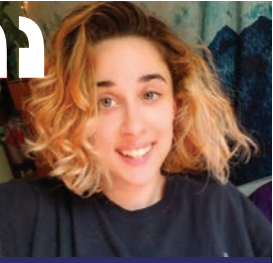




The resources and mentoring at Eastern helped me become a well rounded designer ready for the real world.

JUAN ORELLANA

Class of 2019
Graphic Designer at Pratt Industries, GA



No matter which Art major you pick, you will have great teachers, insightful courses, and be surrounded by peers just as passionate as you are.

ANGEL BLEGGI

Class of 2019
Education Coordinator at Mattatuck Museum, CT



Nowhere else have I ever felt more comfortable being myself and letting my artistic mind flourish.

BEN SULLIVAN

Class of 2020
Production Artist at Global Scenic Services, CT



Eastern gave me room to develop my talents and discover something that I never considered.

WASAN HAYAJNEH

Class of 2020
MFA Student in Animation at SCAD, GA



I'm thankful for all that I learned from the great professors at Eastern. They prepared me with the knowledge and skills to excel in the real world.

JAMIE PRAJER

Class of 2017
Graphic Designer at Creative Bell Design, CT

EMPLOYABILITY

is a set of achievements—skills, understandings, and personal attributes—that make graduates more likely to gain employment and be successful in their chosen occupations, benefiting themselves, the workforce, the community, and the economy.

** Learning for Life and Work Report of the Commission on Higher Education & Employability (NEBHE, March 2018, P. 11)*

Why have an employability handbook?

- To raise your awareness of what employability is.
- To explain how your employability is enhanced by majoring in Art at Eastern.
- To draw your attention to the many opportunities beyond the major that can help you to further enhance your employability.
- To introduce you to the wide range of employment options for Art graduates.

KEY SKILLS YOU WILL ACQUIRE

Creativity & Artistic Ability

Computer Skills

Time-management Skills

Organizational Skills

Communication Skills

Analytical & Research Skills

Interpersonal & Leadership Skills



ART & ART HISTORY

EASTERN CLUBS & ACTIVITIES

- ART SQUARE CLUB
- COMIC BOOK APPRECIATION CLUB
- FILM & MEDIA CLUB
- GAME DEVELOPMENT CLUB & MANY MORE!
- KNIT WITS CLUB
- PHOTOGRAPHY CLUB
- ANNUAL BUS TRIPS
- CAMPUS LANTERN

PROFESSIONAL ORGANIZATIONS

- COLLEGE ART ASSOCIATION
- AMERICAN INSTITUTE OF GRAPHIC ARTS
- SOCIETY OF ILLUSTRATORS
- AMERICAN ALLIANCE OF MUSEUMS
- AMERICAN ART THERAPY ASSOCIATION
- SOCIETY OF AMERICAN ARCHIVISTS
- THE CUT ARCHIVISTS
- INDUSTRIAL DESIGNERS OF AMERICA



Schedule A Campus Tour With Us!

For more information regarding the programs at the Art and Art History Department, please call (860) 465-0197 or visit <https://www.easternct.edu/art-and-art-history>



ART & ART HISTORY



ART & ART HISTORY EMPLOYABILITY HANDBOOK



EMPLOYABILITY

Why Study Art?

Art majors develop creativity, self-discipline and a strong work ethic while learning how art and design are woven into the fabric of past and current cultures. Students develop a range of abilities that can be applied to any career path — craft, point of view, critical and creative thinking, and professional development. Both studio and art history courses emphasize connections between research and art making and the job market and graduate school.



The Bachelor of Arts Degree in Art Offers:

Concentrations

- Art History
- Digital Art & Media Design
- Illustration
- Studio Art

Minors

- Art History
- Costume and Fashion Design
- Digital Art & Media Design
- Film Studies
- Game Design
- Studio Art



ART & ART HISTORY

HANDS-ON LEARNING



SENIOR ART EXHIBITION

Seniors share their creativity with the entire campus during the annual Senior Art Exhibition in the university's professional Art Gallery.



COMMUNITY ENGAGEMENT

Art majors fulfill art and design commissions for local organizations such as the Windham Hospital Auxiliary, Mountain Dairy, and the Salvation Army.



INTERNSHIPS

Art majors have completed internships at art organizations ranging from the Yale University Art Gallery to the Connecticut Office of the Arts.



CREATE CONFERENCE

Art majors showcase their research and creativity at this annual campus celebration of undergraduate research.



SALARY POTENTIAL

Include but are not limited to:

Art History

- Curator
- Museum Professional
- Arts Critic/Journalist

Digital Art & Media Design

- Graphic Designer
- Web Designer
- Motion Graphic Artist
- 2D/3D Animator
- Art Director
- Product Designer
- UI/UX Designer
- Photographer
- Fashion Designer
- Game Designer

Illustration

- Children's Book Illustrator
- Editorial Illustrator
- Scientific Illustrator
- Commercial/Packaging Artist

Studio Art

- Painter/Media Artist
- Printmaker
- Sculptor/Ceramics Artist

Additional Industries

- K-12 Teacher/Professor
- Art Therapist
- Art Conservator

\$50.1K Median Salary
Archivists, Curators & Museum Workers

\$100.9K Median Salary
Art Directors

\$50K Median Salary
Craft and Fine Artists

\$50.7K Median Salary
Graphic Designers

\$78.8K Median Salary
Special Effects Artists and Animators

*U.S. Bureau of Labor Statistics 2021



SUCCESSFUL ALUMNI

EMPLOYMENT

- American Apparel
- Avid Marketing Group
- Boston Celtics
- ESPN
- Global Scenic Service
- iRobot
- Mattatuck Museum
- Method Studios
- Mission Control
- Motion Theory Animation
- Mystic Arts Center
- Pinpoint Promotions
- Pratt Industries
- Red Rock Branding
- Stanley Works
- The Day Publishing
- Timex
- Toy Soldier Media
- Wadsworth Atheneum
- Yale University

GRAD SCHOOL

- Florida International University
- Lewis & Clark College
- Pratt Institute
- Syracuse University
- The Savannah College of Art and Design
- Tufts University

INTERNSHIPS

- Yale University Art Gallery
- Mission Control
- Walt Disney World
- Alden Image
- Serene Agency
- Sensis Advertising
- Eastern CT Center for History Art & Performance



ART & ART HISTORY



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