at their position.
- 89% of those working full-time were satisfied with their position.

GET CONNECTED

Network with Steinbright, alums, employers, and other Drexel community members. The Steinbright Career Development Center is Drexel University’s go-to resource for students, employers, faculty, and advisors to connect on co-ops and career services. There is no better place to get the answers and resources you need for every step of your academic and career path.

215.895.2185 | 3201 Arch Street
Co-op: Annex, Suite 110
Career Services: Suite 250
drexel.edu/scdc
LinkedIn – Drexel Career Connections

EMPLOYERS VALUE DREXEL STUDENTS

“Arvid was a true professional and a design anomaly. An uber force who I think will have the ability to contribute significantly to the world on all he touches. His performance was something to behold.”

- Donald Strum
  Michael Graves Architecture & Design
**SIX-MONTH CO-OP TIMELINE**

**CO-OP CYCLE ASSIGNMENT**
- FALL/WINTER
- SPRING/SUMMER

**COOP 101**
- 3 QUARTERS PRIOR
- 4 QUARTERS PRIOR

**CO-OP INTRODUCTION MEETING**
- SPRING QUARTER PRIOR
- FALL QUARTER PRIOR

**A ROUND**
- MAY
- NOVEMBER
  (Five months before co-op)

**B ROUND**
- JULY
- JANUARY
  (Three months before co-op)

**C ROUND**
- AUGUST
- MARCH
  (One month before co-op)

**ON CO-OP**
- FALL/WINTER
- SPRING/SUMMER
  (Six months)

**ASSESSMENT AND EVALUATION**
- FEBRUARY/MARCH
  AUGUST/SEPTEMBER
  (Last month of co-op)

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**SUMMER CO-OP TIMELINE**

**CO-OP CYCLE ASSIGNMENT**
- SUMMER TERMS SECOND AND THIRD YEARS

**COOP 101**
- 3 QUARTERS PRIOR

**CO-OP INTRODUCTION MEETING**
- WINTER QUARTER PRIOR TO FIRST CO-OP

**DREXEL CO-OP SITE**
- WINTER QUARTER BEFORE CO-OP

**JOB SEARCH SUPPORT**
- ONGOING, TERMS LEADING UP TO CO-OP

**ON CO-OP**
- SUMMER TERMS SECOND AND THIRD YEARS
  (Three months)

**ASSESSMENT AND EVALUATION**
- FEBRUARY/MARCH
  AUGUST/SEPTEMBER
  (Last month of co-op)

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**THE EXAMPLE CHARTS BELOW ARE FOR INFORMATIONAL USE ONLY; INDIVIDUAL SCHEDULES ARE DETERMINED BY STEINBRIGHT AND ACADEMIC PROGRAM.**

**SUMMER-ONLY CO-OP**
Schedule for Entertainment & Arts Management, Art History, and Music Industry

<table>
<thead>
<tr>
<th>FALL</th>
<th>WINTER</th>
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<td><strong>FIRST-YEAR</strong></td>
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<td>GRADUATION</td>
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**FOUR-YEAR CURRICULUM – ONE CO-OP OPTION**
Sample schedule for fall/winter cycle

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**FIVE-YEAR CURRICULUM – THREE CO-OP OPTION**
Sample schedule for fall/winter cycle – Offered in the Animation & Visual Effect, Game Design & Production, Interactive Digital Media, and VR and Immersive Media Design programs only.

<table>
<thead>
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