ART / BACHELOR OF FINE ARTS, BACHELOR OF ARTS, & BACHELOR OF SCIENCE

You will learn a lot in your studies at SCSU, and we want you to start thinking about your future NOW! This map offers suggestions on what to consider along the way to best prepare you for your future and the skills sought by employers and professionals. They are suggestions — you don't have to complete them all. The map will help you, however, keep track of those experiences and opportunities that prepare you for your first job, starting a business or studio, or preparing for graduate school. It will also help you think about the many career possibilities and options that lie ahead.

You will find links to information, offices, support centers, student assistance professionals, and other help embedded in the map. SCSU has many support services available to students, and this these will help you communicate with and locate those services.

SCHOOL OF THE ARTS
St. Cloud State University

	YEAR 1	YEAR 2	YEAR 3	YEAR 4
Engage as a student	» Stop into the art office at Kiehle 101 to get started » First year foundation classes for most majors ART 101, ART 102, ART 103, ART 104, & ART 105 » Watch for email and posted notification of the mandatory advising day each semester » Attend advising schedules or events » Join Art Student Union to engage with your peers in the Art Department and participate in creating your community	» Talk with two faculty members during portfolio review — This review is taken after completion of the First Year Foundation classes » Second year foundation classes » Intro to Graphic Design courses for Graphic Design majors » Make sure LEP classes are spread out over entire time at SCSU » Seek out advice from your advisor about paths to your interests	» Watch for email and posted notification of the mandatory advising day each semester » Plan for completion of remaining requirements » Plan for graduation » Continue to explore, experiment with, challenge, and expand your own creativity and critical thinking skills » Start your internship or art related job	» Apply to graduate » Fulfill remaining requirements » Participate in internship opportunities » Finalize academic plan » Create a strengths analysis » Focus on developing and documenting an accomplished body of artwork or design problems as a capstone experience » Create an exhibition or publication of your work
Engage your campus	» Join Future Art Educators, Art Student Union, and/or Student Graphic Design Association student groups » Become involved with the Gallery Vault » Attend Kiehle Gallery openings » Attend lectures by visiting artists and scholars	» Obtain leadership role within student groups » Sign up for shared studio space in the building » Participate in student government » Attend Gallery Vault and Kiehle Gallery openings » Attend lectures by visiting artists and scholars » Take tours of museums and design studios in Minneapolis » Attend visiting artist talks and critiques	» Research or participate in a creative activity event » SRC » Complete a minor » Develop a project proposal or grant writing	» Professionalize your skills and/or portfolio in capstone courses » Create a co-curricular resume » Translate skills to the real world
Engage your communities	» Volunteer » Become a study group leader » Engage in community-based learning » Study abroad » Tutor » Attend campus events or a cultural night	» Work with the Paramount Center for the Arts » Work with the Boys and Girls Club of Central Minnesota	» Engage with Minneapolis galleries » Participate in international opportunities » Accept an off-campus leadership role » Attend regional and national conferences	» Join a professional organization » Work on multicultral proficiences » Obtain a grant
Engage in career planning	» Receive advice from a mentor » Network » Decide on a minor program of study » Update your LinkedIn profile » Develop your website/portfolio » Learn the do's and don'ts of your desired profession	» Attend a career fair » Visit Career Services and take one of their workshops » Take a skills profile » Develop your professional network » Formally present work at a departmental portfolio review » Obtain work study jobs relating to art and add to leadership roles » Submit your work for the Annual Juried Student Show	» Research job requirements or certifications » Research grad school requirements » Develop your resume » Apply to opportunities » Apply for Art Department student scholarships » Join a professional organization » Participate in a student research colloquium » Submit your work for the Annual Juried Student Show	» Apply » Finalize resume; professionalize yourself » Conduct mock interviews » Participate in internships » Apply for jobs on and off campus that relate to art » Submit your work for the Annual Juried Student Show

ART /
GETTING TO KNOW THE DEGREE

We live in an image-driven time. Who will navigate how we see the future? Art degrees focus on creative growth and critical discourse while teaching the technical skills of drawing, rendering, fabricating, and publishing. Art degrees lead to jobs in creative fields including advertising, web and other advanced-media industries, fine art, arts administration, entertainment, fabrication, and education. The skills one learns through an art degree include critical thinking, visual and cultural literacy, creativity, innovation, problem-solving, and real-world practical skills.

DEGREE OPTIONS:
Bachelor of Fine Arts: Studio (81 credits)
Bachelor of Fine Arts: Art (78 credits)
Bachelor of Fine Arts: Graphic Design (81 credits)
Bachelor of Arts: Art (51 credits)
Bachelor of Science: Art Education (53 credits)
Minor: Graphic Design (21 credits)
Minor: Studio Art (27 credits)
Minor: New Media — Music and Art (24 credits)

COURSE AND PROGRAM HIGHLIGHTS:
Art Education students graduate from our program fully certified to teach at the K-12 level in Minnesota public schools.

What do employers want and what skills do they seek?

Results from a 2015 National Association of Colleges and Employers survey asks hiring managers what they seek most when hiring new college graduates:

» The ability to:
 – work in a team structure
 – make decisions and solve problems (tie)
 – communicate verbally with people inside and outside an organization
 – plan, organize and prioritize work
 – obtain and process information
 – analyze quantitative data
 – create and/or edit written reports
 – sell and influence others
» Technical knowledge related to the job
» Proficiency with computer software programs

A 2013 American Association of College and Universities (AAC&U) survey of Employers reports:

» INNOVATION A PRIORITY: 95% report giving hiring preference to college graduates with skills that enable them to contribute to innovation in the workplace.
» IT TAKES MORE THAN A MAJOR: 93% say that a demonstrated capacity to think critically, communicate clearly, and solve complex problems is more important than a candidate's undergraduate major.
» BROAD LEARNING IS EXPECTED: 80% agree that, regardless of their major, all college students should acquire broad knowledge in the liberal arts and sciences.
» STUDENTS NEED LIBERAL AND APPLIED LEARNING: Employers strongly endorse educational practices that involve students in active, effortful work—practices including collaborative problem solving, research, internships, senior projects, and community engagements.
» E-PORTFOLIOS WOULD ADD VALUE: 83% say an electronic portfolio would be useful to indicate that job applicants have the knowledge and skills they need to succeed.

WHAT WILL I LEARN STUDYING ART?
Graduates from the Art Department at St. Cloud State are prepared for success. Classes prepare students to not only visually and conceptually solve complicated problems, but also develop further individualized and creative visions. Through work in groups and individual attention, students learn to critically analyze and articulate solutions to an array of problems ranging from visual acuity to social and cultural issues. Students are able to take ideas from beginning sketches and outlines to fully rendered solutions within a variety of media ranging from models, computer renderings and digital imaging to full-scale sculptures, installations, videos, and exhibitions.

Critical outcomes, connections, and skills built through study in art:
» Fluency with baseline computer graphics; advanced skills in some majors
» Critical thinking
» Visual and cultural literacy. Engagement in contemporary art and culture
» Fabrication and creation in three dimensions
» Drawing skills including ideation, rendering, expression, experimentation, and conceptualization
» Engaging in creativity on many levels, from the practical to the poetic

WHERE WILL THIS DEGREE TAKE ME?
Art is a liberal arts major that provides skills and knowledge that transfer to a wide variety of careers and career directions. Our alumni report starting their careers with jobs or graduate education in the following fields, among others:
» Photography
» Creative Digital Media
» Galleries and Museums
» Magazine Staff
» Education
» Publishing
» Graphic Design
» Set Design
» Non-Profit Community Centers
» Fabrication
» Interior Design
» Television and Film
» Writing
» Pottery
» Web Design

UNLEASH *CREATIVITY*

SCHOOL OF THE ARTS
ST. CLOUD STATE UNIVERSITY