INTRODUCTION TO THE MAJOR

The Art Practice major provides technical and conceptual training in most traditional and new media: painting, drawing, printmaking, sculpture (wood, metal, ceramic, and mixed media), digital photography, installation, performance, social practice, video, sound, and selected classes in animation, game design, and comics. Art Practice majors are expected to round out the required studio courses with Art History and theory classes.

The Art Practice Department seeks to graduate students who demonstrate an original vision in their approach to practice, form, and content and who have the potential for significant artistic and cultural impact.

AMPLIFY YOUR MAJOR

• Gain experience in art exhibitions, galleries, and libraries with the Art Practice Internship Program.
• Join CREATE and serve as an arts teacher to local schools and community organizations.
• Attend the artist lecture series to hear from artists visiting Berkeley.
• Apply to the Art Practice Honors Studio, a shared studio space for Art Practice Major seniors doing outstanding work.

“Art does not supply easy answers, and yet it plays a crucial role in how we act in and with the world.”

– Al-an deSouza, Art Practice Professor

COURSEWORK IN ART PRACTICE

• Studio practice courses with frequent feedback foster a supportive and responsive community, creative momentum, and collaborative thinking.
• Great student/faculty ratios allow for individual attention and support.
• Art history, theory, and innovation courses complement studio courses.
• Most upper division studio courses involve exhibiting work and considering questions of audience, distribution, context, site, and timing.
### Design Your Journey

**Bachelor of Arts**  
**ART PRACTICE DESIGN YOUR JOURNEY**

**FIRST YEAR**
- Meet with your **major and college advisor** to discuss your academic plans.
- Familiarize yourself with **major and college requirements** and view the How to Complete the Art Major checklist.
- Enroll in L&S 1 and an Arts & Humanities Gateway Course.

**SECOND YEAR**
- **Focus on upper division requirements** (six studio courses including ART 185, Senior Projects, one upper division Art History course, and ART 19 Global Perspectives).
- Review your degree progress with your **major and college advisor**.
- Ask the major advisor about the Art Practice Honors Studio.

**THIRD YEAR**
- **Enroll in the senior project studio course** ART 185, as well as ART 19 Global Perspectives (if not completed already).
- Do a degree check to ensure you are on track to graduate.
- Complete “bucket list” courses and remaining major, college, and campus requirements.

**FOURTH YEAR**
- **Connect with alumni groups** and build your network as you prepare to graduate.

**Explore your major**
- Get a mentoring with Berkeley Connect and L&S Mentors Program.
- Find study groups, tutoring, and academic support at the Student Learning Center.
- Enroll in UGIS 98: College Success in L&S.

**Connect and build community**
- **Gain experience in art exhibitions**, galleries, and libraries with the Art Practice Internship Program.
- **Curious about entrepreneurship? Enroll in the Honors Studio.**
- Attend the Calapalooza student activities fair and get involved with a student organization.
- Find service opportunities through the Service Center.
- Attend Career Center and Career Counseling Library.
- Check out the Career Center Yearly Planner.
- Set up a Handshake account and sign up for CareerMail.
- Explore career resources on the Arts and Humanities website.

**Discover your passions**
- **Attend the Calapalooza student activities fair** and get involved with a student organization.
- Find service opportunities through the Public Service Center.
- Visit the Office of Undergraduate Research and Scholarships.
- Browse the Art Library Project and Art History library collections.

**Engage locally and globally**
- **Conduct informational interviews** and discuss your career options and goals.
- **Explore career fields** through the Career Connections Series or a winter externship.
- Learn about graduate and professional school. See Step-by-Step for planning help.
- Plan internships and attend internship fairs.

**Reflect and plan your future**
- Meet with a Career Center counselor to discuss your career options and goals.
- Explore career fields through the Career Connections Series or a winter externship.
- Learn about graduate and professional school. See Step-by-Step for planning help.
- Plan internships and attend internship fairs.

**WHAT CAN I DO WITH MY MAJOR?**
- Animator
- Art Archivist
- Art Director
- Art Educator
- Artist
- Art Preparator
- Art Consultant
- Art Therapist
- Ceramicist
- Creative Director
- Computer Graphics Artist
- Exhibition Designer
- Gallerist
- Graphic Designer
- Graphic Artist
- Graphic Novel Artist
- Illustrator
- Media Strategist
- Museum Curator
- Painter
- Performance Artist
- Photographer
- Printer
- Product Designer
- Public Art Administration
- Sculptor
- Studio Fabricator
- UI/UX Designer
- Video Producer
- Web Designer
- XR Designer

Examples gathered from the First Destination Survey of recent Berkeley graduates.

**Updated Last: 06.06.23**