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.

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.

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

– Al-án deSouza, Art Practice Professor
## Bachelor of Arts

### ART PRACTICE DESIGN YOUR JOURNEY

#### First Year
- **Explore your major**
  - 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
- **Connect and build community**
  - Get into 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.

#### Third Year
- **Discover your passions**
  - Enroll in a Sophomore Seminar or student-run DeCal course.
  - Explore Berkeley Arts + Design.
  - Visit the Office of Undergraduate Research and Scholarships.
  - Browse the Art Library Project and Art History library collections.

#### Fourth Year
- **Engage locally and globally**
  - Attend the Calpalooza student activities fair and get involved with a student organization.
  - Find service opportunities through the Public Service Center.
  - Explore study, internship, and research abroad options with Berkeley Study Abroad.

- **Reflect and plan your future**
  - Visit Berkeley Career Engagement and the Career Counseling Library.
  - Develop a plan for getting career ready.
  - Set up a Handshake account and sign up for CareerMail.
  - Explore career resources on the Arts and Humanities website.

### WHAT CAN I DO WITH MY MAJOR?

- Animator
- Art Archivist
- Art Director
- Art Educator
- Artist
- Art Preparator
- Art Consultant
- Art Therapist
- Ceramist
- 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: 11.01.23**