

MEDIA ARTS & DESIGN



DREXEL UNIVERSITY

Westphal

College of Media Arts & Design

	Undergraduate Minors
	Animation & Visual Effects
	Architecture
Undergraduate & Graduate Majors	Art History
Animation & Visual Effects	Dance
Architecture	Digital Media
Art History	Entertainment & Arts Management
Arts Administration & Museum Leadership	Film Studies
Dance	Fine Art
Design & Merchandising	Graphic Design
Design Research	Interactive Digital Media
Digital Media	Jazz & African-American Music
Entertainment & Arts Management	Music
Fashion Design	Music Performance
Film & Television	Music Theory & Composition
Game Design & Production	Performing Arts
Graphic Design	Photography
Interactive Digital Media	Playwriting
Interior Design	Product Design
Interior Architecture & Design	Retail
Music Industry	Screenwriting
Photography	Somatics
Product Design	Sports Media Production
Screenwriting & Playwriting	Sustainability in the Built Environment
Television & Media Management	Television Industry & Enterprise
Retail & Merchandising	Television Production
Urban Strategy	Theatre
Virtual Reality & Immersive Media	Virtual Reality & Immersive Media

Graduate Minors

Arts Administration

Digital Media

Museum Leadership

Retail & Merchandising

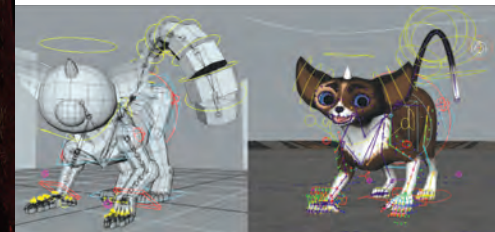
The Animation & Visual Effects major provides students with the design and technological skills needed to tell visually compelling stories for entertainment, gaming, simulations, and scientific visualization. Rapidly changing technology has made animation and visual effects cornerstones of all film and television production, regardless of budget. With the use of animation in non-entertainment fields also on the rise, the major provides students with the opportunity to explore applications in simulations for science and industry, medical visualization and historical recreation. Our curriculum combines an understanding of the many aspects of digital media with an in-depth and rigorous course of study specifically focused on animation and visual effects.

To best prepare themselves for careers in these cutting-edge disciplines, students pursue a foundation of art, design and technology, take core courses in all aspects of digital media, complete a six-month co-op, and delve into many areas of specialization. Guided by award-winning, industry-trained faculty, students learn the principles of animation along with industry-standard software technologies. The entire creative pipeline from storyboarding through modeling and animation is covered, allowing students to develop experience and skills in all aspects of production. You can choose either a 4-year or a 5-year plan of study. Drexel's renowned Cooperative Education program allows you to gain professional experience in the industry in both options. Qualified Animation & Visual Effects students may apply for a 5-year accelerated degree program, graduating with a bachelor's and a master's in Digital Media.

ANIMATION & VISUAL EFFECTS



UNDERGRADUATE



ARCHITECTURE

The Drexel Architecture Program prepares future architects for professional practice by combining an outstanding university education with an in-depth study of contemporary architectural practice. The program provides a strong, broadly-based curriculum in the arts, humanities, social and applied sciences, coupled with professional courses taught by a dedicated faculty who reflect the diversity of architectural practice today. Drexel's work-study program is an experiential learning model that complements and provides an alternative to more traditional architecture programs. The Drexel model provides a practical, high-quality education, early exposure to daily architectural practice and is an affordable alternative for students who would not otherwise be able to enter the profession. At Drexel there are two paths to the professional accredited Bachelor of Architecture degree:

- The Two + Four Option is a course of study where students take two years of full-time coursework that addresses the basic principles of architectural design while also satisfying university core requirements in the arts and sciences. In the remaining four years students find employment in architectural practice while continuing their education part-time in the evening.

- The Part-Time Evening Option is one of only two part-time evening programs in the United States leading to an accredited Bachelor of Architecture degree. This program offers all courses in the evening, enabling students to work full-time during the day. The Evening Program sequence is seven years, but transfer students with university-level architecture and general education credits may be able to reduce its length by meeting specific program requirements through transcript and portfolio review.

At the end of their second year in the 2 + 4 Option and during the third year of the Evening Option, students are encouraged to find work in architectural offices or construction related fields with assistance from the faculty of the program. All Drexel architecture students working under a licensed architect before graduation can receive credit in the Architectural Experience Program (AXP), which is part of most state licensure requirements. Drexel's Bachelor of Architecture program is accredited by the National Architectural Accrediting Board (NAAB). The program is one of 14 inaugural programs approved by the National Council of Architectural Registration Boards (NCARB) to offer the Integrated Path to Architectural Licensure (IPAL), which provides students the opportunity to complete requirements for architectural licensure while earning their degree.

The Architecture faculty have developed study tours that are affordable, extensive and intensive. Past tours have included: Korea and Japan with stops in Seoul, Kyoto and Tokyo; Florence, Italy; Rome, Italy; Barcelona & Valencia, Spain; and more recently, Amsterdam & Rotterdam in the Netherlands as well as Berlin & Dessau, Germany.





The history of art focuses upon the study of works of fine and applied arts and forms of mass communication in their aesthetic, social, economic, religious and political contexts. It explores the meanings and purposes of the visual arts, their historical development, their role in society, and their relationships to

other disciplines. The study of art history encourages the development of critical observation and visual analysis; it introduces scholarly research and provides knowledge of a variety of artistic works. As the field of art history is inherently cross-cultural and interdisciplinary, its study illuminates the diverse and global world we inhabit and makes apparent the integral relationships between art and culture.

The Art History major is based on a thorough curriculum in the history of art and is very flexible

to enable students to tailor their coursework to fit their personal career aspirations. The program incorporates Drexel's nationally recognized co-op experience through which students, while pursuing their degree, can work for six months with museums, galleries, auction houses, and publishers. The goal of the Art History major is to provide an excellent interdisciplinary liberal arts education with a sound foundation in the history of visual arts and a strong competence in writing, research and critical thinking. The major will foster a hands-on approach, and will involve students in the close study of art objects from many museums in Philadelphia and from our own Drexel Collection of art and artifacts, our well-known Fox Historic Costume Collection, and the rotating exhibitions in our Leonard Pearlstein Gallery.

ART HISTORY



Art History as a Major - BA

The undergraduate degree prepares students for a variety of art related careers, graduate studies in the humanities and professional programs such as law, architecture or medicine. The BA degree requires a strong component of arts and humanities courses to prepare students to enter the professional world of art historians by exposing them to critical reasoning, philosophy, anthropology, literature, world culture and foreign languages.

Art History as a dual Major - BS

The curriculum is designed with great flexibility to enable students to pursue an additional degree in one of the University's more than 80 majors without extending their time at the University.

Art History as an accelerated degree program – BA/MS

Qualified Art History students may apply for a five-year accelerated degree option, graduating with a BA in Art History as well as a master's degree in Arts Administration & Museum Leadership.

The student who enters the Dance major at Drexel University is an academically achieving student with a passion for dance. This student is looking for extensive experiences to improve as a dancer, choreographer, and performer while interested in other areas of study offered by an outstanding university. This student wants to study dance—both physically and cognitively—while preparing for gainful employment after graduation. All Dance majors have a six-month co-op experience working in the dance field here in Philadelphia and beyond.

The Dance major combines rigorous academic coursework with extensive stage and studio dance experiences to prepare students for career paths in: dance/movement therapy, dance in education, physical therapy, and custom design track, including performance and choreography. Students focused on dance/movement therapy earn a BS degree in Dance at the Westphal College during their first four years of study and then continue for two additional years to earn an MA in Creative Arts in Therapy through Drexel's College of Nursing and Health Professions, becoming a registered dance/movement therapist.

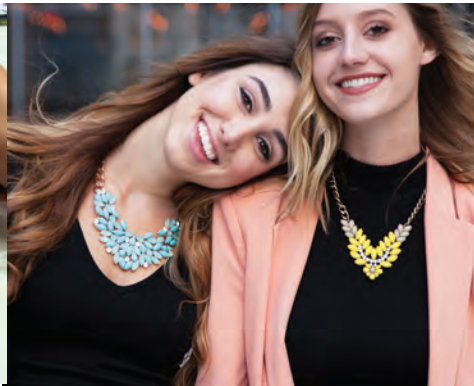
A second career focus, dance in education, prepares students for jobs as elementary school teachers (grades pre-K through 4) who may also serve as school dance specialists. These students earn a BS degree in Dance and may qualify to continue for a fifth year of study to earn an MS in Teaching, Learning and Curriculum through the Drexel School of Education. A third career focus, physical therapy, prepares students to work as physical therapists in a variety of settings, including hospitals, treatment centers, schools, and private practice. Students in the physical therapy option will complete the four-year BS degree in Dance, along with a series of recommended electives in the physical sciences. After completion of the BS degree, eligible students may apply to continue their education for an additional three years in the College of Nursing and Health Professions to earn a Doctor of Physical Therapy and become a licensed physical therapist.

Students interested in performance/choreography earn a BS degree in Dance while refining skills in choreography and performance through two professional-caliber dance companies. Through these ensembles, students can network with some of the region's most gifted dancers and choreographers while building strong connections to Philadelphia's extremely vibrant dance community.

The Dance program offers a ten-week summer program that takes place at both FIE (Foundation for International Education, the host of the Drexel in London program) and the Trinity Laban Conservatoire in London, one of the world's most prestigious centers for choreography and somatic study, as well as home of an international dance intensive.

DANCE





DESIGN & MERCHANDISING

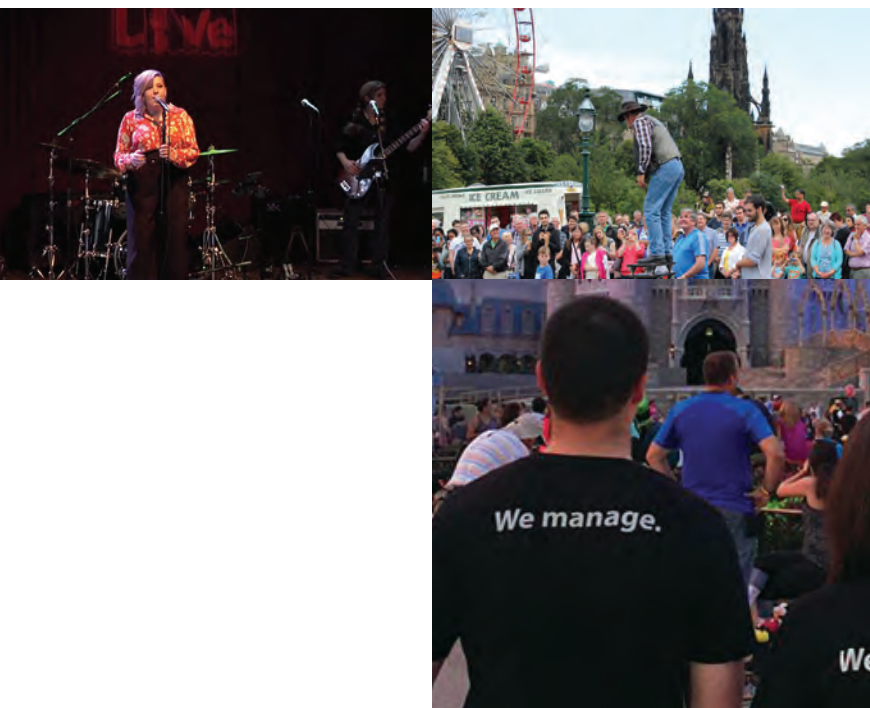
The nationally ranked Design & Merchandising program educates and prepares students to be leaders in the fashion, lifestyle, and retailing industries. Through an interdisciplinary approach, with an emphasis on creative problem solving, design, and extensive exposure to real world industries, we graduate adaptable, creative, confident and passionate professionals who are technologically savvy and globally aware. Combining the pursuit of aesthetic excellence with a strong business foundation, the program concentrates on the retail apparel and lifestyle industries, and the product development and manufacturing sectors with a particular focus on areas of merchandising, buying, e-commerce, social media, special events marketing, and lifestyle design. Students stage Drexel's outstanding Fashion Show, produce an award-winning lifestyle

magazine, and run an online and pop-up retail business. They also gain the experience and leadership skills to make merchandising and marketing decisions through Drexel's renowned cooperative work experience, in which all students work for six months in the fashion and retail centers of the U.S. and around the world. To further enhance global understanding, students in the Design & Merchandising program are encouraged to immerse themselves in short- or long-term study abroad programs in cities including London, Paris, Florence, Prague, or Reykjavik. Others choose schools in Australia, Greece, Ireland, Spain and countries in Asia and Africa.

Design & Merchandising students may choose to apply for a five-year accelerated program, graduating with a bachelor's degree as well as an MBA.



ENTERTAINMENT & ARTS MANAGEMENT



Film, television and streaming media. Performing Arts. Sports and theme parks. Museums and art galleries. These creative industries, and others like them, belong to one of the fastest-growing economic sectors in the United States and around the world. This tremendous growth has created a need for professionals who can combine management and leadership skills with a thorough understanding of the arts, entertainment and media. Drexel's Entertainment & Arts Management (EAM) program prepares students for this challenge by providing both a specialized curriculum and a nationally-ranked co-operative education component.

Students choose concentrations based on their passions – Cinema/TV, Theatre, Dance, Digital Media, Visual Arts, Performing Arts, or Sports Entertainment, and can delve into the for-profit or non-profit aspects of these fields. This allows for increased flexibility when choosing from a myriad of career paths, and a distinct professional advantage in today's ever-changing arts and entertainment industries.

EAM students have the opportunity to participate in a summer abroad intensive at the world's largest arts festival (Guinness Book of World Records), The Edinburgh Fringe Festival in Edinburgh, Scotland. This internationally renowned festival is home to over 49,500

performances of over 3,200 different shows. Students are assigned to work on professional shows participating in the festival, learning hands-on experience and the chance to network with the world's leading arts and festival producers. Students also attend classes, lectures, and workshops by a variety of experienced professionals in the industry and attend multiple theatre, dance, and visual art shows.

Qualified EAM students may choose to apply for a five-year accelerated program, graduating with a bachelor's degree as well as an MBA.



FASHION DESIGN



Drexel's Fashion Design program enjoys top national rankings and an international reputation. The rigorous curriculum consists of a unique six-month co-op experience in the U.S. or abroad that complements coursework in conceptual design, presentation skills, CAD, and manufacturing methods. The program covers all facets of fashion design, from men's, women's, and children's wear, to knitwear, swimwear, lingerie and couture. Students are prepared for careers in fashion design, print design, technical (CAD) design, styling and marketing for today's global economy. Small studio classes mirror the professional environment encompassing the core of a student's education including critiques by top industry professionals.

In addition to coursework, students explore and participate in the vibrant fashion industry. Each year, Fashion Design students submit their designs to national and international competitions. Study abroad programs at the London College of Fashion and the Accademia Italiana in Florence offer an international perspective of the fashion world. Students conclude their senior year studies with the presentation of their collection in the impressive Drexel Fashion Show.



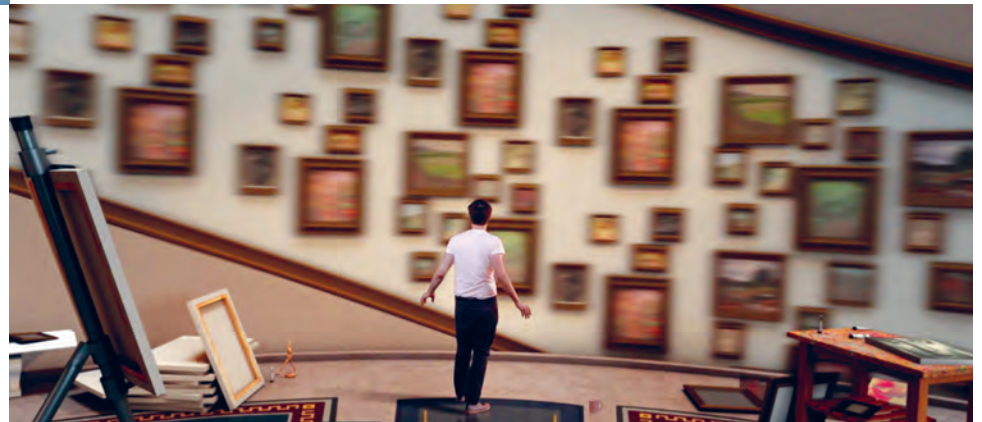
students pre-production (script development, scouting and storyboarding), production (cinematography, sound design and directing), and post-production (editing, sound mixing and visual effects) by giving students hands-on experience starting in their freshman year. Students learn the conventions of the craft through critical film and television studies, and then take what they've learned to the set or studio. The curriculum also teaches the business behind the film and television industries, with ample opportunities for students to see the industries firsthand through a six-month Co-op experience, the Drexel in LA sophomore program, and special study abroad programs. We maintain state-of-the-art facilities, industry-standard cameras and equipment, such as the ARRI Alexa camera,



FILM & TELEVISION

The film and television industries generate over 300 billion dollars in revenue annually. Today's media-focused graduates enter an exciting landscape where Amazon, Netflix and Apple produce hundreds of new movies, drama and comedy series, and documentaries; YouTube, Disney and PlayStation have their own streaming networks; and independent media makers can cost effectively produce content and reach larger audiences using new technologies and distribution outlets. The boundaries between feature films and television are rapidly blurring. But for both mediums, it all comes down to storytelling.

Our comprehensive and rigorous Film & Television program teaches

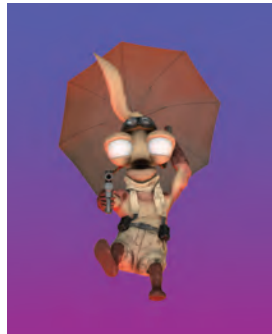


and cutting-edge post-production software. Our outstanding faculty have extensive industry experience and are committed to turning Film & Television students into well-trained media makers with a passion for visual story-telling and a clearly defined path forward for success.

GAME DESIGN & PRODUCTION

Our nationally ranked Game Design & Production major prepares students for cutting-edge careers in the robust field of game design, which encompasses an enormous segment of the entertainment industry, but is also a vital component for education and training in industry, academia, and non-profit sectors. The Game Design & Production major and a sister concentration in the Computer Science major, Game Programming & Development, work together to form Drexel Game Design. This joint approach allows students to create games within multidisciplinary teams, a standard for the industry. The BS in Game Design & Production combines a strong foundation in animation and interactivity, along with an understanding of design and programming. Students are taught all aspects of digital media, complete a six-month co-op working in the industry, and delve into rigorous coursework in many areas of specialization and research such as motion capture for games. A capstone senior design project permits exploration of new game design concepts including brain interfaces for games, multiplayer games for our theme park-quality motion simulation platform, educational games, and mobile experiences.

Our philosophy of teaching industry practices including project management, agile development, and working in multidisciplinary teams of 12-18 has given Drexel students a reputation exemplified by comments from Kudo Tsunoda, Microsoft Hololens team leader and former Creative Director of Kinect, "Drexel has one of the best Game Design and Digital Media programs I have seen. The work they do is innovative and top quality. Drexel interns and graduates I've worked with are well prepared to deliver results in a team environment." The Princeton Review has consistently ranked Drexel Game Design as one of the top programs in North America, and Drexel Game Design teams have won



numerous awards including first place at the 2018 and 2016 Intel's University Games Showcase, first place in the Microsoft Imagine Cup World Championship, and first place in the Adobe Achievement Award World Championship.

You can choose either a 4-year or a 5-year plan of study. Drexel's renowned Cooperative Education program allows you to gain professional experience in the industry in both options. Recent co-op opportunities include game and digital media jobs in companies throughout the Philadelphia region, like eNable Games, Entrepreneurial Game Studio, GLIDE Lab, iD Tech Game Design & Development Academy, IDEA, Penn Medicine, PHL Collective, Skyless Game Studios, Tipping Point Media, and Virtual Health. Students also secured game and digital media co-ops at national and international companies, like Rockstar Games in San Diego and Inter Media Japan in Tokyo.

Qualified Game Design & Production sophomores may apply for a 5-year accelerated degree program, graduating with a bachelor's and a master's in Digital Media.



Our award winning Graphic Design program prepares students to inform, persuade, educate, and entertain through the creative use of word and image. Graphic Design students learn to conceptualize, design, and produce visual communication in a wide variety of media, including packaging, websites, interactive media, motion graphics, books, magazines, posters, ads, information systems, exhibition design, and more. Students use this work to develop an expansive portfolio, an invaluable tool for our graduates as they seek future employment. Graphic Design students are widely sought for diverse co-op opportunities, which have them working for six months in industry. Top design studios, corporate design departments, online and print publishers, advertising agencies and creative departments around the country employ our graduates.



GRAPHIC DESIGN



The curriculum provides a balance of traditional and technical artistic studies enhanced by coursework in the humanities and the physical and social sciences at a top 100 University. Our students develop a sophisticated approach to creative problem-solving and hone skills in typography, image generation, corporate identity, information graphics, three dimensional design, and web and motion graphics. Working on both two and three-dimensional projects, students utilize the latest electronic applications and emerging technologies to stay current with the industry.



INTERACTIVE DIGITAL MEDIA

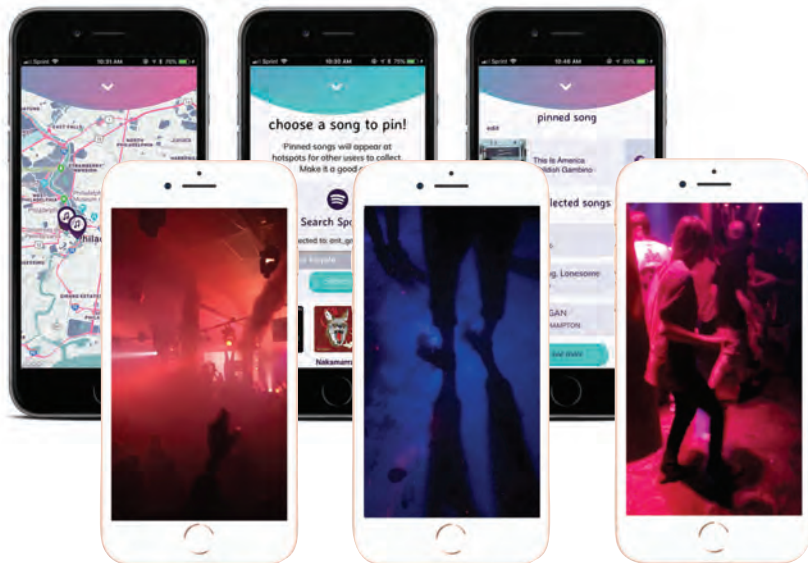
Technology and career prospects are evolving at lightning speeds. Where it was once as simple as pursuing “website design” or “programming,” today’s world offers—and demands—more. To truly succeed in tech and digital media, employers look for creativity, versatility, and an interdisciplinary skillset. Young professionals need to see through the eyes of the user and understand projects from start to finish.

By combining principles from a range of disciplines, Interactive Digital Media (IDM) gives students the tools not only to understand technology but also the human principles underpinning it. IDM majors get exposure to user experience design (UX), user interface and interaction design, programming the code that makes products work in a variety of media, information architecture (IA), content strategy, and project management. As a freshman, students learn the basics of design.



UNDERGRADUATE

make a new friend in one tap.



In sophomore year, students learn the coding and development skills to bring those designs to life. Junior and senior studies are focused on electives and interdisciplinary teamwork. All students spend six months working full-time within a company through Drexel’s Cooperative Education (co-op) program. The capstone senior project will result in a full-scale, industry-level product launch.

Interactive Digital Media professionals are in high demand with growth rate and job opportunities in the industry increasing every year. Interactive Digital Media students have held co-op positions as user experience designers, user experience researchers, user interface designers, web

designers, graphic designers, digital media designers, interactive designers, and front-end developers at Google, Adobe, Comcast, JPMorgan, Bluecadet, OpenForge, EY Intuitive, iper design, epam, CHOP (Children’s Hospital of Philadelphia), Cubist Media, Revzilla, Zivtech, and the City of Philadelphia Water Department. You can choose either a 4-year or a 5-year plan of study. Drexel’s renowned Cooperative Education program allows you to gain professional experience in the industry in both options.

Qualified IDM sophomores may apply for a 5-year accelerated degree program, graduating with a bachelor’s and a master’s in Digital Media.



Drexel's BS Interior Design program offers exciting opportunities for the study of interior design within the multidisciplinary learning environment of the Westphal College of Media Arts & Design. The Interior Design program explores behavioral, technological, environmental and aesthetic aspects of interior design within the context of increasingly more complex design projects. Combined with Art & Art History and general education



INTERIOR DESIGN



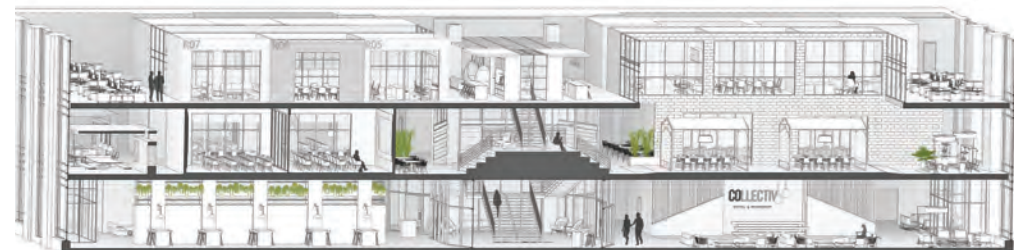
PERSPECTIVE B
COLLABORATION HUB

requirements, a core of interior design courses creates a unique education at the forefront of design, where students are afforded countless opportunities to explore interests in sustainability, design thinking, high-tech fabrication, and interdisciplinary collaborations.

Through academics grounded in problem-solving design studios, a six-month full time co-op employment and dedicated faculty, students gain real world experience and build valuable professional networks, preparing them for leadership positions in the interior design

profession. The BS program in Interior Design is accredited by the Council for Interior Design Accreditation (CIDA) and the National Association of Schools of Art and Design (NASAD), and is ranked among DesignIntelligence-America's Best Design Schools.

The BS/MS accelerated degree is an opportunity for academically qualified students who wish to earn both a bachelors and an advanced degree, to pursue an MS degree in Interior Architecture & Design, Design Research, or Urban Strategy, graduating sooner than they would in traditional programs.





MUSIC INDUSTRY

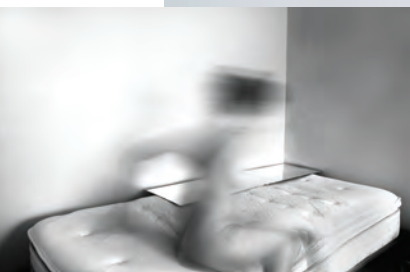
Success in the music industry requires the ability to innovate, integrate and adapt in an ever-evolving global industry. Drexel's Music Industry program offers comprehensive learning experiences in both the production and business components of the industry and exposes our students to the multi-faceted careers in the music business. The program has a dual focus on cutting edge production techniques and the most current business and legal developments. These, coupled with a basic music education, make it an exceptional experience for the student who has a passion for recorded music.

Starting on the first day of classes, each student receives hands-on instruction using the latest equipment in our state-of-the-art recording studios and digital audio labs - all accessible 24/7. Students gain real-world experience by integrating a practicum-based learning model through the operation of several music business enterprises both inside and outside of the classroom. The Mad Dragon Music Group enterprises include: music publishing, booking, concert promotion, a la carte music marketing services and MAD Dragon Records, Drexel's award-winning student-run record label.

The Music Industry program includes a rigorous course of academic study and awards a Bachelor of Science degree. For our business-focused students, we also offer a minor in Business Administration and an accelerated BS/MBA program in partnership with Drexel's LeBow College of Business. Our highly competitive program is enhanced by Drexel's cooperative education system that provides experiential learning with industry partners. Music Industry students spend two summers working for industry employers such as a record labels, music venues, recording studios, radio

stations, and booking agents.

Since 2003, our program has prepared students for careers in the music industry such as: record label executive, music marketing director, radio station/broadcast industry executive, music producer, recording engineer, press relations and publicity director, music publisher, music supervisor for film and TV, venue owner/manager, sound editor for film and TV, entertainment attorney, artist manager, concert promoter, tour manager, live sound engineer...and many more.



PHOTOGRAPHY

The Drexel University Photography program teaches students how to develop a unique photographic vision using a combination of aesthetics and technology. Using both applied and theoretical teaching methods and blending traditional processes with current digital technologies, the photography curriculum provides aspiring photographers with the breadth of experience and knowledge required to succeed in today's marketplace.

The Photography foundation courses are the same for each student until their third year, at which point they design a custom path of study that culminates in their senior thesis portfolio.

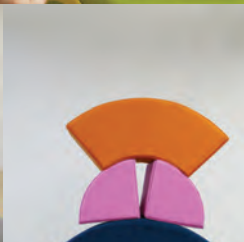
All Photography majors work in industry for six months when they're juniors, gaining invaluable experience, and many participate in our Study Abroad opportunities. Our alumni achievements reflect the diversity built into our program. They own successful photography studios, serve as curators, work as magazine photo editors, and operate their own digital illustration firms.





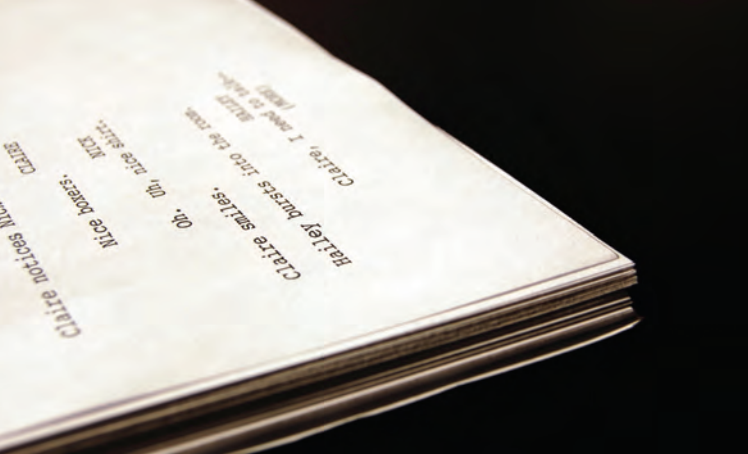
The Product Design program prepares students to become designers through extensive learning in hands-on studio settings to further skill development and design thinking. Drexel's BS in Product Design specializes in a multidisciplinary design approach focused on product development and commercialization. It also encourages collaboration in green design, sustainability and innovation in product development, facilitating and combining the fields of art, business, engineering and technology. Product designers work in a wide range of industries including consumer electronics, housewares and furniture, medical devices, toys, automotive, transportation and fashion accessories.

More than ever, the world needs people who can bring meaningful ideas to life. With a curriculum that encourages experimentation, making and learning, the Product Design program believes that a design education is the process of discovery. This education activates



PRODUCT DESIGN

experiential learning and empowers the mind to make new connections, synthesize new meanings and create novel solutions to difficult problems. The Product Design program lets you discover and follow your passions while offering a first-rate education that includes the co-op experience. Students are encouraged to pursue their own design passions and to make a difference in the world.



UNDERGRADUATE

SCREENWRITING & PLAYWRITING

The Westphal College's Screenwriting & Playwriting program is designed to guide and prepare students in their pursuit of writing careers for the stage or the screen. Emphasizing both the principles of dramatic writing and a practical, hands-on approach to instruction, Drexel's program arms its graduates

with the skills, experience, and confidence they'll need to gain an edge in an ever-growing, yet ever-competitive field.

In their course of study, students first acquire the essential skills of dramatic storytelling, then learn how to apply this knowledge to the creation of scripts displaying the highest professional standards.

Students meet and interact

with successful working artists in the entertainment industry, and gain real-world employment experience through our pioneering Drexel in L.A. program and our six-month co-op program. A Drexel education marks the beginning of a life-long journey to develop a writer's eye and the artistic ability to tell uniquely compelling stories.



NICK

About...what?

CLAIRE

The song! What'd you think about the song! I've been working on it for, like, a month now. I'm not sure if it's really there yet--

NICK

Oh! The song! Yeah, it was...catchy.

Claire notices Nick's STAR WARS BOXERS.

CLAIRE

Nice boxers.

NICK

Oh. Uh, nice shirt.

Claire smiles.

Hailey bursts into the room.

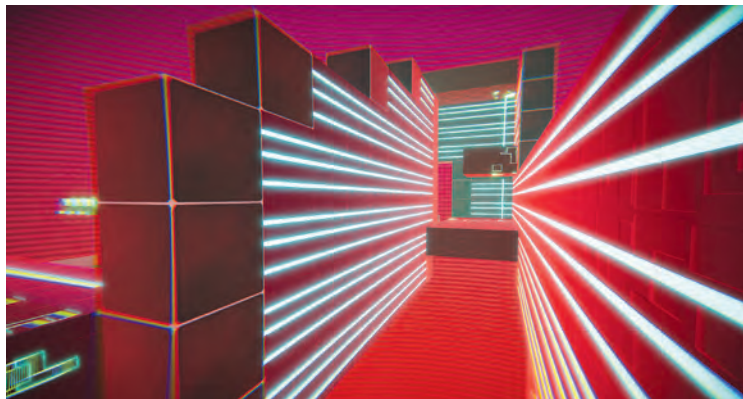
HAILEY

Claire, I need to talk--
(MORE)

The Virtual Reality & Immersive Media program will equip students with the technical and creative skills needed for the break-through fields of immersive media. These fields include augmented reality, virtual reality and extended reality, and they are revolutionizing how we learn and what we experience, touching on virtually every aspect of human existence. Immersive media puts players inside the landscape of a video game or viewers inside the action of motion pictures and television. Students in classrooms and people in their homes can experience visualizations of any historical site or museum in the world. Shoppers in stores or online can virtually try on and customize clothing or goods. Immersive media is already in use to create simulations that train surgeons, pilots, first responders, athletes, and countless other professions. As immersive media becomes entrenched in entertainment, medicine, education, aerospace, and elsewhere, there will be a huge demand for those with the skill-sets to design increasingly sophisticated content for new digital platforms.

Drexel University's Digital Media Department has a long history of research, teaching, and expertise in the design and production of immersive media, along with its robust programs in Animation & Visual Effects, Game Art & Production, and Interactive Digital Media. The Virtual Reality & Immersive Media major will provide students with in-depth learning experiences, thorough instruction, and an understanding of the full pipeline of theories, technologies, techniques, and skills employed in designing and producing immersive media content.

The design and production of virtual reality (VR), augmented reality (AR), 360° video and other immersive media formats require a unique skill set of creative thinking, understanding of design, aesthetic sensitivity,



VIRTUAL REALITY & IMMERSIVE MEDIA

UNDERGRADUATE

and storytelling, coupled with technical knowledge in areas such as 3D computer graphics, animation, visual effects, digital photography, and image processing techniques. At the heart of the program are Westphal's state-of-the-art design and production labs, where students are challenged to apply their acquired knowledge to consequential design problems.

You can choose either a 4-year or a 5-year plan of study. Drexel's renowned Cooperative Education program allows you to gain professional experience in the industry in both options.

Qualified Virtual Reality & Immersive Media students may apply for a 5-year accelerated degree program, graduating with a bachelor's and a master's in Digital Media. For degree requirements and course descriptions, visit the Drexel University Course Catalog.

MINORS

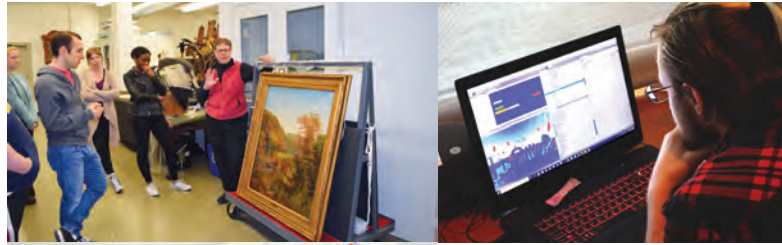
The Westphal College offers 28 undergraduate minors the areas of visual and performing arts, digital media, cinema and television, and design. The minors are available for students interested in developing skills in a specialized discipline, deepening their knowledge base in their own discipline, preparing for an advanced degree, pursuing an interdisciplinary course of study, or satisfying intellectual curiosity.

Undergraduate Minors

Animation & Visual Effects
Architecture
Art History
Dance
Digital Media
Entertainment & Arts Management
Film Studies
Fine Art
Graphic Design
Interactive Digital Media
Jazz & African-American Music
Music
Music Performance
Music Theory & Composition
Performing Arts
Photography
Playwriting
Product Design
Retail & Merchandising
Screenwriting
Somatics
Sports Media Production
Sustainability in the Built Environment
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Graduate Minors

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Museum Leadership
Retail & Merchandising



Founded in 1919, Drexel's cooperative education program (Co-op) was one of the first of its kind, and it continues to be among the largest and most renowned. Westphal College students spend a minimum of six months (two terms) working in positions that allow them to apply classroom and studio skills to hands-on experience within their chosen professions. Drexel Co-op affords students the opportunity to learn about a specific career path and to work with other professionals to acquire skills and experience that ultimately set Drexel graduates apart. Whether in Philadelphia, New York, Los Angeles or London, the Drexel Co-op experience offers students the opportunity to develop professional contacts, obtain career building industry skills, and apply their Drexel education within a professional setting.

THE CO-OP PROGRAM

Westphal students have worked with top national and international employers including:

Abercrombie & Fitch	GlaxoSmithKline	NBC Television
Atlantic Records	Gensler	National Geographic
Anthropologie	Hasbro	NFL Films
BalletX	Herman Miller	Nicole Miller
Barney's New York	HOK	Oscar de la Renta
BCBG Max Azria	IBM	PUMA North America
BMW China	International Creative Management	Philadelphia Magazine
Calvin Klein	International Opera Theater	Philadelphia Museum of Art
CBS Television	IHeartMedia	Philadelphia Orchestra
Coach	Island Def Jam Music Group	Philadelphia Union
Comcast Corporation	Jacobs Engineering	QVC Inc.
Conde Nast Publications	Kimmel Center	Razorfish
Columbia Records A&R	Knoll International	RCA Records
Cosmopolitan	K'Nex Industries, Inc.	Saturday Night Live
Creative Arts Agency	LAGOS	Saks Fifth Avenue
Def Jam	Lilly Pulitzer	Sedso
Derek Lam	Live Nation	Seventeen Magazine
Diesel	Lionsgate Films	Sirius XM
Digitas Health	Madison Square Garden	Sony Music Entertainment
Disney	Marvel Entertainment	Target Corporation
Donna Karan International	Marc Jacobs International	The Colbert Report
ECCO Design Inc.	Martha Stewart Living	The Daily Show
Electric Factory Concerts	Maxim Magazine	The Franklin Institute
ESPN	McGraw-Hill	Philadelphia Inquirer
Estee Lauder	Metropolitan Museum of Art	Urban Outfitters
Esquire Magazine	MGM Studios	Warner Music Group
Fame House	Michael Kors	WMMR
Free People	MTV	WWE Studios
FringeArts		Zac Posen



ARTS ADMINISTRATION & MUSEUM LEADERSHIP



The national ecosystem of performing and visual arts and museums are dynamic and growing fields contributing billions of dollars to this country's economy. There is an increasing demand and opportunity for accomplished managers, entrepreneurs, and administrators to lead organizations and institutions in this time of increased competition and technological change. Drexel University's MS in Arts Administration & Museum Leadership offers a comprehensive, rigorous, and experience-based curriculum providing

A Master's in Arts Administration & Museum Leadership allows students to specialize in either Arts Administration or Museum Leadership. This flexible, 45-credit program can be tailored to your needs through our on campus, online, or hybrid offerings. Students can complete their degree in as little as 15 months or at a pace that fits their lifestyle, and all our programs are designed for the working professional. Campus-based courses are taught in the evening and our class sizes are intentionally kept small. Many of your fellow students will already be working in the arts and you'll get to know them well, as both friends and future collaborators. And, you'll be learning from a superb and caring faculty of experienced arts administrators and museum leaders.

Examples of course topics include:

- Creative Enterprise and Innovation
- Marketing and Engagement
- Leadership, Strategy, and Planning
- Revenue Development

in-depth knowledge of essential business practices, management, policy, strategy, and operational skills. Our graduates lead the field in a broad range of visual and performing arts organizations, science and history museums, foundations, arts enterprises, government agencies and many other cultural organizations that support these efforts. This program aims to make you career-ready, help you stand out in the job market, or start your own creative and cultural enterprise.

The Arts Administration & Museum Leadership program will work with your strengths, expand your capabilities, and give you the tools, resources, and experiences you need to fulfill your passion for arts and culture. We believe that successful leaders are adaptive, resourceful, strategic, and connected, and our program will build those capacities in you.



The Master of Science in Design Research considers complex multidisciplinary problems beyond the scope of traditional boundaries within individual design disciplines. This ethical, human-centered, and international perspective on 21st century design enables you to explore and develop a critical understanding of design as theory, concept, and practice in service to current and future challenges.

This 46-credit program offers two concentrated paths of study: Design and Technology or Environmental Design and Health. You can tailor a unique educational pathway engaging with Drexel's multiple colleges to suit your academic needs. Working alongside Drexel's world-class faculty you will practice design research and apply solutions that are in demand to drive your long-term career growth and success.



GRADUATE

DESIGN RESEARCH

Drexel's graduate program in Digital Media is an exciting degree available for students and professionals who are interested in exploring, researching and building advanced media design and production careers in the 21st century. The MS in Digital Media combines cutting-edge academic research with the experiential learning approach for which Drexel is known. Through studio-based instruction and highly individualized research and development projects, the program reflects this fast paced, constantly evolving field in which art, technology and science intersect. While well known for its work on digital games, which has earned a consistent top 10 ranking in video game design by The Princeton Review, the program embraces all forms of digital media, including animation and visual effects, virtual and augmented reality, and interactivity and mobile applications. The curriculum is innovative, interdisciplinary and project-oriented. 45 credits are required in such advanced digital design disciplines as 3D modeling, animation, interactivity, gaming and digital media history, theory and methods. Students may participate in government-funded grant research opportunities, industry-sponsored studies, or independent student-generated and faculty-led projects.

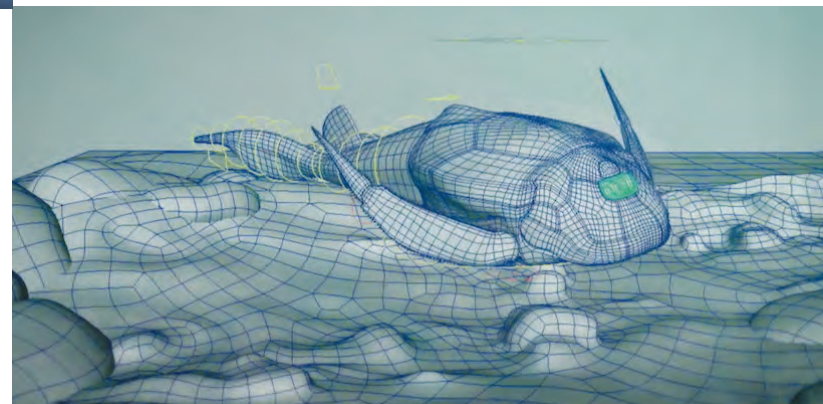


DIGITAL MEDIA



MASTER OF SCIENCE IN BIOMEDICINE AND DIGITAL MEDIA
In addition to the MS in Digital Media, the Department of Digital Media also offers an MS in Biomedicine and Digital Media in collaboration with the Drexel University College of Medicine. The graduate degree program intersects science, technology, art and entrepreneurship. This skills-based program is for individuals interested in media design and production careers with an emphasis in health and science.

PHD PROGRAM
The Digital Media PhD program focuses on translational research in digital media within an experiential learning environment. It studies the application of digital media toward solving research problems in various disciplines including but not limited to engineering, education, cultural heritage, health, or business. This doctoral program is built on a fundamentally interdisciplinary course structure and emphasizes an iterative and design-based research philosophy.



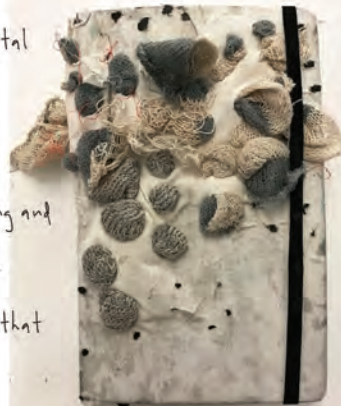
FASHION DESIGN

The Masters program in Fashion Design welcomes students who have a passion for personal creative expression and who have bachelors degrees in academic disciplines from fine arts, sciences, liberal arts and business. The curriculum aims to train visionary designers to use an integrated approach toward the creation of contemporary fashion. The fusion of art, design, science and technology represents a trans-disciplinary approach and serves as a springboard for the production of unique apparel for the 21st century. Within an individualized studio environment, students gain knowledge about industrial production, advanced digital design technology, and the marketing and merchandising of clothing. This approach provides a well-rounded foundation for a broad range of employment in the fashion industry as well as in related areas such as education, retailing, costume design and curatorial work with historic clothing and textiles.

GRADUATE



Somewhere between digital fabrication and hand manipulation—
an exploration of knitting and felting techniques used to create organic textures that populate a surface.



Lela Thompson CFP®



The MS Interior Architecture & Design program is an internationally renowned first professional MS degree that prepares students with diverse undergraduate backgrounds to enter the field of interior design. Through an integrated studio approach, graduate students apply design concepts, technical information and hands-on skills to the design of a range of public, commercial, residential and institutional spaces. Students learn to design interiors that answer aesthetic, social, physical, environmental and psychological



needs. In conjunction with the integrated studio, the program puts an emphasis on independent research that culminates in a graduate thesis.

Our Master of Science program in Interior Architecture & Design is accredited by the Council for Interior Design Accreditation (CIDA) and the National Association of Schools of Art and Design (NASAD), and is consistently ranked among DesignIntelligence-America's Best Design Schools.



GRADUATE

INTERIOR ARCHITECTURE & DESIGN



TELEVISION & MEDIA MANAGEMENT

THE PAUL F. HARRON
GRADUATE PROGRAM IN
TELEVISION & MEDIA MANAGEMENT

Today's television and media industries are some of the most competitive and fastest growing in the world. This has created new opportunities for those who can manage, market, and create for convergent media across all platforms.

The Paul F. Harron Graduate Program in Television Management offers two graduate study options that prepare students for demanding positions in television and other media industries: the MS in Television Management and the dual MS/MBA. The MS degree, which is offered either on-campus or online, offers a solid grounding in business management and specialized courses focused on television and evolving media hybrids. The dual MS/MBA option allows students to integrate and extend fundamental business course content with the practice of television and new media industries and gives them the advantage of also earning a Drexel MBA.

All programs combine practical and academic experience in courses such as TV Programming, Audience Measurement, Media Law, Broadcast and Cable Sales, Money and the Media, Emerging TV Technology, and Media Ethics. All students develop and write a thesis, which serves



as the capstone to their academic experience and is published online so that it may contribute to the literature in the field.

Graduates of the program hold positions at leading media companies around the world, including Comcast Networks, QVC, NBC Sports Channel, PBS Sprout, Raycom Media, National Geographic Channel, the Discovery Channel, China Central Television, Viacom, NBC Universal, Disney China, Harmelin Media, Telemundo, CBS Network, Univision, Katz Media, Hubei Satellite Television, NBC10, CBS3/CW, and FOX29 to name a few.





RETAIL & MERCHANDISING

GRADUATE



The online Master of Science in Retail & Merchandising will allow students to pursue employment opportunities and career growth in the areas of retail, fashion, merchandising, supply chain, and branding industries. With an interdisciplinary focus, this program will expand the learning and engagement of professionals to address and manage complex issues within buying and product strategies, retail operations, customer data and interactions, and supply chain effectiveness exploring the future of the industry. Unique to this program is the online access to study abroad experiences considering fashion, merchandising, culture and customers in an international city. The MS in Retail & Merchandising will challenge and engross learners in the areas of analytical and critical thinking, retail data analysis, visual and retail communication, technological movements, social media, and merchandising and retail future strategies through academic and applied learning in the classroom and in the field.





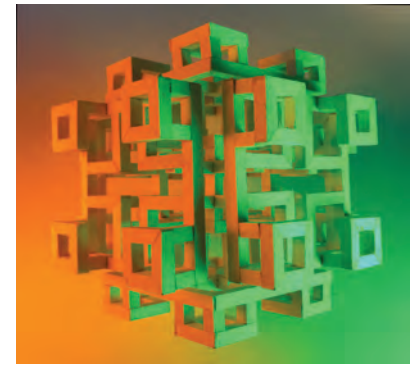
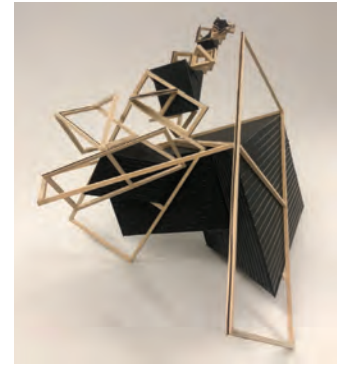
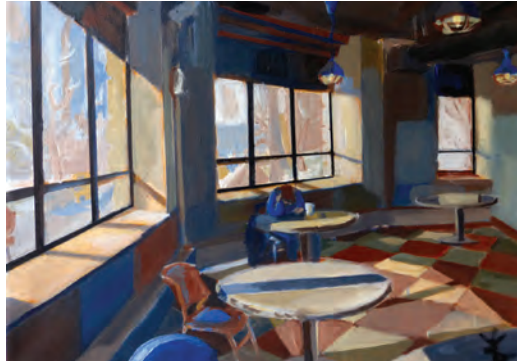
URBAN STRATEGY

During the last decade, the percentage of the global population living in urban areas topped the 50% mark. The next generation of 21st century urbanists has been charged with solving social, environmental and economic problems in an increasingly complex, dynamic and interconnected world. Drexel's Urban Strategy program provides access to respected scholars and practitioners from around the world through the Lindy Institute for Urban Innovation, who teach, work with, and

advise students. As awareness shifts in areas like climate change, economic opportunity and inclusive governance, the world is seeking leaders who can communicate across cultures, sectors and disciplines to arrive at innovative approaches and solutions.

This 48-credit, 2-year, cross-disciplinary degree draws on Drexel's expertise in design, engineering, economics, politics and public health to cultivate knowledge around the specific challenges of urban life. With a first-year core curriculum, an opportunity to customize electives in the second year, and a capstone project to complete the degree, each student's personal strength and interest is brought to bear on in-depth work, centered on current national and international projects and issues. Graduates will garner public and private sector employment - positions in government, urban design firms, global consultancies, think tanks, community development corporations, and more.





STUDIO ART

The Art & Art History Department provides Westphal students majoring in design and media with freshman foundation courses in design and art, as well as more advanced studio art courses in drawing, painting, printmaking, sculpture and more. We also provide a Studio Art minor that is open to all Drexel students.

The vision of the Art & Art History Department is to develop a sophisticated awareness of art through the rigors of traditional and contemporary studio practice and the study of art history. Students will acquire the visual acumen to make and to evaluate art as well as understand and articulate its importance in past and present cultures. A large

number of courses are offered in painting, drawing, print-making, sculpture, performance and multi-media, as well as art history courses focusing on the diverse traditions of Western Europe, the Americas, Africa, and Asia.



Every term, hundreds of Drexel students participate in performing groups through our programs in dance, theatre, and music. These student-performers come from every college on the Drexel campus.

Students interested in acting or the technical and administrative aspects of theatre have many opportunities to explore. We present three Mainstage shows at our professionally-equipped Mandell Theater each year; one is a co-production with a top Philadelphia theatre company that gives our students the chance to work alongside professional artists. We also produce numerous smaller productions in our Black Box Theater in order to afford students the opportunity to handle all aspects of the production, and we support a successful Late Night Series—a weekly open mic run by students. We also offer a Theatre minor open to all Drexel students.

Dancers can participate in one of the Dance program's two large dance companies, each of which presents two major productions in the Mandell Theater every



PERFORMING ARTS



year, as well as a small, selective touring dance ensemble, which performs and leads workshops in public schools. Interested students can also pursue a Dance minor.

Musicians have a wide array of options to showcase their musical talents in one of our five choral groups, an orchestra, two large bands, a jazz orchestra and a string orchestra, as well as a wide range of smaller instrumental groups working in every musical style. Students from any program on the Drexel campus can earn minors in Theatre, Dance or Music, and there are more specialized minors available in Music Performance, Music Theory and Composition, and Jazz & African American Music.

For more information on the Performing Arts at Drexel visit drexel.edu/performingarts.



ABOUT THE COLLEGE

Accreditation

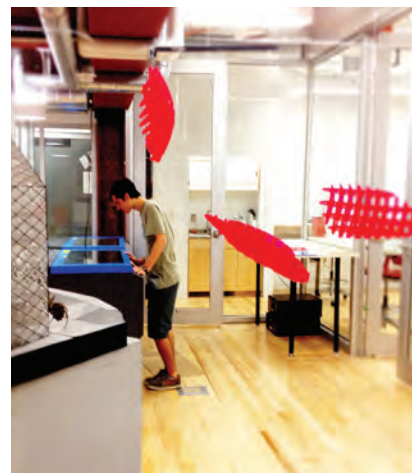
Fifteen of the College's programs are accredited by the National Association of Schools of Art and Design (NASAD). We have recently been reaccredited for ten years.

The undergraduate Interior Design and graduate Interior Architecture programs are accredited by the Council for Interior Design Accreditation and the Architecture program is accredited by the National Architectural Accrediting Board.

The URBN Center

Called "a buzzing, creative hive" and "one of Philadelphia's most thrilling new designs" by Philadelphia Inquirer architecture critic Inga Saffron, Westphal College's URBN Center serves as a collaborative hub for its design, digital media, and arts and entertainment industry programs. Located at 35th and Market Streets, the famed Robert Venturi-designed building was completely re-envisioned by award-winning architectural firm MS&R to feature open-plan floors linked by catwalks through a center atrium. While the building's façade was kept virtually untouched, its interior classrooms, faculty offices, design labs, and studios now spill freely into walkways, fostering an innovative, interdisciplinary environment for sharing and showcasing work. Furnished throughout with high-tech resources that allow students to

professionally create anything they can dream of, the URBN Center features an all-college Hybrid Making Lab, a motion capture studio, CAD labs, a computerized knit prototyping studio, 24-hour access labs, printing and plotting facilities, and numerous other technology-infused research labs. The URBN Center fosters boundless possibilities to create and present world-class design, media, and performing arts, while enhancing students' reimagining of the world around them.



Hybrid Making Lab

The Hybrid Making Lab is a college-wide resource, giving both students and faculty access to fabrication equipment and a production space in a multidisciplinary setting. The lab has a variety of micro and small-scale tools geared toward model making and prototyping, as well as two Universal Laser Cutters, CNC routers and 3D printing capabilities. The Hybrid Making Lab is open to all Westphal students who have been properly trained on the equipment and hosts a number of college-wide workshops throughout the year, actively promoting interdisciplinary design collaborations.

Animation, Capture & Effects Lab

The Animation, Capture & Effects Lab (ACE-Lab) operated by Westphal's Digital Media Department is a large, multi-use studio space housing a Vicon Vantage Motion Capture System, capable of full body performance capture at frame rates in excess of 350fps, a large green screen cyclorama for visual effects work, a variety of digital 3D scanners, studio cameras, lighting equipment and more. The ACE-Lab also hosts some of our most specialized immersive media technologies including full dome projection system, VIVE and Oculus Virtual Reality systems, Microsoft HoloLens Augmented Reality systems and an array of both commercial and custom built 360° camera systems designed for immersive live action recording.



THE FOX HISTORIC COSTUME COLLECTION

Heralded as a “world-class collection of fashion and textiles” by the Wall Street Journal, the Robert & Penny Fox Historic Costume Collection (FHCC) at Drexel University is a museum-quality collection of more than 14,000 garments, textiles, and accessories.

The FHCC has strong holdings of Parisian haute couture and international high-style garments from the late 19th and 20th centuries. Recent acquisitions have included Alexander Wang, Prada, and Chado Ralph Rucci. The Collection recently received a gift of 700 couture-level ensembles from the iconic American designer James G. Galanos, which will form the basis for the James G. Galanos Archive at Drexel University.

The FHCC is a vital part of the design curriculum at The Westphal College and is viewed by hundreds of students, faculty, and visitors annually. The objects in the FHCC serve as important educational tools for students of design, history, and culture.

The costume collection has recently presented two major exhibitions: *Immortal Beauty: Highlights from the Robert and Penny Fox Historic Costume Collection* (2015) and *Philadelphia in Style: A Century of Fashion from the Robert & Penny Fox Historic Costume Collection* (2016) at the James A. Michener Art Museum.



THE LEONARD PEARLSTEIN GALLERY

The Leonard Pearlstein Gallery, located in the URBN Center Annex at 3401 Filbert Street, is committed to exhibiting novel and experimental art in all contemporary mediums including painting, digital, video, sculpture, photography, graphics, and fashion design. The Pearlstein Gallery boasts 3,500 square feet of exhibition space, ample storage space, climate control, and an advanced lighting system, all made possible by a generous grant from the Pearlstein family. The Leonard Pearlstein Gallery opened its current location to the public in February 2012 with a solo show by renowned New York based Nigerian artist Wangechi Mutu and a commissioned performance by acclaimed poet Sonia Sanchez.

The Leonard Pearlstein Gallery's recent exhibitions include: *World Press Photo 2015*, Chakaia Booker: *Bowerbird's Sound Machines*; *The Expanded Caribbean: Contemporary Photography at the Crossroads*; *Rockers: the photography of Bob Gruen*; *125 Years: Drexel & the City*; Jesse Krimes: *Deus ex Machina*; Lauren Fensterstock: *Forays and Follies*; and *Immortal Beauty: Highlights from the Robert and Penny Fox Historic Costume Collection*. The gallery has also featured performances by Leah Stein Dance Company, The Philly Pigeon, and *Pasión y Arte*, and held collaborative projects with the Philadelphia Museum of Art, Pentimenti Gallery, The Clay Studio, and FringeArts. For more information visit: drexel.edu/pearlsteingallery.



MANDELL THEATER

The Mandell Theater is located at the corner of 33rd & Chestnut Streets. The 424-seat proscenium theater is the primary venue for performances by the Theatre, Music, and Dance programs here at Drexel University. Mandell is also used for Drexel University events and special presentations by outside organizations. The Mandell Theater is ADA compliant and has listening enhancement devices.

BLACK BOX THEATER

Westphal's Black Box Theater, located in the URBN Center Annex, is a flexible state-of-the-art performance space that is the home of Drexel's student-run Co-Op Theatre Company and the Drexel Theatre program. This busy space hosts a mainstage performance each quarter along with performances of the Director's Lab, Winter Cabaret, NewWorks Festival, and many other theatrical events throughout the year. It offers Drexel Theatre students an opportunity to create intimate, cutting-edge theatrical productions, develop original work by students from Drexel's Screenwriting & Playwriting program, and host professional productions, workshops, and events in collaboration with Philadelphia's professional theatre community. The space also serves as a laboratory classroom for acting, directing, musical theatre, and sound/production/lighting design.



WKDU – 91.7 FM PHILADELPHIA

WKDU is the Philadelphia area's largest free-format radio station broadcasting on the FM dial. The station supports the local music community by broadcasting local bands and playing genres and styles ignored by other stations. The diverse schedule of radio programming is entirely operated by Drexel University student and alumni DJs. WKDU was named College Music Journal's College Station of the Year for two consecutive years.



DUTV

Drexel University's television station is carried throughout Metropolitan Philadelphia by both Comcast and Verizon FIOS, reaching more than 400,000 homes. The station broadcasts from The Paul F. Harron Studios, home to

fully-equipped studios and remote production and post-production equipment. DUTV broadcasts on a 24-hour schedule and provides ample opportunities for students to participate in front of and behind the camera. Those who want to gain additional production experience can participate in the station's professional training program and may join the production staff through co-op positions, internships, work study, and part-time work. Our students produce DNEWS – a monthly magazine show covering all things Drexel, and OFF CAMPUS – a scripted comedy series written and produced by students. Numerous Drexel events are televised, including the annual Drexel Fashion Show and many Music Industry program events.

The Antoinette Westphal College of Media Arts & Design is the fourth largest academic unit at Drexel University, a private, nonsectarian coeducational university, founded in 1891 by financier and philanthropist Anthony J. Drexel.

CAMPUS LIFE

More than 300 student clubs, societies, and organizations bring like-minded people together for social, professional, or service activities. Our thriving fraternities and sororities have active schedules and housing in Powelton Village. Looking to stay fit? The John A. Daskalakis Athletic Center has a fully-equipped wellness center, swimming pool, and basketball and squash courts. Varsity sports teams, intramural sports, and club sports provide a multitude of chances to play or cheer on a team. Want to explore things off campus? You're in luck. Philadelphia, the fifth largest city in the nation, has cultural, entertainment, historical, and recreational opportunities for any taste.

HOUSING

Living on campus means convenient access to everything Drexel offers and the chance to develop lasting friendships. Drexel students live in nine Main Campus residence halls. Each of the residence halls offer common recreation and study lounges, kitchens, and laundry facilities; and individual rooms are equipped to provide personal telephone service, cable television and internet access.

The residence halls and floors

organize regular events, activities, and study sessions with assistance from the professional residential staff and resident assistants living in each hall. All of the residence halls are close to the Urban Eatery, North Side Dining Terrace, the Handschumacher Dining Center, and Ross Commons, where you can find snacks or full meals.

LEARNING COMMUNITIES

Drexel also offers learning communities, which can enhance your academic experience with additional enrichment opportunities. Students choosing this option live with students from the same college, making it easier to form informal study groups and work on group projects.

Learning communities organize their own social and academic activities and facilitate access to important Drexel resources, including academic

advising, in-hall tutoring, review sessions, and informal gatherings with faculty, deans, and department directors.

PHILADELPHIA

Whether you're a history buff, a sports fan, or a fine arts aficionado, there's a little something for everyone in Philadelphia.

Drexel University's lively urban campus is located in one of America's most exciting cities — Philadelphia. In a world-class city for business, art, and education, Philadelphia's skyscrapers are coupled with a blend of distinct and culturally diverse neighborhoods, creating a unique metropolitan yet intimate urban experience. Philadelphia is a city steeped in tradition with a deep appreciation for the arts and culture. Just minutes from Drexel's campus, you'll find world-class museums, galleries, performing arts venues, and historic sites.

Surrounded by tree-lined residential streets just blocks away from Philadelphia's downtown Center City district, Drexel makes its home in the neighborhood of University City. Comprised of five additional universities and dotted by coffee shops, restaurants, shops, and farmers' markets, University City is just one of the many reasons Philadelphia makes an ideal place for students to live, play, and learn.

CAMPUS TOUR

The best way to find out if a Westphal major is the right choice for you is to visit us. The campus is easily accessible by train, air, car, or public transportation. For a complete campus visit experience call 1-800-2-DREXEL to schedule a campus visit or visit the Admissions Office website at: drexel.edu/undergrad/visit.

ADMISSION

For information about admission to the Antoinette Westphal College of Media Arts & Design at Drexel University contact:

215.895.1834
westphal.admissions@drexel.edu

For information about open house events, application dates, or to apply online visit: drexel.edu/apply



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